

2011

**OFFICIAL PLAYING RULES
AND
CASEBOOK
OF THE
NATIONAL FOOTBALL LEAGUE**



Roger Goodell, Commissioner

2011 Rules Changes

Rules-Section-Article		Page
1-1	Surface of entire Field of Play must be a League-approved shade of green.....	1
4-8-2	Extension of a half after a “5 vs. 15” penalty enforcement that includes a dead ball foul on the defense has been eliminated.....	21
6-1-2, 3	On kickoffs, the kicking team restraining line has been moved to the 35-yard line, and no kicking team player (except the kicker) can be lined up more than five yards behind its restraining line after the ball has been made ready for play.....	32
6-2-3	For a kickoff out of bounds the receiving team may elect to take the ball 25 yards from the spot of the kick.....	33
12-2-8	Prohibits illegal “launching” into a defenseless opponent.....	73
12-2-9	Incorporates all rules regarding “defenseless players” into new article and standardizes their protection. Extends the protection for a receiver who has completed a catch so that he is a “defenseless player” until he has had time to protect himself or has clearly become a runner.....	73
12-2-13	Hits to the head of a passer by an opponent’s hands, arms, or other parts of the body will not be fouls unless they are forcible blows.....	75
15-9	Replay Official will initiate review of all scoring plays throughout the game. The Replay Official cannot initiate a review for a team, and a team is prevented from challenging a play, if that team commits a foul that prevents the next snap.....	98

**2011
OFFICIAL
PLAYING RULES
OF THE
NATIONAL
FOOTBALL LEAGUE**

Roger Goodell, Commissioner

Preface

This edition of the Official Playing Rules of the National Football League contains all current rules governing the playing of professional football that are in effect for the 2011 NFL season. Member clubs of the League may amend the rules from time to time, pursuant to the applicable voting procedures of the NFL Constitution and Bylaws.

Any intra-League dispute or call for interpretation in connection with these rules will be decided by the Commissioner of the League, whose ruling will be final.

Because interconference games are played throughout the preseason, regular season, and postseason in the NFL, all rules contained in this book apply uniformly to both the American and National Football Conferences.

At many places in the text there are approved rulings which serve to supplement and illustrate the basic language of the rules. Each is headed by an abbreviation, followed by a number (e.g. **"A.R. 32.0"**). The letter "A" in an approved ruling indicates the team that puts the ball in play, and its opponents are designated by the letter "B." Whenever a team is in possession of the ball, it is the offense, and at such time its opponent is the defense. Yard lines and players are indicated by numerals. Thus, for example: **"A.R. 50.1** Third-and-10 on A30. During a run prior to an intended pass by quarterback A1, defensive player B1 holds flanker A2 on the A45..."

Where the word "illegal" appears in this rule book, it is an institutional term of art pertaining strictly to actions that violate NFL playing rules. It is not meant to connote illegality under any public law or the rules or regulations of any other organization.

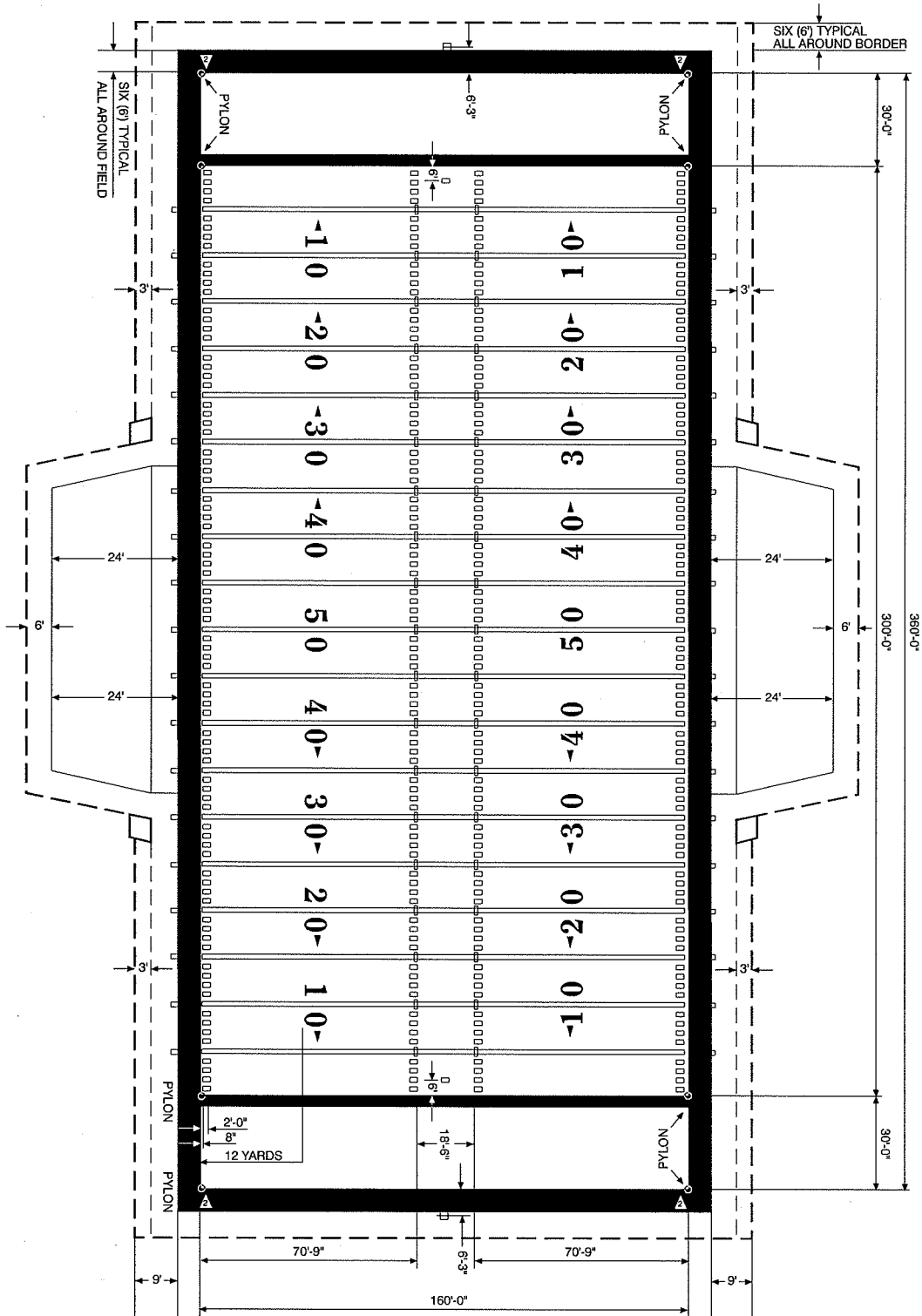
The word "flagrant," when used here to describe an action by a player, is meant to indicate the degree of a violation of the rules—usually a personal foul or unnecessary roughness—is extremely objectionable and conspicuous. "Flagrant" in these rules does not necessarily imply malice on the part of the fouling player or an intention to injure an opponent.

Order of the Rules

Rule		Page
1	Field	1
2	Ball	3
3	Definitions	4
4	Game Timing	15
5	Players, Substitutes, Equipment, General Rules	23
6	Free Kicks	32
7*	Ball in Play, Dead Ball, Scrimmage	35
8	Forward Pass, Backward Pass, Fumble	42
9	Scrimmage Kick	55
10	Opportunity to Catch a Kick, Fair Catch	59
11	Scoring	61
12	Player Conduct	68
13	Non-Player Conduct	80
14	Penalty Enforcement	82
15	Officials: Jurisdiction and Duties	93
16	Sudden-Death Procedures	100
17	Emergencies, Unfair Acts	101
18	Guidelines for Captains	103
	Penalty Summary	104
	Index	107
	Use of Third Quarterback	113
	Roster of Officials	114
	Table of Foul Codes/Team Abbreviation	
	Codes	115
	Official Signals	116
	2011 NFL Schedule	122

**Note: Rule Seven has been rewritten and reorganized. Consequently, Sections One and Two address general situations which are applicable to Scrimmage Downs, Fair Catch Kick Downs, and Free Kick Downs, whereas Sections Three through Six are specific to Scrimmage Downs*

Plan of the Playing Field



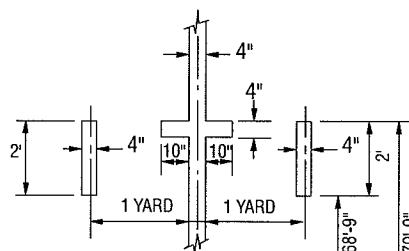
Field Markings

1. The playing field will be rimmed by a solid white border six feet wide along the end lines and sidelines. There will be an additional broken yellow line nine feet farther outside this border along each sideline in the non-bench areas, and such broken line will be continued at an angle from each 30-yard line and pass behind the bench area (all benches a minimum of 30 feet back from the sidelines) at a distance of six feet. In each end zone, this broken yellow line is six feet from the solid white border. These yellow broken lines are to be eight inches wide and two feet long with a space of one foot between them.

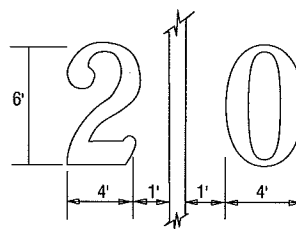
In addition, within each bench area, a solid yellow line six feet behind the solid border will delineate a special area for coaches, behind which all players, except one player who is charting the game, must remain. Furthermore, a broken white line four inches wide and four feet long with a space of two-foot intervals will be marked three feet inside the nine-foot restriction line on the sideline, extending to meet the existing yellow broken line six feet behind both end zones and at each television box outside the bench area.

2. All lines are to be four inches wide, with the exception of the goal line and yellow lines, which are to be eight inches wide. Tolerance of line widths is plus one-fourth inch.
3. All line work is to be laid out to dimensions shown on the plan with a tolerance of plus one-fourth inch. All lines are straight.
4. All boundary lines, goal lines, and marked yard lines are to be continuous lines.
5. The four intersections of goal lines and sidelines must be marked at inside corners of the end zone and the goal line by pylons. Pylons must be placed at inside edges of white lines and should not touch the surface of the actual playing field itself.
6. All lines are to be marked with a material that is not injurious to eyes or skin.
7. No benches or rigid fixtures should be nearer than 10 yards from the sidelines. If space permits, they may be further back.
8. Player benches can be situated anywhere between respective 35-yard lines. Where possible, a continuation of the dotted yellow line is to extend from the 30-yard lines to a point six feet behind the player benches thereby enclosing this area.
9. A white arrow is to be placed on the ground adjacent to the top portion of each number (with the exception of the 50) with the point formed by the two longer sides pointing toward the goal line. The two longer sides measure 36 inches each, while the crossfield side measures 18 inches. The 18-inch crossfield side is to start 15 inches below the top, and 6 inches from the goalward edge of each outer number (except the 50).
10. The location of the inbounds lines is 70'9" for professional football, 60'0" for college football. On fields used primarily by the NFL, the professional inbounds lines should be 4 inches wide by 2 feet long. Alternate college lines, if they are to be included, should be 4 inches wide by 1 foot long.
11. Care must be exercised in any end zone marking, decoration, or club identification at the 50-yard line, that said marks or decorations do not in any way cause confusion as to delineation of goal lines, sidelines, and end lines. Such markings or decorations must be approved by the Commissioner.

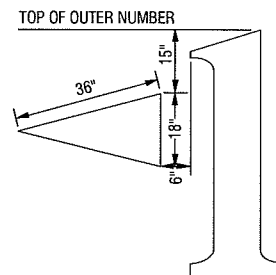
Inbound Yard Markers



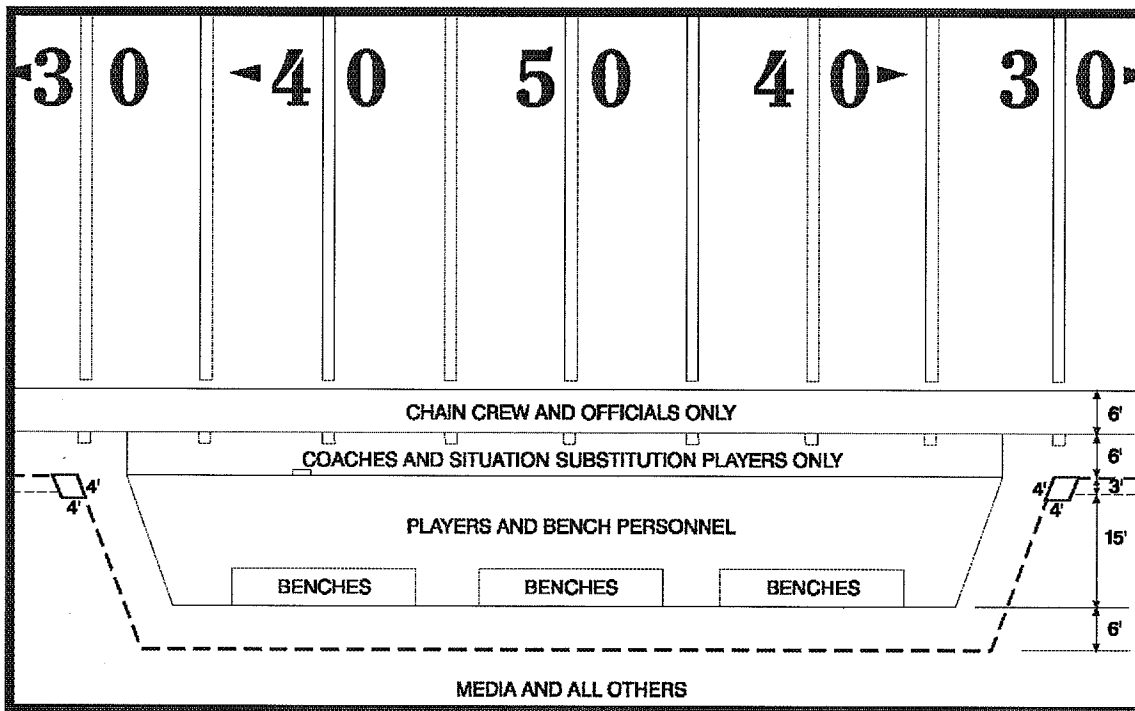
Dimensions for Numerals on the Playing Field



Dimensions for the Directional Arrows



NFL BENCH AREA SHOWING RESTRICTING ZONES



Rule 1 The Field

Section 1 Dimensions

PLAYING LINES

The game shall be played upon a rectangular field, 360 feet in length and 160 feet in width. The lines at each end of the field are termed End Lines. Those on each side are termed Sidelines. Goal Lines shall be established in the field 10 yards from and parallel to each end line. The area bounded by goal lines and sidelines is known as the Field of Play. The areas bounded by goal lines, end lines, and sidelines are known as the End Zones.

FIELD OF PLAY

The areas bounded by goal lines and lines parallel to, and 70 feet 9 inches inbounds, from each sideline, are known as the Side Zones. The lines parallel to sidelines are termed Inbound Lines. The end lines and the sidelines are also termed Boundary Lines.

The playing field will be rimmed by a solid white border a minimum of 6 feet wide along the end lines and sidelines. An additional broken limit line 6 feet further outside this border is to encompass the playing field in the non-bench areas, and such broken line will be continued at an angle from each 32-yard line and pass behind the bench areas (all benches a minimum 30 feet back from the sidelines). In addition, within each bench area, a yellow line 6 feet behind the solid white border will delineate a special area for coaches, behind which all players, except one player charting the game, must remain. If a club's solid white border is a minimum of 12 feet wide, there is no requirement that the broken restraining line also be added in the non-bench areas. However, the appropriate yellow line described above must be clearly marked within the bench areas.

In special circumstances (for example, an artificial surface in a multi-purpose stadium) and subject to prior approval from the League Office, a club may omit the 6-foot solid white border during the preseason or later period while football overlaps with another sport, and substitute a single 4-inch white line at what normally would be the outer limit of the solid border (6 feet from the sidelines).

The surface of the entire Field of Play must be a League-approved shade of green.

Section 2 Markings

LINE MARKINGS

At intervals of 5 yards, yard lines (3-41-2) parallel to the goal lines shall be marked in the field of play. These lines are to stop 8 inches short of the 6-foot solid border. The 4-inch wide yard lines are to be extended 4 inches beyond the white 6-foot border along the sidelines. Each of these lines shall be intersected at right angles by short lines 70 feet, 9 inches long (23 yards, 1 foot, 9 inches) in from each side to indicate inbound lines.

INBOUND LINES

In line with the Inbound Lines there shall be marks at 1-yard intervals between each distance of 5 yards for the full length of the field. These lines are to begin 8 inches from the 6-foot solid border and are to measure 2 feet in length.

Bottoms of numbers indicating yard lines in multiples of 10 must be placed beginning 12 yards in from each sideline. These are to be 2 yards in length.

Two yards from the middle of each goal line and parallel to it, there shall be marked in the Field of Play, lines 1 yard in length.

All boundary lines, goal lines, and marked lines are to be continuous lines. These, and any other specified markings, must be in white, and there shall be no exceptions without the authorization of the Commissioner. Field numerals must also be white.

Care must be exercised in any end-zone marking or decoration or club identification at the 50-yard line that said marking or decorations do not in any way cause confusion as to delineation of goal lines, sidelines, and end lines. Such markings or decorations must be approved by the Commissioner.

The four intersections of goal lines and sidelines must be marked, at inside corners, by weighted pylons. In addition, two such pylons shall be placed on each end line (four in all).

SUPPLEMENTAL NOTES

GOAL LINE

All measurements are to be made from the inside edges of the line marking the boundary lines. Each goal line marking is to be in its end zone so that the edge of the line toward the field of play (actual goal line) is 30 feet from the inside edge of the end line. Each goal line is to be eight inches wide.

All lines are to be marked with a material that is not injurious to eyes or skin. It is desirable that the yard line markers be flexible in order to prevent injury. No benches or rigid fixtures should be nearer than 10 yards from sidelines.

GROUND RULES

In League parks where ground rules are necessary, because of fixed conditions that cannot be changed, they will be made by the Commissioner. Otherwise they will be made by mutual agreement of the two coaches. If they cannot agree, the Referee is the final authority after consulting his crew.

Section 3 Goal

CROSSBAR

In the plane of each end line there shall be a centrally placed horizontal Crossbar 18 feet, 6 inches in length, the top face of which is 10 feet above the ground. The goal is the vertical plane extending indefinitely above the crossbar and between the lines indicated by the outer edges of the goal posts.

GOAL POSTS

All goal posts will be the single-standard type, offset from the end line and bright gold in color. The uprights will extend 30 feet above the crossbar and will be no less than 3 inches and no more than 4 inches in diameter. An orange-colored ribbon 4 inches by 42 inches is to be attached to the top of each post.

Note: Goal posts must be padded in a manner prescribed by the League.

Section 4 Players' Benches

PLAYERS' BENCHES

At the option of the home team, both the players' benches may be located on the same side of the field. In such a case, the end of each bench shall start at the 45-yard line and continue towards the adjacent goal line.

Note: When both benches are so located, the chain crew and linesmen are to operate during the entire game on the opposite side to the benches. See 15-4-1.

Section 5 Chain Crew and Ball Boys/Girls

CHAIN CREW AND BALL BOYS/GIRLS

Members of the chain crew and the ball boys/girls must be uniformly identifiable as specified by the Commissioner. White shirts are to be worn by members of the chain crew.

Section 6 Sideline Markers

SIDELINE MARKERS

The home club must provide and use the standard set of sideline markers that have been approved by the Commissioner.

Rule 2 The Ball

Section 1

BALL DIMENSIONS

The Ball must be a "Wilson," hand selected, bearing the signature of the Commissioner of the League, Roger Goodell.

The ball shall be made up of an inflated (12 1/2 to 13 1/2 pounds) urethane bladder enclosed in a pebble grained, leather case (natural tan color) without corrugations of any kind. It shall have the form of a prolate spheroid and the size and weight shall be: long axis, 11 to 11 1/4 inches; long circumference, 28 to 28 1/2 inches; short circumference, 21 to 21 1/4 inches; weight, 14 to 15 ounces.

The Referee shall be the sole judge as to whether all balls offered for play comply with these specifications. A pump is to be furnished by the home club, and the balls shall remain under the supervision of the Referee until they are delivered to the ball attendant just prior to the start of the game.

Section 2

BALL SUPPLY

Each team will make 12 primary balls available for testing by the Referee two hours and 15 minutes prior to the starting time of the game to meet League requirements. The home team will also make 12 backup balls available for testing in all stadiums. In addition, the visitors, at their discretion, may bring 12 backup balls to be tested by the Referee for games held in outdoor stadiums. For games in outdoor stadiums, eight new footballs, sealed in a special box and shipped by the manufacturer to the Referee, will be opened in the officials' locker room two hours and 15 minutes prior to the starting time of the game. These balls are to be specially marked by the Referee and used exclusively for the kicking game. For games in indoor stadiums, six new footballs will be shipped.

In the event a home team ball does not conform to specifications, or its supply is exhausted, the Referee shall secure a proper ball from the visitors and, failing that, use the best available ball. Any such circumstances must be reported to the Commissioner.

In case of rain or a wet, muddy, or slippery field, a playable ball shall be used at the request of the offensive team's center. The Game Clock shall not stop for such action (unless undue delay occurs).

Note: It is the responsibility of the home team to furnish playable balls at all times by attendants from either side of the playing field.

Rule 3 Definitions

Section 1 Approved Ruling (A.R.)

APPROVED RULING

An Approved Ruling (A.R.) is an official decision on a given statement of facts and serves to illustrate the intent, application, or amplification of a rule. Supplemental notes are often used for the same purpose (3-33).

OFFICIAL RULING

An Official Ruling (O.R.) is a ruling made by the Interpretation Committee in the interim between the annual rules meeting and is official only during the current season.

TECHNICAL TERMS

Technical Terms are such terms that have a fixed and exact meaning throughout the code. Because of their alphabetical arrangement in Rule 3, certain ones are used prior to being defined. In such cases, they are accented only the first time they are used.

Section 2 Ball in Play, Dead Ball

BALL IN PLAY

Article 1 The Ball is in Play (or Live Ball) when it is:

- (a) legally free kicked (6-1-1), or
- (b) legally snapped (7-1-1).

It continues in play until the down ends (3-7-1; 7-2-1).

DEAD BALL

Article 2 A Dead Ball is one that is not in play. The time period during which the ball is dead is Between Downs. This includes the interval during all time outs (including intermission) and from the time the ball becomes dead until it is legally put in play.

LOOSE BALL

Article 3 A Loose Ball is a live ball that is not in player possession, i.e., any kick, pass, or fumble. A loose ball that has not yet struck the ground is In Flight. A loose ball (either during or after flight) is considered in possession of team (offense) whose player kicked, passed, or fumbled. It ends when a player secures possession or when the down ends if that is before such possession. (For exception, see 9-5-1-Exc. 3).

FUMBLE

Article 4 A Fumble is any act, other than a pass or kick, which results in loss of player possession. The term Fumble always implies possession. (8-7-3).

Note: If a player pretends to fumble and causes the ball to go forward, it is a forward pass and may be illegal (8-1-2-Pen. a, c).

A.R. 3.1 While runner A1 is in possession, defensive player B1 grabs the ball away from him.
Ruling: Fumble.

A.R. 3.2 While runner A1 is in possession, defensive player B1 kicks the ball away from him.
Ruling: A foul during a fumble. Kicking a ball in player possession is a foul (12-1-9).

MUFF

Article 5 A Muff is the touching of a loose ball by a player in an unsuccessful attempt to obtain possession of it.

Note 1: A muff does not change the status of a loose ball.

Note 2: Any ball intentionally muffed forward is a bat and may be a foul. (3-2-5-g; 12-1-8).

TOUCHING THE BALL

Touching the Ball refers to any contact. Ordinarily there is no distinction between a player touching the ball with his hands or any part of his body being touched by it except as specifically provided for (3-15-3-Note 1 and 9-2-4).

Note: The result of the touching is sometimes influenced by the intent or the location.

TOUCHING FREE KICK

- (a) See 6-1-4-c and 6-2-4 for touching a free kick.

INTENT OR LOCATION OF TOUCHING

- (b) See 6-1-4 for touching a free kick before it goes out of bounds between the goal lines.

INELIGIBLE PLAYER TOUCHING A PASS

- (c) See 8-1-8 for ineligible offensive player touching a forward pass on, behind, or beyond the line.

PUSHED INTO A KICK

- (d) See 9-2 for touching a scrimmage kick on or behind the line, and also 9-2-4 for being pushed into a kick by an opponent.

TOUCHING KICK DURING ATTEMPTED FIELD GOAL

- (e) See 11-4-2 for touching a kick during an attempted field goal.

SIMULTANEOUS TOUCHING

- (f) Simultaneous touching by two opponents of a fumble, pass, or kick is treated under their respective sections.

BAT OR PUNCH

- (g) A Bat or Punch is the intentional striking of the ball with hand, fist, elbow, or forearm. See 12-1-8.

PLAYER INBOUNDS

Article 6 A player (5-2-2) is inbounds when he first touches both feet or any other part of his body, other than his hands, to the ground within the boundary lines (1-1). See (3-21-1) for a player out of bounds.

Note: Unless otherwise stated in the Rules, a player is deemed to be inbounds.

PLAYER POSSESSION

Article 7 A player is in possession when he is in firm grip and control of the ball inbounds (See 3-2-3).

To gain possession of a loose ball (3-2-3) that has been caught, intercepted, or recovered, a player must have complete control of the ball and have both feet **or any other part of his body, other than his hands,** completely on the ground inbounds, **and maintain control of the ball long enough to perform any act common to the game.** If the player loses the ball while simultaneously touching both feet or any other part of his body to the ground or if there is any doubt that the acts were simultaneous, there is no possession. This rule applies in the field of play and in the end zone.

The terms catch, intercept, recover, advance, and fumble denote player possession (as distinguished from touching or muffing).

*Note 1: A player who goes to the ground in the process of attempting to secure possession of a loose ball (with or without contact by an opponent) must maintain control of the ball **throughout the process of contacting the ground, whether in the field of play or the end zone.** If he loses control of the ball, and the ball touches the ground before he regains control, there is no possession. If he regains control prior to the ball touching the ground, it is a catch, interception, or recovery.*

*Note 2: If a player goes to the ground out-of-bounds (with or without contact by an opponent) in the process of attempting to secure possession of a loose ball at the sideline, he must **maintain** complete and continuous control of the ball throughout **the process of contacting the ground, or there is no possession.***

Note 3: If a player has control of the ball, a slight movement of the ball will not be considered loss of possession. He must lose control of the ball in order to rule that there has been a loss of possession.

CATCH

A catch is made when a player inbounds secures possession of a pass, kick, or fumble in flight (See 8-1-3).

Note 1: It is a catch if in the process of attempting to catch the ball, a player secures control of the ball prior to the ball touching the ground and that control is maintained after the ball has touched the ground.

Note 2: In the field of play, if a catch of a forward pass has been completed, and there is contact by a defender causing the ball to come loose before the runner is down by contact, it is a fumble, and the ball remains alive. In the end zone, the same action is a touchdown, since the receiver completed the catch beyond the goal line prior to the loss of possession, and the ball is dead when the catch is completed.

INTERCEPTION

An interception is made when a pass (forward or backward) is caught by an opponent of the passer.

RECOVER

The term recover indicates securing possession of a loose ball by either the offense or defense after it has touched the ground.

Note 1: If there is any question by the covering official(s) as to whether a forward pass is complete, intercepted, or incomplete, it always will be ruled incomplete.

Note 2: Recovery does not imply advance, unless so stated.

Note 3: If a player would have caught, intercepted, or recovered a ball inbounds, but is carried out of bounds, player possession will be granted (8-1-3 item 6).

Section 3 Blocking

LEGAL BLOCK

Blocking is the act of obstructing or impeding an opponent by contacting him with a part of the blocker's body. A Block in the Back is a block that is delivered from behind an opponent above his waist. It is not a block in the back:

- (a) if the opponent turns away from the blocker, or
- (b) if both of the blocker's hands are on the opponent's side.

A Block Below the Waist is when the initial contact is below the waist with any part of the blocker's body against an opponent, other than the runner, 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.

Note: If an opponent uses his hands to ward off a block, and the blocker contacts the opponent below the waist, it is not a block below the waist unless the blocker is obviously intending to deliver a low block.

Section 4 Chucking

CHUCKING

Chucking is a means of warding off an eligible receiver who is in front of a defender by contacting him with a quick extension of arm or arms followed by the return of arm(s) to a flexed position, or by maintaining continuous and unbroken contact within five yards of the line of scrimmage, so long as the receiver has not moved beyond the point that is even with the defender (See 8-4 Articles 1-4).

Section 5 Clipping

CLIPPING

Clipping is throwing the body across the back of the leg of an eligible receiver or charging or falling into the back of an opponent below the waist after approaching him from behind, provided the opponent is not a runner.

Note: See 12-2-9 for additional interpretations or restrictions concerning clipping in close line play.

A.R. 3.3 Runner A1 advances 10 yards and is hit from behind by defensive player B1, who throws his body across the back of A1's leg.

Ruling: Legal and not a clip, because A1 was a runner. If A1 was not a runner, it would have been a clip.

Section 6 Disqualified Player

DISQUALIFIED PLAYER

A Disqualified Player is one who is banished from further participation in the game and must return to his dressing room within a reasonable period of time for any of the following:

- (a) flagrant striking, kneeing, or kicking an opponent (12-2-1);
- (b) flagrant roughing of a kicker, passer, or any other opponent (12-2-6 and 12-2-13);
- (c) a palpably unfair act (12-3-3);
- (d) flagrant unsportsmanlike conduct by players or non-players (Rule 13); or
- (e) repeat violation of a suspended player rule (5-4-Pen. c).

Note: Disqualified player is not to reappear in his team uniform nor return to any area other than to which spectators have access.

Section 7 Down

DOWN

Article 1 A Down is a period of action that starts when the ball is put in play (3-2-1) and ends when ball is next dead (7-2-1).

SCRIMMAGE DOWN

A down that starts with a snap is known as a Scrimmage Down (3-29).

FAIR CATCH KICK DOWN

A down that starts with a fair catch kick is known as a fair catch kick down (10-2-4; 11-4-3).

FREE KICK DOWN

A down that starts with a free kick is known as a Free Kick Down (6-1-1).

SERIES OF DOWNS

Article 2 A Series of Downs is the four consecutive charged scrimmage downs allotted to the offensive team during which it must advance the ball to a yard line called the necessary line in order to retain possession (7-3-1).

NECESSARY LINE

The Necessary Line is always 10 yards in advance of the spot of the snap (which starts the series) except when a goal line is less than 10 yards from this spot. In that case the necessary line is the goal line.

CHARGED DOWN

When the offensive team has been in possession constantly during a scrimmage down, the down is counted as one of a series except as provided for a foul (14-8), and is known as a Charged Down.

FIRST DOWN

The initial down in each series is known as the First Down, and if it is a charged down, subsequent charged downs are numbered consecutively until a new series is declared for either team (7-1-1).

Section 8 Drop Kick

DROP KICK

A Drop Kick is a kick by a kicker who drops the ball and kicks it as, or immediately after, it touches the ground.

Section 9 Fair Catch

FAIR CATCH

A Fair Catch is an unhindered catch by any player of the receivers of a free kick or of a scrimmage kick except one that has not crossed the line of scrimmage (3-18-3), provided he has legally signaled his intention of attempting such a catch (10-2-2-Item 1).

MARK OF THE CATCH

Article 1 The Mark of the Catch is the spot from either:

- (a) where the ball is actually caught by a receiver after a fair catch signal, valid or invalid (10-2-2); or
- (b) the spot of ball after a penalty for fair catch interference (10-1-1-Pen. b), and after a penalty for running into the maker of a fair catch (10-2-3-c).

Note: For fair catch kick, see 10-2-4-a and 11-4-3.

Section 10 Field Goal

FIELD GOAL

A Field Goal is made by kicking the ball from the field of play through the plane of the opponents' goal by a drop kick or a placekick either:

- (a) From behind the line on a play from scrimmage; or
- (b) During a fair catch kick. See 11-4-3; 3-9; and 10-2-4-a.

Section 11 Foul and Spots of Enforcement

FOUL

Article 1 A Foul is any infraction of a playing rule. Spot of Enforcement (or Basic Spot) is the spot at which a penalty is enforced. Four such spots are commonly used (14-1). They are:

SPOTS OF ENFORCEMENT

- (a) Spot of Foul—The spot where a foul was committed or is so considered by rule.
- (b) Previous Spot—The identical spot where the ball was last put in play.
- (c) Spot of Snap, backward pass, or fumble—The spot where the foul occurred or the spot where the penalty is to be enforced.
- (d) Succeeding Spot—The spot where the ball would next be put in play if no distance penalty were to be enforced.

Note: After a penalty enforcement, the ball is next put in play at the nearest inbounds line if the penalty enforcement would leave the ball outside the inbounds line.

ENFORCEMENT AFTER TOUCHDOWN

Exception: If a foul occurs after a touchdown and before the ready for play signal for a Try, the succeeding spot is the spot of the next kickoff.

Note: A penalty is never enforced from the spot of a legal kick from scrimmage (9-5-1).

An enforcement includes a declination (14-6). See 14-1-5 for definition of basic spot and 3 and 1 rule.

DEAD BALL FOUL

Article 2 Types of Fouls

- (a) A Dead Ball Foul (or a subsequent foul) is a personal foul (12-2) or unsportsmanlike foul (12-3) that occurs after a down ends and before the next snap or free kick (14-5). See 14-1-7 to 14-1-10.

Note: A dead ball foul is always enforced from the succeeding spot.

MULTIPLE FOUL

- (b) A Multiple Foul is two or more fouls by the same team during the same down (14-4).

DOUBLE FOUL

- (c) A Double Foul is a foul by each team during the same down and includes any multiple foul by either team, including dead ball fouls (14-3).

A.R. 3.4 A's ball first-and-10 on A30. Runner A1 runs out of bounds on the A45, after which offensive A2 clips on the A30.

Ruling: A's ball first-and-10 on A30. A dead ball foul. See 14-1-7. It happened after the down ended and was a personal foul. See A.R. 14.56.

A.R. 3.5 Defensive B1 holds an offensive player on the line of scrimmage. Defensive B2 was offside.

Ruling: A multiple foul because it was two fouls by the same team during the same down. See 14-4.

A.R. 3.6 The offensive team is offside. The defensive team interferes with an eligible receiver downfield. The pass falls incomplete.

Ruling: A double foul because each team committed a foul during the same down. See 14-3.

A.R. 3.7 The offensive team clips after Runner A1 scored.

Ruling: A foul between downs because the down ended when the score was made. Penalize on subsequent kickoff. See 14-1-7 and 14-5.

Section 12 Free Kick

FREE KICK

Article 1 A Free Kick is one that puts the ball in play to start a free kick down (3-2-1, 6-1-1): It includes:

- (a) kickoff;
- (b) safety kick (6-1-1-b).

FREE KICK LINES

Article 2 The Free Kick Line for the kicking team is a yard line through the most forward point from which the ball is to be kicked (6-1-2-a).

The Free Kick Line for the receiving team is a yard line 10 yards in advance of the kicking team's free kick line (6-1-2-b).

Section 13 Handing the Ball

HANDING THE BALL

Article 1 Handing the ball is transferring player possession from one teammate to another without passing or kicking it.

- (a) Except where permitted by rule, handing the ball forward to a teammate is illegal.
- (b) Loss of player possession by unsuccessful execution of attempted handing is a fumble charged to the player that last had possession. **A muffed handoff (legal or illegal) is a fumble, and the ball remains alive.**
- (c) A forward handoff occurs when the ball is handed (regardless of the direction of the movement of the ball) to a player who is in advance of a teammate whose hands he takes or receives it.

Section 14 Huddle

HUDDLE

A Huddle is the action of two or more players of the offensive team who, instead of assuming their normal position for the snap, form a group for getting the signal for the next play or for any other reason.

Section 15 In Touch and Impetus

IN TOUCH

Article 1 Ball is In Touch:

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

Note (1): If a player while standing on or behind the goal line touches a ball that has come from the field of play and the official is in doubt as to whether the ball actually touched the goal line (plane), he shall rule that the ball was in touch.

Note (2): A ball in the end zone which is carried toward the field of play is still in touch. It is a safety or touchback if any part of the ball is on, above, or behind the goal line (plane) when dead. In such a case, the ball must be entirely in the field of play in order not to be in touch.

BALL DEAD IN TOUCH

Article 2 A Ball Dead in Touch is one dead on or behind a goal line and it is either a touchdown, a safety, a touchback, a field goal, or the termination of a Try (11-3).

Note 1: Sometimes a safety, touchdown, or Try (unsuccessful) is awarded because of a foul. In such cases, they are penalties.

Note 2: Momentum is an exception to dead in touch. See 11-5-1-Exc 2.

IMPETUS

Article 3 Impetus is the action of a player that gives momentum to the ball and sends it in touch.

The Impetus is attributed to the offense except when the ball is sent in touch through a new momentum when the defense muffs a ball which is at rest, or nearly at rest, or illegally bats:

- (a) a kick or fumble;
- (b) a backward pass after it has struck the ground;
- (c) or illegally kicks any ball (12-1-9).

*Note 1: If a **passive** player is pushed or blocked into any kick or fumble, or into a backward pass after it has struck the ground, and if such pushing or blocking is the primary factor that sends such a loose ball in touch, the impetus is by the pusher or blocker, and the pushed (blocked) player will not be considered to have touched the ball. See 9-2-4.*

Note 2: Momentum is not applicable (11-5-1-Exc. 2).

Section 16 Kicker

KICKER

A Kicker is the player of the offensive team who legally punts, placekicks, or dropkicks the ball. The offensive team is known as the Kickers during a kick.

A Receiver is any defensive player during a kick. The defensive team is known as the Receivers during a kick.

Section 17 Kickoff

KICKOFF

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

- (a) At start of the first and third periods;
- (b) After each Try;
- (c) After a successful field goal (6-1-1-a); **and**
- (d) **At the start of overtime.**

ON-SIDE KICK

If a kicker obviously attempts to kick a ball short and the ball never goes 20 yards, it is defined as an on-side kick (this also applies to a safety kick).

Section 18 Line of Scrimmage

SCRIMMAGE LINE

Article 1 The Line of Scrimmage is the yard line (plane) passing through the forward point of the ball after it has been made ready for play. The term scrimmage line, or line, implies a play from scrimmage.

PLAYER ON LINE

Article 2 A Player of Team A is on his line:

- (a) when his shoulders face Team B's goal line, and
- (b) if he is the snapper, no part of his body is beyond the line at the snap,
- (c) if he is a non-snapper, his helmet must break the vertical plane that passes through the belt line of the snapper.

Note: Interlocking legs are permissible.

A.R. 3.8 Offensive A1 assumes a three-point stance with his shoulders facing defensive B's goal line. **A1's helmet is even with the belt line of the center.**

Ruling: A1 is legally on the line.

BALL CROSSES LINE

Article 3 The ball has crossed the scrimmage line (crosses line) when, during a play from scrimmage, it has been run, fumbled, passed, or legally kicked by a Team A player, through the plane of the line and has then touched the ground or anyone beyond the line.

Section 19 Neutral Zone, Start of Neutral Zone, and Encroaching

NEUTRAL ZONE

The Neutral Zone is the space between the forward and backward points of the ball (planes). It starts when the ball is ready for play. (See neutral zone infraction, 7-4-4)

ENCROACHING

A player is Encroaching (7-4-3) on the neutral zone when any part of his body is in it and contact occurs prior to the snap. The official must blow his whistle immediately.

Note: The Back Judge is responsible for the 40/25-second count with the start of the neutral zone (4-6-1 and 4-7-2).

Section 20 Offside

OFFSIDE

A player is Offside when any part of his body or his person is in the neutral zone, or is beyond the free kick line, or fair catch kick line, when the ball is put in play.

Exceptions: The snapper may be in the neutral zone provided he is not beyond the line (3-18-2).

The holder of a placekick for a free kick may be beyond the free kick line (6-1-3-b-1).

The holder of a fair catch kick may be beyond the fair catch kick line (11-4-3).

The kicker may be beyond the line, but his kicking foot may not be (6-1-3-b-2).

Section 21 Out of Bounds and Inbounds Spot

PLAYER OR OFFICIAL OUT OF BOUNDS

Article 1 A player or an Official is Out of Bounds when he touches:

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

BALL OUT OF BOUNDS

Article 2 The Ball is Out of Bounds when:

- (a) the runner is out of bounds;
- (b) while in player possession, it touches a boundary line or anything other than a player or an official on or outside such line; or
- (c) a loose ball touches a boundary line or anything on or outside such line.

INBOUNDS SPOT

Article 3 The Inbounds Spot is a spot 70 feet 9 inches in from the sideline on the yard line passing through the spot where the ball or a runner is out of bounds between the goal lines.

Under certain conditions, the ball is dead in a side zone or has been placed there as the result of a penalty. See 7-6-2.

Note: Ordinarily the out-of-bounds spot is the spot where the ball crossed a sideline. However, if a ball, while still within a boundary line, is declared out of bounds because of touching anything that is out of bounds, the out-of-bounds spot is on the yard line through the spot of the ball at the instant of such touching.

- A.R. 3.9** Runner A1, with his feet inbounds, touches an official who is touching a sideline.
Ruling: Inbounds.
- A.R. 3.10** Runner A1, with his feet inbounds, touches any player who is touching a sideline.
Ruling: Inbounds.
- A.R. 3.11** Runner A1 fumbles backwards, and the loose ball touches a defensive player B1 who is standing on sideline, and then ball rebounds into the field of play where B1 falls on it.
Ruling: Dead ball and out of bounds as soon as the loose ball touches the player on sideline. Offensive team's ball at inbounds spot. Start game clock on the ready.
- A.R. 3.12** Runner A1 touches the defensive team's pylon with any part of his body.
Ruling: Not out of bounds. The runner is not out of bounds until he touches anything other than a player, an official, or a pylon on or outside the boundary line. Position of the ball is determined by its position when the runner touches out of bounds.

Section 22 Pass and Passer

PASS AND PASSER

Article 1 A Pass is the movement of the ball caused by the runner who throws, shoves (shovel pass), or pushes (push pass) the ball (3-28-1).

Note: The term is also used to designate the action of a player who causes a pass as in, "He will pass the ball."

FORWARD PASS

Article 2 It is a Forward Pass if:

- (a) the ball initially moves forward (to a point nearer the opponent's goal line) after leaving the passer's hands; or
- (b) the ball first strikes the ground, a player, an official, or anything else at a point that is nearer the opponent's goal line than the point at which the ball leaves the passer's hand.

Note 1: When a Team A player is holding the ball to pass it forward, any intentional movement forward of his hand starts a forward pass. If a Team B player contacts the passer or the 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.

Note 2: When a Team A player is holding the ball to pass it forward, any intentional forward movement of his hand starts a forward pass, even if the player loses possession of the ball as he is attempting to tuck it back toward his body. Also, if the player has tucked the ball into his body and then loses possession, it is a fumble.

Note 3: If the player loses possession of the ball while attempting to recock his arm, it is a fumble.

Note 4: A fumble or muff going forward is disregarded as to its direction, unless the act is ruled intentional. In such cases, the fumble is a forward pass (8-1-1) and the muff is a bat (12-1-8).

A.R. 3.13 A pass legally handed forward to an eligible pass receiver is followed by a forward pass in flight from behind the line.

Ruling: A legal pass because the first handoff is not considered a forward pass.

A.R. 3.14 A pass is legally handed forward to an eligible pass receiver, who muffs the ball and it is recovered by the defensive team.

Ruling: Not an incomplete pass. It is treated as a fumble and the defensive team keeps the ball.

PASSER, PASSING TEAM

Article 3 A player who makes a legal forward pass is known as the Passer until the pass ends. The teammates of any player who passes forward (legally or illegally) are known collectively as the Passing Team or Passers.

BACKWARD PASS

Article 4 A Backward Pass (8-7-1) is any pass that is not a forward pass.

FORWARD, BEYOND, IN ADVANCE OF

SUPPLEMENTAL NOTES

- (1) Forward, Beyond, or In Advance Of are terms that designate a point nearer the goal line of the defense unless the defense is specifically named. Converse terms are Backward or Behind.
- (2) A pass parallel to a yard line or an offensive player moving parallel to it at the snap is considered backward.
- (3) If a pass is batted, muffed, punched, or kicked in any direction, it does not change its original designation. However, such an act may change the impetus (3-15-3) if sent in touch or may be a foul (12-1-8, 12-1-9).

A.R. 3.15 The ball, moving backwards in the hands of an offensive player A1, is possessed by offensive player A2 who is in advance of A1.

Ruling: Illegal forward handing unless A2 is behind his line and is eligible to receive a forward pass.

A.R. 3.16 The ball moving forward in the hands of offensive player A1, is possessed by A2 who is behind A1.

Ruling: A backward pass.

Section 23 Placekick

PLACEKICK

A Placekick is a kick made by a kicker while the ball is in a fixed position on the ground except as provided for a permissible manufactured tee at kickoff (6-1-1-Note). The ball may be held in position by a teammate. See 11-4-4.

Section 24 Pocket Area

POCKET AREA

The Pocket Area applies from the normal tackle position on each side of the center and extends backwards to the offensive team's own end line.

Section 25 Post-Possession Foul

POST-POSSESSION FOUL

A foul by the receiving team that occurs after a ball is legally kicked from scrimmage prior to possession changing. The ball must cross the line of scrimmage and the receiving team must retain possession of the kicked ball. See 9-5-1-Exc. 3.

Section 26 Punt

PUNT

A Punt is a kick made by a kicker who drops the ball and kicks it while it is in flight (9-1-1).

Section 27 Runner and Running Play

RUNNER

Article 1 The Runner is the offensive player who is in possession of a live ball (3-2-1), i.e., holding the ball or carrying it in any direction.

RUNNING PLAY

Article 2 A Running Play is a play during which there is a runner and which is not followed by a kick or forward pass from behind the scrimmage line. There may be more than one such play during the same down (14-1-12).

SUPPLEMENTAL NOTES

- (1) The exception to a running play is significant only when a foul occurs while there is a runner prior to a kick or pass from behind the line (8-6-1, 9-5-1, and 14-1-12).
- (2) The statement, a player may advance, means that he may become a runner, make a legal kick (9-1-1), make a backward pass (8-7-1), or during a play from scrimmage, an offensive player may throw a forward pass (8-1-1) from behind his scrimmage line, provided it is the first such pass during the down and the ball had not been beyond the line of scrimmage previously.

A.R. 3.17 Receiving team player B1 catches a kickoff, advances, and fumbles. Kicking team player A2 recovers and advances.

Ruling: While runners B1 and A2 were in possession, there were two running plays during the same down.

Section 28 Safety

SAFETY

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

- (a) the impetus (3-15-3) came from a player of that team;
- (b) it is not a touchdown (11-2).

MOMENTUM

Note: It is not a safety if a defensive player in the field of play intercepts a pass; catches or recovers a fumble, backward pass, scrimmage kick, free kick, or fair catch kick and his original momentum carries him into his

end zone where the ball is declared dead in his team's possession. Instead the ball belongs to the defensive team at the spot where the ball was intercepted, caught or recovered. (11-5-1 Exc. 2)

Section 29 Scrimmage, Play From Scrimmage

SCRIMMAGE DOWN

A Scrimmage Down is one that starts with a snap (3-31). From Scrimmage refers to any action from the start of the snap until the down ends or if Team A loses possession and Team B secures possession. Any subsequent action during the down, after a change of team possession, is Not From Scrimmage.

SCRIMMAGE LINE

Notes: The term scrimmage line or line implies a play by A from scrimmage. Line is used extensively for brevity and is not to be confused with side, end, or yard line. Line is also used for free kick line or fair catch kick line. For given reasons, action during a free kick down (6-1), or fair catch kick down, is sometimes referred to as a play not from scrimmage.

Section 30 Shift

SHIFT

A Shift is the action of two or more offensive players who (prior to a snap), after having assumed a set position, simultaneously change the position of their feet by pivoting to or assuming a new set position with either one foot or both feet (7-4-8).

Section 31 Snap and the Snapper

SNAP AND THE SNAPPER

A Snap is a backward pass that puts the ball in play to start a scrimmage down. The Snapper is the offensive player who attempts a snap. See 7-6-3, for conditions pertaining to a legal snap.

Section 32 Supplemental Notes (S.N.)

SUPPLEMENTAL NOTES

Supplemental Notes (S.N.) are descriptive paragraphs used to amplify a given rule, which would otherwise be too cumbersome or involved in its scope or wording.

An Approved Ruling (A.R.) is often used for the same purpose (3-1). Additional Approved Rulings are also found in The Official Casebook of the National Football League.

Notes are usually more specific and apply to a particular situation. They are also used to indicate pertinent references to other rules.

Section 33 Suspended Player

SUSPENDED PLAYER

A Suspended Player is one who must be withdrawn, for at least one down, for correction of illegal equipment (5-4).

Section 34 Tackling

TACKLING

Tackling is the use of hands, or arms, or shoulders by a defensive player in his attempt to hold a runner or bring him to the ground (12-1-6).

Section 35 Team A and B, Offense and Defense

OFFENSE AND DEFENSE

Article 1 Whenever a team is in possession (3-2-7), it is the Offense and, at such time, its opponent is the Defense.

TEAM A AND TEAM B

Article 2 The team that puts the ball in play is Team A, and its opponent is Team B. For brevity, a player of Team A is referred to as A1 and his teammates as A2, A3, etc. Opponents are B1, B2, etc.

Note: A team becomes Team A when it has been designated to put ball in play, and it remains Team A until a down ends, even though there might be one or more changes of possession during the down. This is in contrast with the terms Offense and Defense. Team A is always the offense when a down starts, but becomes the defense if and when B secures possession during the down, and vice versa for each change of possession.

Article 3 A change of possession occurs when a player of the defensive team secures possession of a ball that has been kicked, passed, or fumbled by a player of the offensive team, or when the ball is awarded to the opposing team by rule. A change of possession includes but is not limited to:

- (a) an interception of a forward pass; or
- (b) a catch or recovery of a fumble or backward pass; or
- (c) a catch or recovery of a Scrimmage Kick, Free Kick, or Fair Catch Kick.
- (d) when the offensive team fails to reach the line to gain on fourth down.
- (e) when the offensive team misses a field-goal attempt.

Section 36 Time Out or Time In

TIME OUT

Article 1 A Time Out is an interval during which the Game Clock is stopped (4-4) and includes the intermission (4-1-2 and 4-1-3).

Note: The term Time Out (general) is not to be confused with a charged team time out, which is specific. (4-5-1).

TIME IN

Article 2 Time In is the converse (4-3) and is also used to indicate when the clock operator is to start the clock.

Section 37 Touchback

TOUCHBACK

A Touchback is the situation in which a ball is dead on or behind a team's own goal line, provided the impetus came from an opponent and provided it is not a touchdown (11-6).

Section 38 Touchdown

TOUCHDOWN

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

Section 39 Tripping

TRIPPING

Tripping is the use of the leg or foot in obstructing any opponent (including a runner) (12-1-5 c).

Section 40 Try

TRY

A Try is an opportunity given a team that has just scored a touchdown to score an additional one or two points during one scrimmage down (11-3).

Section 41 Yard Line, Own Goal

OWN GOAL

Article 1 A team's Own Goal during any given period is the one it is guarding. The adjacent goal line is known as its (own) goal line.

YARD LINE

Article 2 A Yard Line is any line and its vertical plane parallel to the end line. The Yard Lines (marked or unmarked) in the field of play are named by number in yards from a team's goal line to the center of the field.

Note: The yard line 19 yards from team A's goal line is called A's 19-yard line. The yard line 51 yards from A's goal line is called B's 49-yard line. (For brevity, these are referred to as A's 19 and B's 49.)

Rule 4 Game Timing

Section 1 Periods, Intermissions, Halftime

LENGTH OF GAME

Article 1 The length of the game is 60 minutes, divided into four periods of 15 minutes each. In the event the score is tied at the end of four periods, the game is extended by an overtime period(s) as prescribed in Rule 16.

INTERMISSIONS

Article 2 There will be intervals of at least two minutes between the first and second periods (first half) and between the third and fourth periods (second half). During these intermissions all playing rules continue in force, and no representative of either team shall enter the field unless he is an incoming substitute, or a team attendant or trainer, entering to see to the welfare of a player.

Penalty: For illegally entering the field: Loss of 15 yards from the succeeding spot (13-1-6-Pen.).

The Back Judge times the two-minute intermissions and shall sound his whistle (and signal visibly) after one minute and 50 seconds. The Referee shall sound his whistle immediately thereafter for play to start and for the play clock operator to start the 25-second clock. See 4-6-2.

HALFTIME

Article 3 Between the second and third periods, there shall be an intermission of 12 minutes, plus any prescribed delay times established by the League office for teams to return to their locker rooms. During this intermission, play is suspended, and teams may leave the field. The Back Judge will time halftime. See 13-1-1 for fouls by non-players between halves.

OFFICIAL TIME

Article 4 The stadium electric clock shall be the official time. The game clock operator shall start and stop the clock upon the signal of any official in accordance with the rules. The Line Judge (15-5-2) shall supervise timing of the game, and in case the stadium clock becomes inoperative, or if it is not being operated correctly, he shall take over official timing on the field.

Note: Game officials can correct the game clock only before the next legal snap or kick, including an untimed down or try.

Section 2 Starting a Period or Half

KICKOFF ON SCHEDULE

Article 1 Both teams must be on the field to kick off at the scheduled time for the start of each half. Prior to the start of the game, both teams are required to appear on the field at least 10 minutes prior to the scheduled kickoff in order to ensure sufficient time for proper warm-up. Designated members of the officiating crew must notify both head coaches personally of the scheduled time for kickoff prior to the start of each half.

Penalties:

- (a) **For delaying the start of a half: Loss of 15 yards from the spot of the kickoff as determined by 6-1-2-a.**
- (b) **For failure to appear on the field at least 10 minutes prior to the scheduled kickoff: Loss of the coin-toss option for both halves and overtime, and loss of 15 yards from the spot of the kickoff.**

TOSS OF COIN

Article 2 Not more than three minutes before the kickoff of the first half, the Referee, in the presence of both team's captains (limit of six per team, all of whom must be uniformed members of the Active List) shall toss a coin at the center of the field. Prior to the Referee's toss, the call of "heads" or "tails" must be made by the captain of the visiting team, or by the captain designated by the Referee if there is no home team. Unless the winner of the toss defers his choice to the second half, he must choose one of two privileges, and the loser is given the other. The two privileges are:

- (a) The opportunity to receive the kickoff, **or to kick off**; or
- (b) The choice of goal his team will defend.

Penalty: For failure to comply: Loss of coin-toss option for both halves and overtime, and loss of 15 yards from the spot of the kickoff for the first half only.

For the second half, the captain who lost the pregame toss is to have the first choice of the two privileges listed in (a) or (b), unless one of the teams lost its first and second half options pursuant to 4-2-1, or unless the winner of the pregame toss deferred his choice to the second half, in which case he must choose (a) or (b) above. Immediately prior to the start of the second half, the captains of both teams must inform the Referee of their respective choices.

A captain's first choice from any alternative privileges listed above is final and not subject to change.

CHANGE OF GOALS

Article 3 At the end of the first and third periods, the teams must change goals. Team possession, the number of the succeeding down, the relative position of the ball on the field of play, and the line to gain remain the same.

Section 3 Starting the Game Clock

Free Kick Down

Article 1 The game clock operator shall start the game clock (time in) after a free kick when the ball is legally touched in the field of play. The game clock shall not start if:

- (a) the receiving team recovers the ball in the end zone and does not carry the ball into the field of play;
- (b) the kicking team recovers the ball in the field of play; or
- (c) the receiving team signals for and makes a fair catch.

A.R. 4.1 a) With three seconds remaining in the second quarter, A1 attempts an onside kick from the A30. The kick is caught or recovered legally at the A41: a) by A2, b) by B1 who signals for and completes a fair catch, c) by B1 on his feet and he immediately goes to the ground, or d) by B1 on the ground and he makes no effort to get up or advance.

Rulings:

- a) A's ball, first-and-10 on A41. Three seconds on the clock. (No time runs off the clock).
- b) B's ball, first-and-10 on A41. Three seconds on the clock. (No time runs off the clock).
- c) B's ball, first-and-10 on A41. Two seconds on the clock. (One second runs off the clock).
- d) B's ball, first-and-10 on A41. Two seconds on the clock. (One second runs off the clock).

A.R. 4.1 b) During the last two minutes of the game the offensive team safety kicks from the A20.

Ruling: Time in starts when the safety kick is legally touched by any player in the field of play.

Note: No extension of the automatic timeouts in this section shall be allowed unless any player requests a team timeout, or a Referee orders a team timeout or suspends play himself.

Scrimmage Down

Article 2 Following any timeout (3-36), the game clock shall be started on a scrimmage down when the ball is next snapped, except in the following situations:

- (a) Whenever a runner goes out of bounds on a play from scrimmage, the game clock is started when an official spots the ball at the inbounds spot, and the Referee gives the signal to start the game clock, except that the clock will start on the snap:
 - (1) after a change of possession;
 - (2) after the two-minute warning of the first half; or
 - (3) inside the last five minutes of the second half.

A.R. 4.2 With three minutes remaining in the first quarter, back A2 takes a handoff and runs out of bounds at the A27.

Ruling: Stop game clock. Time in on Referee's signal.

A.R. 4.3 B7 intercepts a forward pass and runs out of bounds at the A14.

Ruling: Stop game clock. Time in on snap.

- (b) If the player who originally takes the snap is tackled behind the line of scrimmage prior to the two minute warning, the game clock starts when the Referee signals that the ball is ready for play. (The play clock starts at 40 seconds immediately after the tackle.)
- (c) If there is an injury timeout prior to the two-minute warning, the game clock is started as if the injury timeout had not occurred.
- (d) If there is an excess team timeout after the two-minute warning, the game clock is started as if the excess timeout had not occurred.
- (e) If there is a Referee's timeout, the game clock is started as if the Referee's timeout had not occurred.

(f) If the game clock is stopped after a down in which there was a foul by either team, following enforcement or declination of a penalty, the game clock will start as if the foul had not occurred, except that the clock will start on the snap if:

- (1) the foul occurs after the two-minute warning of the first half;
- (2) the foul occurs inside the last five minutes of the second half; or
- (3) a specific rule prescribes otherwise.

A.R. 4.4 Second-and-10 on A30. Runner A1 goes to the A40 where he is tackled. During A1's run, A2 clipped B1 at the A35.

Ruling: A's ball second-and-20 on A20. Game Clock starts on ready-to-play signal after penalty is enforced except inside the last two minutes of the first half or the last five minutes of the second half.

A.R. 4.5 Second-and-10 on A30. Runner A1 goes to the A40 and steps out of bounds there. During A1's run, A2 clipped B1 at the A35.

Ruling: A's ball second-and-20 on A20. Game clock starts with Referee's ready signal as ball was dead when runner ran out of bounds, except inside the last two minutes of first half or inside last five minutes of the second half.

- (g) If a fumble or backward pass by any player goes out of bounds, the game clock starts when an official places the ball at the inbounds line, and the Referee signals that the ball is ready for play.
- (h) When there is a 10-second runoff, the game clock starts when the Referee signals that the ball is ready for play.
- (j) During the Try, which is an untimed down.
- (k) When a specific rule prescribes otherwise.

FAIR CATCH KICK DOWN

Article 3 The game clock operator shall start the game clock for a fair-catch kick down when the ball is kicked.

Section 4 Stopping the Game Clock

The game clock operator shall stop the game clock (timeout) upon a signal by any official or upon the operator's own positive knowledge:

- (a) at the end of a down in which there is a free kick or fair-catch kick;
- (b) when the kicking team recovers a scrimmage kick that has been touched by the receiving team beyond the line of scrimmage;
- (c) when the ball is out of bounds;
- (d) when the ball is dead on or behind a goal line;
- (e) at the end of a down during which a foul occurs;
- (f) when a forward pass is incomplete;
- (g) when the player who originally takes the snap is tackled behind the line of scrimmage;

Exception: After the two-minute warning of a half, the game clock shall not be stopped.

A.R. 4.6 Quarterback A1 drops back to pass and is tackled behind the line.

Ruling: Stop the game clock until the ball can be respotted at succeeding spot. (40-second play clock starts when timeout signal is given).

- (h) at the time of a foul for which the ball remains dead or is dead immediately;
- (i) when the Referee signals the two-minute warning for a half;
- (j) when a down is completed during which or after there is a change of possession; or
- (k) when any official signals a timeout for any other reason.

Section 5 Timeouts

CHARGED TEAM TIMEOUTS

Article 1 The Referee shall suspend play while the ball is dead and declare a charged team timeout upon the request for a timeout by the head coach or any player to any official.

Item 1: Three Timeouts Allowed. A team is allowed three charged team timeouts during each half.

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

Item 3: Consecutive Team Timeouts. Each team may be granted a charged team timeout during the same dead-ball period, but a second charged team timeout by either team during the same dead-ball period is prohibited. Such team timeouts may follow a Referee's timeout or any automatic timeouts in Section 4 above.

Item 4: Unsportsmanlike Conduct. An attempt to call an excess team timeout or to call a second timeout in the same dead-ball period by Team B in an attempt to "freeze" a kicker, will be considered unsportsmanlike conduct and will subject the offending team to a 15-yard penalty (See 12-3). This will apply to field goal or Try attempts.

Note: If an attempt is made to call a timeout in such situations, the officials shall not grant a timeout; instead, play will continue, and a penalty will be called, with customary enforcement. If a timeout is inadvertently granted, the penalty shall also be enforced. See 12-3-1-v.

INJURY TIMEOUTS

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

A.R. 4.7 Runner A1 is tackled and appears injured since he does not move.

Ruling: Official should call timeout for injured player. Official should not try to determine if player is injured. Timeout is not charged if conditions are not violated.

INJURY TIMEOUTS PRIOR TO TWO-MINUTE WARNING OF EITHER HALF

Article 3 When an injury timeout is called, the injured player must leave the game for the completion of one down. The player will be permitted to remain in the game if:

- (a) either team calls a charged team timeout;
- (b) the injury is the result of a foul by an opponent; or
- (c) the period ends or the two-minute warning occurs before the next snap.

At the conclusion of an injury timeout, the game clock will start as if the injury timeout had not occurred. If either team takes, or is charged with, a timeout, the clock will start on the snap.

INJURY TIMEOUTS AFTER TWO-MINUTE WARNING OF EITHER HALF

Article 4 After the two-minute warning of a half, the following shall apply:

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

Penalty: For the second and each subsequent excess team timeout after the two-minute warning: Loss of five yards from the succeeding spot for delay of the game.

- (c) The player must leave the game for the completion of one down, unless:
 - (i) the injury is the result of a foul by an opponent; or
 - (ii) either team calls a charged team timeout.
- (d) No yardage penalty will be assessed for the first excess team timeout, but a 10-second runoff of the game clock may be applicable pursuant to (f) below. At the conclusion of an excess timeout taken while time is in, the game clock shall start with the ready-for-play signal. For any excess timeout charged to the defense, the play clock is reset to 40 seconds.
- (e) If the Referee has already called an excess team timeout in that half for a team, any subsequent excess timeout for that team will result in a five-yard penalty. (Such penalty shall be considered a foul between downs and will not offset a foul by the defense or be part of a multiple foul by the offense.)
- (f) If an excess team timeout is charged against a team in possession of the ball, and time is in when the excess timeout is called, the ball shall not be put in play until the time on the game clock has been reduced by 10 seconds, if the defense so chooses.

- A.R. 4.8** Offensive team A, in the last two minutes of the half and the clock running:
- a) Requests its fourth timeout because of an injured player.
Ruling: Granted. No five-yard penalty. Player has to be removed. Ten-second runoff. Ball will not be put in play until the Referee blows his whistle and gives the wind-the-clock signal.
 - b) Requests its fifth timeout because of an injured player.
Ruling: Granted. Five-yard penalty. Player has to be removed. Ten-second runoff. Ball will not be put in play until the Referee blows his whistle and gives the wind-the-clock signal.

SUPPLEMENTAL NOTES:

- (1) Either half can end as the result of the 10-second runoff referenced in (f) above.
- (2) If an injury timeout is called for both teams during or after a down, charged team timeouts and/or excess team timeouts are charged as appropriate, but no yardage or 10-second runoff penalties shall be enforced.
- (3) If a foul by either team occurs during a down in which there is also an injury, such foul does not affect the charging of an excess timeout, but it does prevent a 10-second runoff that may result from the excess timeout, because the foul stopped the clock.
- (4) The **Competition** Committee deprecates feigning injuries, with subsequent withdrawal, to obtain a timeout without penalty. Coaches are urged to cooperate in discouraging this practice.
- (5) There can never be a 10-second runoff against the defensive team.
- (6) See Rule 16 (Sudden-Death Procedures), Section 1, Article 3 for application to overtime games.

REFEREE'S TIMEOUT

Article 5 Provided that calling timeout is not in conflict with another rule, the Referee may suspend play and stop the clock (Referee's timeout) at any time without penalty to either team when playing time is being consumed because of an unintentional delay. Such situations include but are not limited to the following:

- (a) when there is the possibility of a measurement for a first down, or if the Referee is consulting with a captain about one;
- (b) when there is an undue pileup on the runner, or while determining possession after a fumble while time is in;
- (c) when there is an undue delay by officials in spotting the ball for the next snap;
- (d) if the snap is made before the officials can assume their positions. See 4-6-5-b if it is a repeated act;
- (e) when there is an injury to an official or member of the chain crew;
- (f) during an officials' conference (see 15-1-6); or
- (g) while repairing or replacing game equipment, except player equipment.

After a Referee's timeout, the game clock will start pursuant to Rule 4, Section 3, as if the Referee's timeout had not occurred.

Section 6 Delay of Game

40-SECOND PLAY CLOCK

Article 1 It is a delay of the game if the ball is not put into play by a snap within 40 seconds after the start of the play clock. The play clock operator shall time the interval between plays upon signals from game officials. The 40-second interval starts when a play ends, unless Article 2 below applies.

25-SECOND PLAY CLOCK

Article 2 In the event of certain administrative stoppages or other delays, a team will have 25 seconds, beginning with the Referee's whistle, to put the ball in play by a snap or a kick. Such stoppages include, but are not limited to, the following:

- (a) a change of possession;
- (b) a charged team timeout;
- (c) the two-minute warning;
- (d) the expiration of a period;
- (e) a penalty enforcement;
- (f) a Try; or
- (g) a Free Kick.

A 25-second interval will be used in these situations, even if the 40-second clock is already counting down.

INTERRUPTION OF PLAY CLOCK

Article 3 If the play clock is stopped prior to the snap for any reason, after the stoppage has concluded, the time remaining on the play clock shall be the same as when it stopped, unless:

- (a) the stoppage has been for a charged team timeout, the two-minute warning, the expiration of a period, a penalty enforcement, or an Instant Replay challenge prior to the two-minute warning, in which case the play clock shall be reset to 25 seconds;
- (b) the stoppage has been for an Instant Replay review after the two-minute warning that results in a reversal, in which case the play clock shall be reset to 25 seconds;
- (c) the stoppage has been for an excess timeout while time is in that is charged to the defense, in which case the play clock shall be reset to 40 seconds; or
- (d) fewer than 10 seconds remain on the play clock, in which case it shall be reset to 10 seconds.

BALL REMAINS DEAD

Article 4 If the ball is not put in play within the applicable period, the Back Judge shall blow his whistle for the foul, and the ball remains dead. See 14-6-Exc. 4.

OTHER DELAY OF GAME FOULS

Article 5 Other examples of action or inaction that are to be construed as delay of the game include, but are not limited to, the following:

- (a) a player unnecessarily remains on a dead ball or on a runner who has been downed;
- (b) the snapper repeatedly snaps the ball after the neutral zone is established and before the Referee can assume his position (see 7-6-3-c);
- (c) undue delay by either team in assembling after a timeout;
- (d) a defensive player aligned in a stationary position within one yard of the line of scrimmage makes quick and abrupt actions that are not a part of normal defensive player movement and are an obvious attempt to cause an offensive player(s) to foul (false start). (The Referee shall blow his whistle immediately.);
- (e) spiking or throwing the ball in the field of play after a down has ended, except after a score;

Penalty: For delay of the game: Loss of five yards:

- (a) from the succeeding spot if it occurs between downs. The ball remains dead; or**
- (b) from the previous spot if the ball was in play.**

Section 7 Actions to Conserve Time

ILLEGAL ACTS

Article 1 A team is not permitted to conserve time inside of one minute of either half by committing any of the following acts:

- (a) a foul by either team that prevents the snap (i.e., false start, encroachment, etc.)
- (b) intentional grounding;
- (c) an illegal forward pass thrown from beyond the line of scrimmage;
- (d) throwing a backward pass out of bounds;
- (e) spiking or throwing the ball in the field of play after a down has ended, except after a touchdown; or
- (f) any other intentional foul that causes the clock to stop.

Penalty: For Illegally Conserving Time: Loss of five yards unless a larger distance penalty is applicable.

When actions referred to above are committed by the offensive team while time is in, officials will run 10 seconds off the game clock before permitting the ball to be put in play on the ready-for-play signal. The game clock will start on the ready-for-play signal. If the offensive team has timeouts remaining, it will have the option of using a timeout in lieu of a 10-second runoff, in which case the game clock will start on the snap after the timeout. The defense always has the option to decline the 10-second runoff and have the yardage penalty enforced, but if the yardage penalty is declined, the 10-second runoff is also declined.

If the action is by the defense, the play clock will be reset to 40 seconds, and the game clock will start on the ready signal, unless the offense chooses to have the clock start on the snap. If the defense has timeouts remaining, it will have the option of using a timeout in lieu of the game clock being started.

A.R. 4.9 With eight seconds remaining in the first half, A1 throws a backward pass out-of-bounds to stop the game clock.

Ruling: Half over, 10-second runoff for conserving time.

A.R. 4.10 With seven seconds remaining in the first half, guard A1 commits a false start in order to stop the game clock.

Ruling: Half over, 10-second runoff for conserving time.

Note 1: More than two successive delay penalties during the same down, after a warning, is unsportsmanlike conduct (12-3-1-n).

Note 2: Certain acts of delay may involve stopping the game clock immediately. Repeated violations of the substitution rule to conserve time are unsportsmanlike conduct (12-3-1-m and 5-2-2).

SUBSTITUTION VIOLATION AFTER TWO-MINUTE WARNING

Article 2 Inside one minute of either half, if there is a violation of the substitution rule while the ball is dead and time is in, in addition to the applicable yardage penalty for illegal substitution, there will be a 10-second runoff pursuant to Article 1 above.

Penalty: For Illegal Substitution: Loss of five yards (unless a larger distance penalty is applicable) and a 10-second runoff.

DEFENSIVE FOULS DURING LAST 40 SECONDS

Article 3 In the last 40 seconds of either half, if there is a defensive foul prior to the snap while time is in, the half will end, unless the defense has timeouts remaining, or the offense chooses to have the Game Clock start on the snap.

Article 4 If a replay review inside of one minute of either half results in the on-field ruling being reversed and the correct ruling would not have stopped the game clock, then the officials will run 10 seconds off the game clock before permitting the ball to be put in play on the ready-for-play signal. All normal rules regarding 10-second runoffs will apply.

Section 8 Extension of a Period or a Half

BALL IN PLAY

Article 1 If time expires at the end of any period while the ball is in play, the period continues until the down ends.

PERIOD EXTENDED

Article 2 At the election of the opponent, a period may be extended for one untimed down, if any of the following occurs during a down during which time in the period expires:

- (a) If there is a foul by the defensive team that is accepted, the offensive team may choose to extend the period by an untimed down after enforcement of the penalty. If the first or third period is not so extended, any accepted penalty is enforced before the start of the succeeding period.
- (b) If there is a foul by the offense, there shall be no extension of the period. If the foul occurs on the last play of the half, a score by the offense is not counted. However, the period may be extended for an untimed down, upon the request of the defense, if the offensive team's foul is for:
 - (1) illegal touching of a kick;

Note: The period may also be extended for a "First Touching" violation.

- (2) fair-catch interference;
 - (3) a palpably unfair act;
 - (4) a personal foul or unsportsmanlike conduct foul committed prior to an interception of a forward pass or the recovery of a backward pass or fumble; or
 - (5) a foul by the kicking team prior to a player of the receiving team securing possession of the ball during a down in which there is a safety kick, a scrimmage kick, or a free kick.
- (c) If a double foul occurs during the last down of either half, the period shall be extended by an untimed down.

Exceptions: The half is not extended if:

- (1) both fouls are dead-ball fouls;
- (2) if there is a major-minor double foul ("5 vs. 15"), and the major foul is by the offense, **or if the major foul is a dead ball foul by the defense** (see 14-3-1-Exc 1.); or

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

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

- (3) if there is a double foul with a change of possession (“clean hands” rule, see 14-3-2) that does not involve a replay of the down.

(If a double foul occurs on the last play of the first or third periods, the period is not extended.)

- (d) If a touchdown is made on the last play of a period, the Try attempt shall be made (except during a sudden-death period).
- (e) If no fair-catch signal is given and the kickers interfere with the receiver’s opportunity to catch a kick, the receiving team may extend the period by a down from scrimmage.
- (f) If a fair-catch is signaled and made, the receivers may choose to extend the period by a fair-catch kick down (10-2-4). If the first or third period is not so extended, the receivers may start the succeeding period with a snap or fair-catch kick (11-4-3).
- (g) If a fair catch is signaled and the kickers interfere with a receiver’s opportunity to catch a kick, the receiving team may extend the period by either a down from scrimmage or a fair-catch kick (10-2-4).
- (h) If a safety results from a foul during the last play of a half, the score counts. A safety kick is made if requested by the receivers.

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

If any period is extended for any reason, it shall continue until the completion of a down free from any foul specified in (a) through (i) above.

- A.R. 4.11** Fourth-and-10 on B40. On the last play of the first quarter, offensive team misses an attempted field goal. Defensive team was offside. There is a strong wind at the team’s back.
Ruling: Offensive team has option of extending period by an untimed down. It can put ball in play from the B35 and kick the same way. If the period is not extended, it would be fourth-and-five on the B35 at start of second period.
- A.R. 4.12** Third-and-10 on A45. Offensive team is offside. Quarterback A1 throws a legal pass which is completed to end A2 who runs for a score. Time for second half expired during play.
Ruling: No score and game over as it was an offensive foul on last play of half.
- A.R. 4.13** Fourth-and-10 on A20. A punt is first touched by kicking team player A1 on the A45 as time runs out in the second half.
Ruling: One scrimmage down allowed, if desired, by receivers from the A45. Untimed down as it **was a first touch violation**.
- A.R. 4.14** Defensive B1 intercepts at midfield on the last play of either half. On runback, B2 clips at the A40. A1 piles on after runner B1 is tackled on the A30.
Ruling: Extend the period with an untimed down from A40. B’s ball. See 14-3-3.
- A.R. 4.15** The offensive team punts as time for the half expires. Defensive player B1 gives a valid fair-catch signal and catches the ball on the A35.
Ruling: The receiving team may extend the period by a fair-catch kick (10-2-4, 11-4-3).

Rule 5 Players, Substitutes, Equipment, General Rules

Section 1 Players

NUMBER OF PLAYERS

Article 1 The game is played by two teams of 11 players each. If a snap, free kick, or fair-catch kick is made while a team has fewer than 11 players on the field of play or the end zone, the ball is in play, and there is no penalty. If a team has more than 11 players on the field of play or the end zone when a snap, free kick, or fair-catch kick is made, the ball is in play, and it is a foul.

Penalty: For more than 11 players on the field of play or the end zone while the ball is in play: Loss of five yards from the previous spot.

PLAYERS NUMBERED BY POSITION

Article 2 All players must wear numerals on their jerseys in accordance with Rule 5, Section 4, Article 3(c). Such numerals must be by playing position, as follows:

- (a) quarterbacks, punters, and placekickers: 1-19;
- (b) running backs and defensive backs: 20-49;
- (d) offensive guards and tackles: 60-79;
- (e) wide receivers: 10-19 and 80-89;
- (f) tight ends: 80-89;

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

Any request to wear a numeral for a special position not specified above (e.g., H-back) must be made to the Commissioner.

During the preseason period when playing rosters are larger, the League will allow duplication and other temporary deviations from the numbering scheme specified above, but the rule must be adhered to for all players during the regular season and postseason. Clubs must make numerals available to adhere to the rule, even if it requires returning to circulation a numeral that has been retired or withheld for other reasons. See 5-3-1 for reporting a change of position.

Section 2 Substitutes and Withdrawn Players

NUMBER OF PLAYERS IN HUDDLE

Article 1 There can never be more than 11 players in the offensive huddle while the play clock is running. If there is a foul, the whistle is blown immediately, and the ball remains dead.

SUBSTITUTE BECOMES PLAYER

Article 2 A substitute becomes a player when:

- (a) he participates in at least one play (including a play negated by penalty prior to the snap or during the play); or
- (b) he is on the field of play or the end zone when a snap, fair-catch kick, or free kick is made, or when a snap, fair-catch kick, or free kick is imminent.

A player becomes a substitute when he is withdrawn from the game and does not participate in at least one play. A play negated by penalty prior to the snap or during the play counts as a missed play.

LEGAL SUBSTITUTIONS

Article 3 Any number of substitutes may enter the field of play or the end zone while the ball is dead.

ILLEGAL SUBSTITUTIONS

Article 4 If a substitute enters the field of play or the end zone while the ball is in play, it is an illegal substitution. If an illegal substitute interferes with the play, it may be a palpably unfair act (see 12-3-3).

OFFENSIVE SUBSTITUTIONS

Article 5 The following are applicable to any offensive substitute who is entering the game:

- (a) He must move onto the field of play or the end zone as far as the inside of the field numerals prior to the snap to be a legal substitution. If he does not, and is on the field of play or end zone at the time of a legal snap, he is an illegal substitute.
- (b) If he approaches the huddle and communicates with a teammate, he is required to participate in at least one play before being withdrawn. Violations of this rule may be penalized for unsportsmanlike conduct.

Note: The intent of the rule is to prevent teams from using simulated substitutions to confuse an opponent, while still permitting a player(s) to enter and leave without participating in a play in certain situations, such as a change in a coaching decision on fourth down, even though he has approached the huddle and communicated with a teammate. Similarly, if a player who participated in the previous play leaves the playing field by mistake, and returns to the playing field prior to the snap, he is not required to reach the inside of the field numerals, provided that the defense has the opportunity to match up with him. However, a substitute (i.e., someone who did not participate in the previous play) is required to reach the inside of the field numerals.

WITHDRAWN PLAYERS

Article 6 A player or players who have been replaced must leave the playing field or end zone on their own team's side between the end lines prior to the next snap, free kick, or fair-catch kick.

DISQUALIFIED AND SUSPENDED PLAYERS

Article 7 A player must be withdrawn and substituted for when he is disqualified (see 12-2, 12-3) or suspended (see 5-4). A suspended player may re-enter after at least one legal snap, provided that the reason for his suspension has been corrected. A disqualified player must leave the playing field enclosure and go to the team locker room within a reasonable time.

PENALTIES FOR ILLEGAL SUBSTITUTION OR WITHDRAWAL

Article 8 Penalties for illegal substitution or withdrawal are:

- (a) **For 12 or more players in the offensive huddle (whistle blown immediately and ball remains dead): Loss of five yards from the succeeding spot.**
- (b) **For a substitute entering the field during a live ball: Loss of five yards.**
- (c) **For interference with the play by a substitute who enters the field during a live ball: Palpably unfair act (see 12-3-3).**
- (d) **For an offensive substitute who does not move onto the field as far as the inside of the field numerals: Loss of five yards from the previous spot.**
- (e) **For an offensive substitute who moves onto the field inside the field numerals and leaves without participating in one play: Unsportsmanlike Conduct.**
- (f) **For a withdrawn player on the field at the snap, free kick, or fair-catch kick: Loss of five yards from the previous spot.**
- (g) **For a withdrawn player clearing the field on the opponents' side or across an end line: Loss of five yards from the previous spot.**
- (h) **For illegal return of a suspended player: Loss of five yards from the previous spot if discovery is made while the ball is in play, or five yards from the succeeding spot if discovered between downs, in which case the ball remains dead.**
- (i) **For return of a disqualified player: Loss of 15 yards from the previous spot if discovery is made while the ball is in play, or 15 yards from the succeeding spot if discovered between downs, in which case the ball remains dead, and, in either case, exclusion from the playing field enclosure.**

SUPPLEMENTAL NOTE:

If the illegal return of a player is not discovered until the end of a down, but prior to the start of the next one, enforcement is from the previous spot when definitely known. Otherwise, enforcement is from the succeeding spot as a foul between downs (see 14-5).

PROCEDURE FOLLOWING TIMEOUT OR CHANGE OF POSSESSION

Article 9 Following a timeout or change of possession, the ball will not be declared ready for play until the offense has brought 11 players into its huddle inside the inbounds lines (hashmarks). If the offensive team refuses to leave the sideline prior to the ball being declared ready for play, it will be warned once. Thereafter, the offense will be penalized 15 yards for unsportsmanlike conduct.

Penalty: For Unsportsmanlike Conduct after a warning: Loss of 15 yards from the succeeding spot.

If there is an offensive substitution that occurs after the offensive team has broken its huddle, the play clock will be stopped, and the defense will be allowed an opportunity to matchup.

DEFENSIVE MATCHUPS FOLLOWING SUBSTITUTIONS

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

- (a) The Umpire will stand over the ball until the Referee deems that the defense has had a reasonable time to complete its substitutions.
- (b) If a play takes place and a defensive foul for too many players on the field results, no penalties will be enforced, except for personal fouls and unsportsmanlike conduct, and the down will be replayed. At this time, the Referee will notify the head coach that any further use of this tactic will result in a penalty for unsportsmanlike conduct.

Note: The quick-snap rule does not apply after the two-minute warning of either half, or if there is not a substitution by the offense.

- (c) On a fourth-down punting situation, the Referee and the Umpire will not allow a quick snap that prevents the defense from having a reasonable time to complete its substitutions. This applies throughout the entire game.

UNSPORTSMANLIKE CONDUCT

Article 11 Using entering substitutes, legally returning players, substitutes on sidelines, or withdrawn players to confuse opponents, or lingering by players leaving the field when being replaced by a substitute, is unsportsmanlike conduct. See 12-3-1-k. The offense is prevented from sending simulated substitutions onto the field toward its huddle and returning them to the sideline without completing the substitution in an attempt to confuse the defense.

Penalty: For Unsportsmanlike Conduct after a warning: Loss of 15 yards from the succeeding spot.

Section 3 Changes in Position

REPORTING CHANGE OF POSITION

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

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

RETURNING TO ORIGINAL POSITION

Article 2 A player who has reported a change in his eligibility status to the Referee is permitted to return to a position indicated by the eligibility status of his number after:

- (a) a team timeout;
- (b) the end of a quarter;
- (c) the two-minute warning;
- (d) a foul;
- (e) a replay challenge;
- (f) a touchdown;
- (g) a completed kick from scrimmage;
- (h) a change of possession; or
- (i) if the player has been withdrawn for one legal snap. A player withdrawn for one legal snap may re-enter at a position indicated by the eligibility status of his number, unless he again reports to the Referee that he is assuming a position other than that designated by the eligibility status of his number.

A.R. 5.1 Offensive tackle A1 is legally shifted to the backfield and is then withdrawn. He returns before the next snap to a tackle position.

Ruling: Illegal. He must stay out one play, or have his team request a team time out. See 5-3-2 and 7-2-4-Exc.

Article 3 Each offensive and defensive team is permitted **no more than** one player on the field with a speaker in his helmet. **Each team is permitted to have a maximum of three active radio receivers to be used on offense by its quarterbacks, and a maximum of two active radio receivers to be used on defense by players who have been designated as a primary and backup user.**

Clubs that have a player whose principal position is as a non-quarterback (e.g., wide receiver, running back) and who also is used as a quarterback from time to time must have two helmets for that player—one with and one without radio components.

When **a quarterback** enters the game for the first time, or re-enters the game if he has previously been in the game and removed, he must report to the Referee.

Whenever the backup defensive user enters **or re-enters** the game wearing a helmet with a speaker, he must report to the Umpire. If the primary defensive user subsequently re-enters the game wearing a helmet with a speaker, he must report to the Umpire. **If the primary and backup players have been removed from the game, no other player may wear the radio speaker in his helmet. Teams must use other methods to communicate signals to their players.**

It is not necessary that the offensive player with the speaker in his helmet receive the snap.

For special teams' plays, only one player per team with a receiver will be permitted on the field.

The coach-to-player system is not subject to the equity rule. In the event one club experiences a coach-to-player radio system malfunction or failure, the other club does not have to shut down its system and may continue using it. However, if the coaches' intercom system has been completely shut down on both sidelines pursuant to the equity rule, all coaches' headsets must be removed, and radio communications from the sidelines to the field must be conducted by walkie-talkie only.

All players that have radio components in their helmet must have a decal, supplied by the League, displayed on the midline of the rear of the helmet. Players who have speakers in their helmets must be identified in the Communication System section of the Game Day Administration Report that is submitted to the Referee or a member of his crew no later than one hour and 30 minutes prior to kickoff.

For additional requirements and policies pertaining to the system, including regulations for the storage of a backup helmet for a non-quarterback who is used as a quarterback, or for the backup defensive player's helmet, please refer to the *Policy Manual for Member Clubs/Game Operations*.

Penalty: If a player fails to notify the Referee of a change in his status when required: Loss of five yards for illegal substitution.

Section 4 Equipment, Uniforms, Player Appearance

GENERAL POLICY

Article 1 Throughout the game-day period while in view of the stadium and television audience, including during pregame warm-ups, all players must dress in a professional manner under the uniform standards specified in this Section 4. They must wear equipment offering reasonable protection to themselves while reasonably avoiding risk of injury to other players. They generally must present an appearance that is appropriate to representing their individual clubs and the National Football League. The term uniform, as used in this policy, applies to every piece of equipment worn by a player, including helmet, shoulder pads, thigh pads, knee pads, and any other item of protective gear, and to every visible item of apparel, including but not limited to pants, jerseys, wristbands, gloves, stockings, shoes, visible undergarments, and accessories such as headwear, worn under helmets and hand towels. All visible items worn on game-day by players must be issued by the club or the League, or, if from outside sources, must have approval in advance by the League office.

Team colors

Article 2 Pursuant to the official colors established for each NFL club in the League Constitution and Bylaws, playing squads are permitted to wear only those colors or a combination of those colors for helmets, jerseys, pants, and stockings; provided that white is also an available color for jerseys and mandatory color for the lower portion of stockings [see 5-3-3-(f), "Stockings," below]. Each player on a given team must wear the same colors on his uniform as all other players on his team in the same game. Before July 1 each year, home clubs are required to report to the League office their choice of jersey color (either white or official team color) for their home games of that forthcoming season, and visiting clubs must wear the opposite. For preseason, regular season, or postseason games, the two competing teams may wear

jerseys in their official colors (non-white), provided the Commissioner determines that such colors are of sufficient contrast.

Mandatory equipment, apparel

Article 3 All players must wear the equipment and uniform apparel listed below, which must be of a suitably protective nature, must be designed and produced by a professional manufacturer, and must not be cut, reduced in size, or otherwise altered unless for medical reasons approved in advance by the Commissioner. During pregame warm-ups players may omit certain protective equipment at their option, except that helmets must be worn. Where additional rules are applicable to specific categories of mandatory equipment or apparel, or where related equipment is optional, such provisions are also spelled out below.

Helmets, face protectors

- (a) Helmet with chinstrap (white only) fastened and facemask attached. Facemasks must not be more than 5/8-inch in diameter and must be made of rounded material; transparent materials are prohibited.

Clear (transparent) plastic eye shields are optional. Tinted eye shields may be worn only after the League office is supplied with appropriate medical documentation and approval is subsequently granted. The League office has final approval.

No visible identification of a manufacturer's name or logo on the exterior of a helmet or on any attachment to a helmet is permitted unless provided for under a commercial arrangement between the League and manufacturer; in no event is identification of any helmet manufacturer permitted on the visible surface of a rear cervical pad. All helmets must carry a small NFL shield logo on the rear lower-left exterior and an approved warning label on the rear lower-right exterior. Both labels will be supplied in quantity by the League office.

Jerseys

- (b) Jersey must cover all pads and other protective equipment worn on the torso and upper arms, and must be appropriately tailored to remain tucked into the uniform pants throughout the game. Tearaway jerseys are prohibited. Mesh jerseys with large fishnet material (commonly referred to as "bullet-hole" or "port-hole" mesh) are also prohibited. Surnames of players in letters a minimum of 2 1/2-inches high must be affixed to the exterior of jerseys across the upper back above the numerals; nicknames are prohibited. All jerseys must carry a small NFL Equipment logo at the middle of the yoke of the neck on the front of the garment. All fabrics must be approved by the League office prior to production.

Numerals

- (c) Numerals on the back and front of jerseys in accordance with Rule 5, Section 1, Article 2. Such numerals must be a minimum of 8 inches high and 4 inches wide, and their color must be in sharp contrast with the color of the jersey. Smaller numerals should be worn on the tops of the shoulders or upper arms of the jersey. Small numerals on the back of the helmet or on the uniform pants are optional.

Pants

- (d) Pants must be worn over the entire knee area; pants shortened or rolled up to meet the stockings above the knee are prohibited. No part of the pants may be cut away unless an appropriate gusset or other device is used to replace the removed material. All pants must carry a small NFL Equipment logo on the front left groin area of the pants, midway between the fly opening and side seam, and 1/2-inch below the belt.

Shoulder Pads

- (e) Shoulder pads must be completely covered by the uniform jersey.

Stockings

- (f) Stockings must cover the entire area from the shoe to the bottom of the pants, and must meet the pants below the knee. Players are permitted to wear as many layers of stockings and tape on the lower leg as they prefer, provided the exterior is a one-piece stocking that includes solid white from the top of the shoe to the mid-point of the lower leg, and approved team color or colors (non-white) from that point to the top of the stocking. Uniform stockings may not be altered (e.g., over-stretched, cut at the toes, or sewn short) in order to bring the line between solid white and team colors lower or higher than the mid-point of the lower leg. No other stockings and/or opaque tape may be worn over

the one-piece, two-color uniform stocking. Barefoot punters and placekickers may omit the stocking of the kicking foot in preparation for and during kicking plays.

Shoes

- (g) Shoes must be of standard football design, including “sneaker” type shoes such as basketball shoes, cross-training shoes, etc. League-approved tri-colored shoes are permitted with black, white, and one team color. Each team must select a dominant color for its shoes, either black or white (with shoelace color conforming to the dominant color of the tongue area of the manufacturer’s shoe). The selection of dominant color must be reported by each team to the League office no later than July 1 each year. Each player may select among shoe styles previously approved by the League office. All players on the same team must wear shoes with the same dominant color. Approved shoe styles will contain one team color which must be the same for all players on a given team. A player may wear an unapproved standard football shoe style as long as the player tapes over the entire shoe to conform to his team’s selected dominant color. Logos, names, or other commercial identification on shoes are not permitted to be visible unless advance approval is granted by the League office (see Article 7). Size and location of logos and names on shoes must be approved by the League office. When a shoe logo or a name approved by the League office is covered with an appropriate use of tape (see Article 4(f)), players will be allowed to cut out the tape covering the original logo or name, provided the cut is clean and is the exact size of the logo or name. The logo or name of the shoe manufacturer must not be reapplied to the exterior of taped shoes unless advance approval is granted by the League office. Kicking shoes must not be modified (including using a shoelace wrapped around toe and/or bottom of the shoe), and any shoe that is worn by a player with an artificial limb on his kicking leg must have a kicking surface that conforms to that of a normal kicking shoe. Punters and placekickers may omit the shoe from the kicking foot in preparation for and during kicking plays. Punters and placekickers may wear any combination of tri-colored shoes provided that the colors are consistent with those selected by the team and with the policy listed above.

OTHER PROHIBITED EQUIPMENT, APPAREL

Article 4 In addition to the several prohibited items of equipment and apparel specified in Article 3 above, the following are also prohibited:

Projecting Objects

- (a) Metal or other hard objects that project from a player’s person or uniform, including from his shoes.

Uncovered Hard Objects, Substances

- (b) Hard objects and substances, including but not limited to casts, guards or braces for hand, wrist, forearm, elbow, hip, thigh, knee, and shin, unless such items are appropriately covered on all edges and surfaces by a minimum of 3/8-inch foam rubber or similar soft material. Any such item worn to protect an injury must be reported by the applicable coaching staff to the Umpire in advance of the game, and a description of the injury must be provided. If the Umpire determines that an item in question, including tape or bandages on hands or forearms, may present undue risk to other players, he may prevent its use at a time before or during a game until the item is removed or appropriately corrected.

Detachable Toe

- (c) Detachable kicking toe.

Torn Items

- (d) Torn or improperly fitting equipment creating a risk of injury to other players, e.g., the hard surfaces of shoulder pads exposed by a damaged jersey.

Improper Cleats

- (e) Shoe cleats made of aluminum or other material that may chip, fracture, or develop a cutting edge. Conical cleats with concave sides or points which measure less than 3/8-inch in diameter at the tips, or cleats with oblong ends which measure less than 1/4 by 3/4-inch at the end tips are also prohibited. Nylon cleats with flat steel tips are permitted.

Improper Tape

- (f) Opaque, contrasting-color tape that covers any part of the helmet, jersey, pants, stockings, or shoes; transparent tape or tape of the same color as the background material is permissible for use on these items of apparel. Players may use opaque, white, black, or one dominant club color tape on hands and arms, provided it conforms to 5-4-4(b) above (“Uncovered Hard Objects, Substances”) and 5-4-4(h) below (“Approved Glove Color”). Opaque tape on shoes is permitted, provided it is the same color as the shoe, and provided it does not carry up into the stocking area.

Items Colored Like Football

- (g) Headgear or any other equipment or apparel which, in the opinion of the Referee, may confuse an opponent because of its similarity in color to that of the game football. If such color is worn, it must be broken by stripes or other patterns of sharply contrasting color or colors.

Approved Glove Color

- (h) Gloves, wrappings, elbow pads, and other items worn on the arms below or over the jersey sleeves by interior offensive linemen (excluding tight ends) which are of a color different from that which is mandatorily reported to the League office by the club before July 1 each year. Such reported color must be white or other official color of the applicable team, and, once reported, must not be changed throughout that same season. Players at other positions (non-interior linemen) also may wear gloves provided they are a solid white, solid black, or a solid color that is an official color of the applicable club. Gloves may also be a tri-color combination of black, white, and one (1) official color of the applicable club. Gloves may also be a bi-color combination of black or white with one (1) official color of the applicable team. Clubs are not required to designate to the League office by July 1, the color of gloves that will be worn by their non-interior linemen.

Adhesive, Slippery Substances

- (i) Adhesive or slippery substances on the body, equipment, or uniform of any player; provided, however, that players may wear gloves with a tackified surface if such tacky substance does not adhere to the football or otherwise cause handling problems for players.

Garments Under Jerseys

- (j) Quarterbacks will be allowed to wear under the game jersey a solid-color T-shirt, turtleneck, or sweatshirt (consistent with team undergarment color) with sleeves cut to any length, as long as both sleeves are evenly trimmed and the edges are sewn and hemmed. All other players may wear garments under game jerseys only if the undergarment sleeves either (a) do not extend below the sleeves of the jersey; or (b) are full length to the wrist. No other sleeve lengths for garments under jerseys are permitted for players other than quarterbacks. Players may not wear long-sleeved undergarments that include pebble-grip sleeves. Any garments under jerseys that are exposed at the neck or sleeve area and that carry an exposed logo or commercial name must be licensed by and approved by the League office for wear on the field (see Article 7). All members of the same team who wear approved undergarments with exposed necks or sleeves must wear the same color on a given day, which color must be white or a solid color that is an official team color (solid means that sleeves must not carry stripes, designs, or team names).

Prohibited Headwear Coverings

- (k) Players are not permitted to wear bandannas, stockings, or other unapproved headwear anywhere on the field during the pregame, game, or postgame periods, even if such items are worn under their helmet.

RECOMMENDED EQUIPMENT

Article 5 It is recommended that all players wear hip pads, thigh pads, and knee pads which reasonably avoid the risk of injury. Unless otherwise provided by individual team policy, it is the players' responsibility and decision whether to follow this recommendation and use such pads. If worn, all three forms of pads listed above must be covered by the outer uniform. Basketball-type knee pads are permitted but must also be covered by the outer uniform.

OPTIONAL EQUIPMENT

Article 6 Among the types of optional equipment that are permitted to be worn by players are the following:

Rib Protectors

- (a) Rib protectors (“flak jackets”) under the jersey.

Wristbands

- (b) Wristbands, provided they are white or black only.

Towels

- (c) Towels, provided they are white licensed towels approved by the League office for use on the playing field. Players are prohibited from adding to these towels personal messages, logos, names, symbols, or illustrations. Such towels also must be attached to or tucked into the front waist of the pants, and must be no larger than 6 x 8 inches (slightly larger size may be issued to quarterbacks, or may be folded to these limits for wearing in games). A player may wear no more than one towel. Players are prohibited from discarding on the playing field any loose towels or other materials used for wiping hands and the football. Streamers or ribbons, regardless of length, hanging from any part of the uniform, including the helmet, are prohibited.

Headwear

- (d) When players are on the field, as defined in Article 1, during the pregame, game and postgame periods, they may wear approved caps, approved cold weather gear, or other approved headwear for medical purposes only, as determined by the Commissioner. Any permissible headwear must be approved by the League office, and if worn under the helmet, no portion may hang from or otherwise be visible outside the helmet.

LOGOS AND COMMERCIAL IDENTIFICATION

Article 7 Throughout the period on game-day that a player is visible to the stadium and television audience (including in pregame warm-ups, in the bench area, and during postgame interviews in the locker room or on the field), players are prohibited from wearing, displaying, or orally promoting equipment, apparel, or other items that carry commercial names or logos of companies, unless such commercial identification has been approved in advance by the League office. The size of any approved logo or other commercial identification involved in an agreement between a manufacturer and the League will be modest and unobtrusive, and there is no assurance that it will be visible to the television audience. Subject to any future approved arrangements with a manufacturer and subject to any decision by the Commissioner to suspend enforcement temporarily of this provision governing shoes, visible logos and names of shoes are prohibited, including on the sole of the shoe that may be seen from time to time during the game.

PERSONAL MESSAGES

Article 8 Throughout the period on game-day that a player is visible to the stadium and television audience (including in pregame warm-ups, in the bench area, and during postgame interviews in the locker room or on the field), players are prohibited from wearing, displaying, or otherwise conveying personal messages either in writing or illustration, unless such message has been approved in advance by the League office. Items to celebrate anniversaries or memorable events, or to honor or commemorate individuals, such as helmet decals, and arm bands and jersey patches on players' uniforms, are prohibited unless approved in advance by the League office. All such items must relate to team or League events or personages. The League will not grant permission for any club or player to wear, display, or otherwise convey messages, through helmet decals, arm bands, jersey patches, or other items affixed to game uniforms or equipment, which relate to political activities or causes, other non-football events, causes or campaigns, or charitable causes or campaigns. Further, such armbands and jersey patches must be modest in size, tasteful, non-commercial, and non-controversial; must not be worn for more than one football season; and if approved for use by a specific team, must not be worn by players on other teams in the League.

GENERAL APPEARANCE

Article 9 Consistent with the equipment and uniform rules of this Section 4, players must otherwise present a professional and appropriate appearance while before the public on game-day. Among the types of activities that are prohibited are use of tobacco products (smokeless included) while in the bench area and use of facial makeup. The Referee is authorized to use his judgment in determining whether any other unusual appearance or behavior is in violation of this Article 9.

Penalties:

- (a) **For violation of this Section 4 discovered during pregame warm-ups or at other times prior to the game, player will be advised to make appropriate correction; if violation is not corrected, player will not be permitted to enter the game.**
- (b) **For violation of this Section 4 discovered while player is in game, player will be advised to make appropriate correction at the next change of possession; if violation is not corrected, player will not be permitted to enter the game. Provided, however, if the violation involves the competitive aspects of the game (e.g., illegal kicking toe of shoe, an adhesive or slippery substance), player will be suspended immediately (removed from the game for one play) upon discovery.**
- (c) **For repeat violation: Disqualification from game.**

- (d) For illegal entry or return of a player suspended under this Section 4: Loss of five yards from succeeding spot and removal until properly equipped after one down.
- (e) For violation of this Section 4 detected in the bench area: Player and head coach will be asked to remove the objectionable item, properly equip the player, or otherwise correct the violation. The involved player or players will be disqualified from the game if correction is not made promptly.

SUPPLEMENTAL NOTES

Note 1: In addition to the game-day penalties specified above, the Commissioner may subsequently impose independent disciplinary action on the involved player, up to and including suspension from the team's next succeeding game—preseason, regular season, or postseason, whichever is applicable.

Note 2: If a player is suspended (removed from the game for one play) for having adhesive or slippery substances on his body, equipment, or uniform, he must remain out of the game for one play, even if there is a team timeout, the two-minute warning, or the end of a period.

Note 3: If a player (kicker) is suspended (removed from the game for one play) for having an illegal kicking shoe, he must remain out of the game for one play, unless there is a team timeout, the two-minute warning, or the end of the period.

Rule 6 Free Kicks

Section 1 Procedures for a Free Kick

FREE KICK

Article 1 A free kick is a kickoff or safety kick that puts the ball in play to start a free kick down. It may be made from any point on the kicking (offensive) team's restraining line and between the inbounds lines.

- (a) A kickoff puts the ball in play at the start of each half, after a try, and after a successful field goal. A dropkick or placekick may be used for a kickoff.

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

- (b) A safety kick puts the ball in play after a safety. A dropkick, placekick, or punt may be used for a safety kick. A tee cannot be used for a safety kick.

Penalty: For illegal kick on a free kick down: Loss of five yards.

RESTRAINING LINES

Article 2 The restraining lines for a free kick shall be as follows, unless they are adjusted because of a distance penalty:

- (a) The restraining line for the kicking team shall be its 35-yard line for a kickoff and its 20-yard line for a safety kick.
- (b) The restraining line for the receiving team shall be the yard line 10 yards in advance of the kicking team's restraining line.

FREE KICK FORMATION

Article 3 When the ball is kicked on a free kick down:

- (a) After the ball has been made ready for play, all kicking team (Team A) players other than the kicker must be lined up no more than five yards behind their restraining line; and
- (b) All kicking team players must be inbounds and behind the ball when it is kicked, except:
 - (1) the holder of a placekick (3-23) may be beyond the line, and
 - (2) the kicker may be beyond the line, provided that his kicking foot is not beyond the line.
- (c) At least four players of the kicking team must be on each side of the kicker. At least three players must be lined up outside each inbounds line, one of whom must be outside the yard-line number.

Note: A holder for a free kick counts as one of the required four players, regardless of where he is positioned.

- (d) All receiving team (Team B) players must be inbounds and behind their restraining line until the ball is kicked.

Penalty: For a player being beyond the restraining line when the ball is kicked (offside), a player being out of bounds when the ball is kicked, or a kicking team player other than the kicker being more than five yards behind his restraining line: Loss of five yards.

- (e) After the ball is kicked, no more than two receiving team players may intentionally form a wedge in an attempt to block for the runner. An illegal wedge is defined as three or more players lined up shoulder-to-shoulder within two yards of each other.

Note: This does not apply when the kicking team lines up in an obvious onside kick formation.

Penalty: For players intentionally forming an illegal wedge: Loss of 15 yards.

CATCH OR RECOVERY OF A FREE KICK

Article 4 The following applies to the catch or recovery of a free kick:

- (a) If a player of the receiving team catches or recovers the ball, he may advance.
- (b) If the ball is declared dead while in the simultaneous possession of two opposing players, the ball is awarded to the receiving team.
- (c) A player of the kicking team may legally touch, catch, or recover the ball if:
 - (i) it first touches a receiving team player; or
 - (ii) it reaches or crosses the receiving team's restraining line.

- (d) The ball is dead if it is caught or recovered by a player of the kicking team. If the catch or recovery is legal, the ball belongs to the kicking team at the dead-ball spot.
- (e) If the ball comes to rest inbounds after reaching the receiving team's restraining line and no player attempts to possess it, the ball becomes dead and belongs to the receiving team at the dead-ball spot.

Note: For illegal catch or recovery, see Section 2, Article 4.

FREE KICK CROSSES GOAL LINE

Article 5 It is a touchback if a free kick:

- (a) goes out of bounds behind the receiving team's goal line;
- (b) strikes the receiving team's goal post, uprights, or cross bar; or
- (c) is downed in the end zone by the receiving team.

END OF FREE KICK

Article 6 A free kick ends when either team possesses the ball, or when the ball is dead, if that precedes possession. A running play begins when the receiving team establishes possession of the ball.

Section 2 Other Free Kick Fouls

BLOCKING

Article 1

Item 1: Kicking Team. After the ball touches a receiving team player, or has reached the receiver's restraining line, a kicking team player may legally block an opponent, and he may use his hands and arms to push or pull an opponent out of the way in a personal attempt to recover the ball.

Prior to the ball touching a receiving team player or reaching the receiving team's restraining line, he may not block or use his hands or arms against an opponent between the restraining lines, except to push or pull aside a receiver who is actively attempting to obstruct his attempt to proceed downfield.

Regardless of the location of the ball, he may legally block an opponent at or beyond the receiving team's restraining line.

Item 2: Receiving Team. After the ball is kicked, receiving team players can legally block (see Rule 12, Section 1), and they may use their hands/arms legally to push or pull an opponent out of the way in a personal attempt to recover the ball.

Penalty: For illegal blocking or use of hands by either team: Loss of 10 yards. See 12-2-14 for penalty for a low block.

RUNNING INTO FREE KICKER

Article 2 A player of the receiving team is not permitted to run into the kicker before he recovers his balance. See also 12-2-8(f) for personal fouls against the kicker.

Penalty: For running into the kicker: Loss of five yards.

FREE KICK OUT OF BOUNDS

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

Penalty: For a kickoff out of bounds: The receiving team may elect to take possession of the ball 25 yards from the spot of the kick or at the out-of-bounds spot.

Penalty: For a safety kick out of bounds: The receiving team may elect to take possession of the ball 30 yards from the spot of the kick or at the out-of-bounds spot.

FREE KICK ILLEGALLY TOUCHED

Article 4

Item 1: A player of the kicking team may not touch, catch, or recover the ball before it has reached the receiving team's restraining line, unless it has first been touched by a receiving team player.

Penalty: For illegal touching of a free kick by the kicking team: Loss of five yards, or the receiving team takes possession of the ball at the spot of the illegal touch.

Item 2: If a kicking team player goes out of bounds during the kick, he may not touch or recover the ball beyond the receiving team's restraining line, unless it has first been touched by a receiving team player. If a kicking team player touches the ball before re-establishing himself legally inbounds, it is a free kick out of bounds.

Penalty: For illegal touching of a free kick by the kicking team: Loss of five yards.

SHORT FREE KICK

Article 5 If the ball has not been touched by either team after the kick and rolls dead in the field of play before reaching the receiving team's restraining line, it is a foul.

Penalty: For a short free kick: Loss of five yards.

Section 3 Enforcement of Fouls

ENFORCEMENT FROM PREVIOUS SPOT

Article 1 If there is an accepted foul during a free kick, the normal enforcement is from the previous spot, and the free kick is made again, unless a foul by the kicking team occurs prior to the end of the kick. In such cases, the receiving team will have the option of enforcing the penalty at the previous spot and replaying the down or adding the penalty yardage to the dead-ball spot.

Exceptions:

- (a) A personal foul (blocking) after a fair catch signal is enforced from the spot of the foul.
- (b) A foul for fair catch interference is enforced from the spot of the foul.
- (c) A foul for an invalid fair catch signal is enforced from the spot of the signal.
- (d) For a free kick out of bounds, see Section 2, Article 3.
- (e) For a free kick illegally touched, see Section 2, Article 4.
- (f) Double fouls are enforced according to the normal rules. See Rule 14.
- (g) The dead-ball spot for free kicks that result in a touchback is the 20-yard line.

RULE 7 Ball in Play, Dead Ball, Scrimmage

Section 1 Ball in Play

Article 1: Live Ball. After the ball has been declared ready for play, it becomes a live ball when it is legally snapped or legally kicked (a free kick or fair catch kick). The ball remains dead if it is snapped or kicked before it is made ready for play.

Section 2 Dead Ball

Article 1: Dead Ball Declared. An official shall declare the ball dead and the down ended:

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

Note: Defenders are required to treat a sliding runner as they would a runner who is down by contact.

- (1) *A defender must pull up when a runner begins a feet-first slide. This does not mean that all contact by a defender is illegal. If a defender has already committed himself, and the contact is unavoidable, it is not a foul unless the defender commits some other act, such as helmet-to-helmet contact or by driving his forearm or shoulder into the head or neck area of the runner.*
- (2) *A runner who desires to take advantage of this protection is responsible for starting his slide before contact by a defensive player is imminent; if he does not, and waits until the last moment to begin his slide, he puts himself in jeopardy of being contacted.*
- (e) when a runner is out of bounds, or declares himself down by falling to the ground, or kneeling, and making no effort to advance; or
- (f) when an opponent takes a ball that is in the possession of a runner who is on the ground; or

Note: An opponent may take or grab a ball (hand to hand) in possession of a runner who is on his feet or is airborne.

- (g) when a forward pass (legal or illegal) is incomplete (see 8-1-4); or
- (h) when any legal or illegal kick touches the receivers' goal posts or crossbar, unless it scores a field goal (see 9-4-2); or
- (i) when a loose ball comes to rest anywhere in the field of play, and no player attempts to recover it; the official covering the play should pause momentarily before signaling that the ball is dead. Any legal (or illegal) kick is awarded to the receivers, and any other ball is awarded to the team last in possession. When awarded to a team behind a goal line, the ball is placed on the one-yard line.
- (j) when any legal or illegal kick is caught or recovered by the kickers, except a scrimmage kick that is kicked from behind the line and is recovered behind the line (not a Try kick). See 9-3-2-Item3 for exception; or
- (k) when the defense gains possession during a Try, or it is obvious a Try-kick will not score; or
- (l) when a touchdown, touchback, safety, field goal, or Try has been made; or
- (m) when any receiver catches or recovers the ball after a fair catch signal (valid or invalid) has been made, provided the ball has not been touched by an opponent, before or after it strikes the ground; or
- (n) when an official sounds his whistle while the ball is still in play, the ball becomes dead immediately;
 - (i) If the ball is in player possession, the team in possession may elect to put the ball in play where it has been declared dead or to replay the down.
 - (ii) If the ball is a loose ball resulting from a fumble, backward pass, or illegal forward pass, the team last in possession may elect to put the ball in play at the spot where possession was lost or to replay the down.
 - (iii) If the ball is a loose ball resulting from a legal forward pass, a free kick, a fair-catch kick, or a scrimmage kick, the ball is returned to the previous spot, and the down is replayed.

- (iv) If there is a foul by either team during any of the above, penalty enforcement is the same as for fouls during a run, forward pass, kick, fumble, and backward pass.

A.R. 7.1 Second-and-goal on B2. Runner A1 goes to the line of scrimmage where he is tackled and fumbles. The ball rolls into the end zone when the Referee inadvertently blows his whistle as the ball is loose in the end zone. Defense then falls on the ball.

Ruling: A's ball second-and-goal on B2 (inadvertent whistle).

A.R. 7.2 Second-and-10 on A30. Runner A2 fumbles a handoff from Quarterback A1 on the A25. The ball is on the A22 when the Referee inadvertently blows his whistle.

Ruling: A's ball second-and-10 on A30 (replay).

A.R. 7.3 Second-and-five on A30. During a forward pass, while the ball is in the air, the line judge inadvertently blows his whistle. Prior to the whistle Guard A1 held B1 on the A25.

Ruling: A's ball second-and-15 on A20.

A.R. 7.4 A forward pass is intentionally touched by ineligible A1 beyond line. While the pass is still in flight, a whistle sounds. The pass is incomplete.

Ruling: Replay down. Touch occurred after whistle.

- (o) when a fumble is recovered or caught by a teammate of the fumbling player, and the fumble occurs on a play that is subject to the "two-minute" or "fourth-down" fumble provisions. See 8-7-5 and 8-7-6; or
- (p) when the ball is out of bounds; or
- (q) If a loose ball in play strikes a video board, guide wire, sky cam, or any other object, the ball will be dead immediately, and the down will be replayed at the previous spot.

Note 1: If there is not an on-field ruling that the ball struck an object, the Replay Official is empowered to initiate a booth review, even if the event occurs prior to the two-minute warning. If, prior to the two-minute warning, no booth review is initiated by the Replay Official, a coach's challenge is permitted under the established rules for such a challenge.

Note 2: In the event the down is replayed, the game clock will be reset to the time remaining when the snap occurred. All penalties will be disregarded, except for personal fouls or Unsportsmanlike Conduct fouls, which will be administered prior to the replaying of the down.

- (r) when a runner's helmet comes completely off.

Note: The game clock will not stop when this occurs, and the play clock will be reset to 40 seconds. Penalty enforcement following the play is as ordinary for fouls during runs or kicks.

A.R. 7.5 A runner (in full possession of the ball) is contacted by an opponent while he is attempting to gain yardage. The contact causes the runner to hit the ground, at which time the ball comes loose.

Ruling: Play is dead when the impact jars the ball loose. No fumble.

A.R. 7.6 Second-and-10 on A30. Offensive End A1 catches a legal forward pass on the A40 where he is stopped by B1, but A1 breaks away and goes back to the A38 in an attempt to break loose. He is tackled on the A38 by B2.

Ruling: A's ball third-and-two on A38. No forward progress is given as he was not stopped. He broke away before he was downed.

A.R. 7.7 Second-and-10 on A30. Both eligible offensive A1 and defensive B1 leap in the air to catch a forward pass and collide during a legal attempt to catch ball on the 50. A1 controls the pass and falls to the ground.

Ruling: Ball is dead at spot. A's ball first-and-10 on the 50.

A.R. 7.8 Second-and-10 on A30. Runner A1 breaks clear and is on the 50 when he slips and falls down. B1 takes the ball from A1's hands when A1 is on the ground.

Ruling: Blow whistle to kill play. May not take ball unless runner is on his feet. A's ball first-and-10 on the 50.

A.R. 7.9 Second-and-10 on A30. A backward pass from the A25 hits the ground on the A20 where a defensive player recovers and runs for a score.

Ruling: Touchdown (8-7-1).

A.R. 7.10 Second-and-goal on B4. Runner A1 gets to the goal line and ball touches goal line when he is tackled. He fumbles and defensive B1 recovers in end zone.

Ruling: Touchdown. Ball dead as soon as ball touches goal line in player possession (11-2-1-a).

Article 3: Ball Touches Official. The ball is not dead because it touches an official who is inbounds, or because of a signal by an official other than a whistle.

Section 3 New Series of Downs

Article 1: New Series for Team A. A new series of four scrimmage downs is awarded to Team A when the following conditions exist:

- (a) During a given series, the ball is declared dead in possession of Team A while at or beyond the line to gain; or
- (b) Enforcement of a foul by Team B results in the placement of the ball at or beyond the line to gain, or if the enforcement of a foul awards an automatic first down to Team A; or
- (c) If there is a change of possession during the down, and Team A has possession at the end of the down; or
- (d) The kicking team recovers a scrimmage kick anywhere in the field of play after it first has been touched beyond the line of scrimmage by the receivers. See 9-3-2-Item 1; or
- (e) The kicking team legally recovers a free kick.

Article 2: New Series for Team B. A new series of four scrimmage downs is awarded to Team B when the following conditions exist:

- (a) Team A fails to advance the ball to the line to gain during a series of downs, or
- (b) There is a change of possession during the down, and Team B has possession at the end of the down; or
- (c) When the ball is declared dead in possession of the receiving team after a free kick, scrimmage kick, or fair-catch kick.

Article 3: Forward Part of Ball. The forward part of the ball in its position when it is declared dead in the field of play shall be the determining point in measuring any distance gained or lost. The ball shall be rotated so that its long axis is parallel to the sidelines before measuring, while maintaining the forwardmost point.

Note: When an airborne player of either team completes a catch or interception inbounds after an opponent has driven him backward, the ball is declared dead, and forward progress is awarded at the spot where the player established firm grip and control of the ball while in the air.

A.R. 7.11 Second-and-10 on B30. Runner A1 goes to the B25 where he is tackled, fumbles, and defensive player B1 recovers and runs to B28. B1 fumbles and A2 recovers on the B28 where he is downed.

Ruling: A's ball first-and-10 on B28. The ball is dead in the offensive team's possession after having been in the defensive team's possession during same down.

A.R. 7.12 Second-and-10 on B30. Quarterback A1 throws an incomplete pass. Defensive tackle held the tight end A2 on the line of scrimmage.

Ruling: A's ball first-and-10 on B25. Foul by defense is automatic first down for offensive team unless otherwise specified in 14-8-5.

A.R. 7.13 Fourth-and-10 on A30. A punted ball is muffed by receiver B1 on the B35. A kicking team player A1 recovers on the B30.

Ruling: A's ball first-and-10 on the B30. Kicking team recovers kick first touched by receiver beyond line. The ball is dead when recovered by A1 (9-3-2-Item 1).

A.R. 7.14 Fourth-and-10 on A30. Punt is first touched by kicking team player A1 on B35 and then muffed by receiver B1. Kicker A2 recovers on B30.

Ruling: B's ball first-and-10 on B35. Illegal touch. It was first touched by the kickers and not the receiving team (9-3-2-Item 2).

A.R. 7.15 Fourth-and-10 on A30. A punt is blocked and rolls beyond line to A35 where receiver B1 tries to recover but muffs it back to the A28 where kicker A1 falls on it.

Ruling: A's ball first-and-10 on A28. Ball first touched beyond line by receiver (9-3-2-Item 1).

Section 4 Action at or Before the Snap

Article 1: Ball Ready for Play. After the neutral zone has been established (ball is made or declared ready for play), an offensive player may not make a false start, a defensive player may not encroach (initiate contact with a member of the offensive team) or commit a neutral zone infraction, and no player of either team may be offside when the ball is put in play.

Article 2: False Start. It is a False Start if the ball has been placed ready for play, and, prior to the snap, an offensive player who has assumed a set position charges or moves in such a way as to simulate the start of a play, or if an offensive player who is in motion makes a sudden movement toward the line of scrimmage. Any quick abrupt movement by a single offensive player, or by several offensive players in unison, which simulates the start of the snap, is a false start.

Exceptions:

- (a) This does not apply to an offensive player under the center who turns his head or shoulders, unless the movement is an obvious attempt to draw an opponent offside.

Note: See 4-6-5-d, page 22, for actions by a defensive player who attempts to cause an offensive player to commit a false start.

Item 1: Interior Lineman. It is a False Start if an interior lineman (tackle to tackle) takes or simulates a three-point stance, and then changes his position or moves the hand that is on the ground.

Item 2: Change of Stance. An interior lineman who is in a two-point stance is permitted to reset in a three-point stance or change his position, provided that he resets prior to the snap.

Item 3: Eligible Receiver. If an eligible receiver who is on the line changes his stance, or moves to another position on the line or in the backfield, he must reset prior to the snap.

If an eligible receiver who is in the backfield changes his stance, or moves to another position in the backfield that is closer to the line of scrimmage or to a position on the line, he must reset prior to the snap. (For a backfield player who is moving parallel to or away from the line of scrimmage, see Article 7.)

Item 4: Player Under Center. It is legal for a player who has taken a position under or behind the center to go in motion, whether he has placed his hands under center, on his knees, or on the body of the center. However, it is a false start if the action is quick and abrupt, or if the player fails to come to a complete stop prior to the ball being snapped.

Item 5: Shotgun Formation. A player who is in position to receive the snap in shotgun formation is permitted to shift his feet prior to the snap, but any quick and abrupt movement that draws a reaction from the defense is a False Start.

Item 6: Attempt to Draw Offside. Any obvious attempt by the quarterback or other player in position to receive the snap to draw an opponent offside is a False Start.

Penalty: For a False Start: Loss of five yards from the line of scrimmage. The foul is enforced prior to the snap.

Note: The official shall blow his whistle immediately. The penalty for a False Start shall be enforced regardless of whether the snap is made.

A.R. 7.16 Second-and-10 on the B40. Quarterback A1 bobs his head in an exaggerated manner prior to the snap and draws the defense into the neutral zone.

Ruling: Penalize five yards for false start. Blow the whistle immediately.

A.R. 7.17 Second-and-10 on A30. Offensive interior lineman A1 simulates a three-point stance after a huddle. He then moves to a regular three-point stance. Defensive player charges and contacts player not directly opposite him.

Ruling: False start against offense. Blow whistle immediately to kill play. Defensive action ignored. A's ball second-and-15 on A25.

A.R. 7.18 Second-and-10 on A30. Offensive team breaks from huddle and all linemen except Tackle A1 assume a three-point stance. Tackle A1 rests his elbows on his knees in a crouched position. After a second, A1 assumes a three-point stance. When he started his move to a three-point stance, defensive B1 charges across line and contacts Tackle A1.

Ruling: Penalize B1 for encroachment. A1's move was legal. Blow the whistle immediately. A's ball second-and-five on A35.

A.R. 7.19 Second-and-10 on A30. Offensive interior lineman moves his feet abruptly after taking a three-point stance to make himself more comfortable. The ball is then snapped and defensive player B1 gets quarterback A2 to fumble and B1 recovers on A25.

Ruling: False start. Blow whistle immediately on lineman's movement.

A.R. 7.20 Third-and-10 on A30. Quarterback A1 places his hands on side of snapper. Ball goes through A1's legs to Back A2 who completes a pass to the A40.

Ruling: Backward pass. A's ball first-and-10 on A40.

A.R. 7.21 The offensive team comes out of a huddle into a T- formation. Quarterback A1 extends his hands under the center, after which the offensive team shifts into a spread formation, with Quarterback A1 assuming a blocking halfback position. Offensive back A2 assumes a tailback position with hands extended for the snap. During the shift into the spread formation by the offensive team, defensive B1 is drawn offside.

Ruling: False start against the offensive team. Blow whistle immediately. Loss of five yards. If the defensive team were not offside, it would be a legal play.

Article 3: Encroachment. It is Encroachment if a defensive player enters the neutral zone and contacts an offensive player or the ball prior to the snap, or if he interferes with the ball during the snap. The play is dead immediately.

Penalty: For Encroachment: Loss of five yards from the line of scrimmage. The foul is enforced prior to the snap.

Article 4: Neutral Zone Infraction: It is a Neutral Zone Infraction when:

- (a) a defender moves beyond the neutral zone prior to the snap and is parallel to or beyond an offensive lineman, with an unabated path to the quarterback or kicker, even though no contact is made by a blocker; officials are to blow their whistles immediately; or
- (b) a defender enters the neutral zone prior to the snap, causing the offensive player(s) in close proximity (including a quarterback who is under center) to react (move) immediately to protect himself (themselves) against impending contact; officials are to blow their whistles immediately. If there is no immediate reaction by the offensive player(s) in close proximity, and the defensive player returns to a legal position prior to the snap without contacting an opponent, there is no foul. A flexed or split receiver is considered to be in close proximity if he is lined up on the side of the ball on which the violation occurs; other offensive players are considered to be in close proximity if they are within two-and-one-half positions of the defender who enters the neutral zone. If the defender is directly over the center, a quarterback under center, the center, and the guards and tackles on both sides of the center are considered to be within close proximity; if the defender is in a gap, the two offensive players on either side of the gap are considered to be within close proximity (including a quarterback under center, if applicable); or
- (c) a player, after he has received a warning, enters into the neutral zone. It is a foul, even if he returns to a legal position prior to the snap without contacting an opponent or causing a reaction (movement) by an offensive player in close proximity.

Note: During the last two minutes of a half, after the ball has been spotted for the succeeding down at the line of scrimmage and the offense is legally set, if the ball is snapped before all members of the defensive team have taken their proper position on the line of scrimmage, play shall be stopped immediately, and the defensive team penalized five yards for a neutral zone infraction.

Penalty: For a Neutral Zone Infraction: Loss of five yards from the line of scrimmage. The foul is enforced prior to the snap.

Article 5: Offside. A player is offside when any part of his body is in or beyond the neutral zone when the ball is put in play.

Penalty: For offside: Loss of five yards.

- A.R. 7.22** Second-and-10 on B30. Defensive tackle B1's initial charge into neutral zone makes offensive guard A1 directly across from him flinch and draw back.
Ruling: Blow the whistle immediately. Penalize B1 for a neutral zone infraction. A's ball second-and-5 on B25.
- A.R. 7.23** Second-and-10 on B30. Defensive back B1 runs toward the line of scrimmage as if he is going right over guard A1. He stops on the defensive side of the neutral zone but guard A1 in a three-point stance picks up.
Ruling: Penalize offensive A1 for false start. A's ball second-and-15 on B35. Blow the whistle immediately.
- A.R. 7.24** Second-and-10 on A30. Defensive player B1 jumps across the line and contacts offensive player A1 prior to the snap.
Ruling: Blow whistle immediately and kill play. A's ball second-and-five on A35. Encroachment.
- A.R. 7.25** Second-and-10 on B35. The offensive team uses a double shift (first, second, or third time during the game). At the start of the second shift, a defensive player B1 charges into the neutral zone and is in the neutral zone at the snap.
Ruling: A's ball second-and-5 from B30. Defensive offside.
- A.R. 7.26** Second-and-5 on 50. The offensive team uses a double shift. At the start of the second shift, defensive player B1 charges into the neutral zone and makes contact.
Ruling: A's ball first-and-10 on B45. Encroachment.
- A.R. 7.27** Third-and-7 on B25. Offensive upback A2 moves abruptly (simulating the snap) when he goes in motion prior to the snap.
Ruling: A's ball third-and-12 on B30. Blow whistle immediately. False start.

Article 6: Complete Stop. All offensive players are required to come to a complete stop and be in a set position simultaneously for at least one second prior to the snap.

Article 7: Illegal Motion. When the ball is snapped, one player who is lined up in the backfield may be in motion, provided that he is moving parallel to or away from the line of scrimmage. No player is permitted to be moving toward the line of scrimmage when the ball is snapped. All other players must be stationary in their positions.

Penalty: For a player illegally in motion at the snap: Loss of five yards.

- A.R. 7.28** Third-and-one on the B40. Quarterback A1 stops about a foot behind the center and then moves forward and takes the snap and goes to the B38.
Ruling: Illegal motion. Cannot be moving forward at snap. A's ball third-and-six on B45.
- A.R. 7.29** At the snap offensive back A1 is on the line of scrimmage and in motion along line.
Ruling: A1 is illegally in motion as he was not playing a backfield position.

- A.R. 7.30** The offensive Team A has eight players on the line. End A1 on line runs behind line to lead interference and at the snap is three yards behind the line.
Ruling: Illegal motion as end A1 was not playing in a backfield position at the snap. The distance behind the line at the snap has no bearing on the validity of this situation.
- A.R. 7.31** After a huddle or shift, offensive halfback A1 assumes a position on the end of the line and offensive end A2 assumes a position one yard behind the line (no change in their eligibility status). End A2 only in motion parallel to line at snap.
Ruling: End A2 legally in motion as he was playing in a backfield position at the snap.
- A.R. 7.32** After a huddle or shift, Halfback A1 assumes a position on the end of the line and End A2 assumes a position one yard behind the line (no change in their eligibility status). Halfback A1 only is in motion parallel to line at snap.
Ruling: A1 illegally in motion as he was not playing in a backfield position at the snap.
- Article 8: Shifts.** The offensive team is permitted to shift and have players in motion multiple times before the snap. However, after the last shift, all players must come to a complete stop and be in a set position simultaneously for at least one second.
If any eligible backfield player goes in motion (one at a time) after the last shift and comes to a complete stop, there is no requirement for a full second pause before a second player can legally go in motion. However, if the first player has not come to a complete stop when the second player goes in motion, it is another shift and requires another simultaneous stop for at least one second by all players.
Note: The offensive team must present a legal formation both before and after a shift.
Penalty: For an illegal shift: Loss of five yards.
- A.R. 7.33** Team A shifts and comes to a stop for one second. Offensive End A1 then goes out along his line and stops. Back A2 then moves and the ball is snapped less than one second after End A1 stops.
Ruling: Legal play. Movement of End A1 and Back A2 are not simultaneous.
- A.R. 7.34** After a shift or a huddle, the offensive players come to a stop and remain stationary. Before the lapse of one second, Back A1, who did not shift or huddle, starts and is in motion backward at snap.
Ruling: Illegal shift. All eleven players must come to an absolute stop for one second.
- A.R. 7.35** After a legal pause following a shift:
(a) Backs A1 and A2 move forward just prior to snap. They regain their positions and are stationary at the snap.
Ruling: A second shift and one-second rule again applies.
(b) Back A1 charges forward just prior to snap. He regains his position at snap but B1 contacts guard A3 as a result of the movement of A1.
Ruling: Loss of five yards from previous spot against A1 for false start. Blow whistle on contact.
- A.R. 7.36** Following a shift or huddle, all offensive players except offensive Tackle A1 make a legal pause prior to snap. Tackle A1 moves into the neutral zone, but regains a stationary position less than one second prior to snap.
Ruling: Illegal shift unless Tackle A1 is penalized for false start.

Section 5 Position of Players at the Snap

Article 1: Offensive Team. The offensive team must be in compliance with the following at the snap:

- (a) It must have seven or more players on its line (3-1~~9~~); and
- (b) All players who are not on the line, other than the receiver of the snap under center, must be at least one yard behind it.
- (c) No player may be out of bounds.

Note: Offensive linemen may lock legs.

Penalty: For illegal formation by the offense: Loss of five yards.

- A.R. 7.37** Fourth-and-10 on B35. On a field-goal attempt, Tackle A1 and Guard A2 lock their legs as they line up. The field goal is good.
Ruling: Field goal good, no foul.

Article 2: Defensive Team. During a punt, a field-goal attempt, or a Try Kick, a Team B player, who is within one yard of the line of scrimmage at the snap, must have his entire body outside the snapper's shoulder pads.

Note: This restriction does not apply if a team does not present an apparent punt, field goal, or Try Kick formation, or if, after the offensive team has assumed a set position, there is a shift, or a player goes in motion.

Penalty: For illegal formation by the defense: Loss of five yards from the previous spot.

Section 6 Putting the Ball in Play

Article 1: Ball in Play. The offensive team must put the ball in play with a snap at the spot where the previous down ended, unless the enforcement of a penalty moves the ball to another spot or the down ended outside the inbounds lines. If a fair-catch kick is chosen after a fair catch, 10-2-4 and 11-4-3 apply.

Article 2: Snap at Inbounds Spot. The ball is next put in play (snap) at the inbounds spot by the team entitled to possession (7-1-1 and 2 and 7-4-1) when:

- (a) a loose ball is out of bounds between the goal lines;

Exception: The ball is next put in play at the previous spot if a forward pass is incomplete.

- (b) a runner is out of bounds between the goal lines;
- (c) the ball is dead in a side zone;
- (d) the ball is placed in the side zone as the result of a penalty enforcement; or
- (e) a fair catch is made or awarded in a side zone.

Article 3: Restrictions for Snapper. The snap (3-31) may be made by any offensive player who is on the line of scrimmage but must conform to the following provisions:

- (a) The snap must start with the ball on the ground, with its long axis horizontal and at right angles to the line.
- (b) It is not necessary that the snap be between the snapper's legs, but it must be one quick and continuous motion of the hand or hands of the snapper. The ball must leave or be taken from his hands during this motion.
- (c) The snapper may not snap the ball after it is ready for play until all of the officials have had a reasonable time to assume their normal stances. If this occurs, the ball remains dead, and no penalty is assessed unless it is a repeated act after a warning (delay of game).

Penalty: For illegally snapping the ball: Loss of five yards from the line of scrimmage.

Article 4: Legal Snap. A snap is a backward pass. The snap must be received by a player who is not on his line at the snap, unless the ball first strikes the ground. If the ball first strikes the ground, or is muffed by an eligible backfield receiver, it can be recovered and advanced by any player.

Penalty: For snapping the ball to an ineligible snap receiver: Loss of five yards from the line of scrimmage. The whistle shall be blown immediately.

A.R. 7.38 Fourth-and-10 on A30. The snap first touches the ground and goes off Kicker A1's hands. A defensive player picks it up on the A20 and scores.

Ruling: Touchdown. (8-7-1)

A.R. 7.39 Fourth-and-10 on A30. Snap is high and punter A1 jumps high and muffs the ball, which rolls to the A20. A defensive player B1 picks up the ball on the A20 and scores.

Ruling: Touchdown. (8-7-1)

Rule 8 Forward Pass, Backward Pass, Fumble

Section 1 Forward Pass

DEFINITION

Article 1 Definition. It is a forward pass if:

- (a) the ball initially moves forward (to a point nearer the opponent's goal line) after leaving the passer's hand(s); or
- (b) the ball first strikes the ground, a player, an official, or anything else at a point that is nearer the opponent's goal line than the point at which the ball leaves the passer's hand(s).

Note: A ball that is intentionally fumbled and goes forward is a forward pass. A ball that is intentionally muffed, and goes forward or backward, is a batted ball (12-1-8). The direction taken by a fumbled or muffed ball does not affect the application of the rules specific to such acts, unless it is ruled that they are intentional.

When a player is in control of the ball and attempting to pass it forward, any intentional forward movement of his hand starts a forward pass.

- (a) If the passer is attempting to throw a forward pass, but contact by an opponent materially affects him, causing the ball to go backward, it is a forward pass, regardless of where the ball strikes the ground, a player, an official, or anything else.
- (b) If, after an intentional forward movement of his hand, the passer loses possession of the ball as he is attempting to tuck it back toward his body, it is a forward pass. If the player loses possession after he has tucked the ball into his body, it is a fumble.
- (c) If the passer loses possession of the ball while attempting to recock his arm, it is a fumble.

LEGAL FORWARD PASS

Article 2 Legal Forward Pass. The offensive team may make one forward pass from behind the line during each down. If the ball, whether in player possession or loose, crosses the line of scrimmage, a forward pass is not permissible, regardless of whether the ball returns behind the line of scrimmage before the pass is thrown.

Item 1: Illegal Passes. Any other forward pass by either team is illegal and is a foul by the passing team, including:

- (a) A forward pass thrown when the passer is beyond the line of scrimmage.

Note: It is a forward pass from beyond the line of scrimmage if the passer's entire body and the ball are beyond the line of scrimmage when the ball is released, whether the passer is airborne or touching the ground. The penalty for a forward pass thrown from beyond the line is enforced from the spot where the ball is released.

- (b) A second forward pass thrown from behind the line of scrimmage.
- (c) A forward pass thrown after the ball has crossed the line of scrimmage and has returned behind it.
- (d) A forward pass thrown after there has been a change of possession.

Item 2: Intercepted Illegal Pass. If an illegal pass is caught or intercepted, the ball may be advanced and the penalty declined.

Penalties:

- (a) **For a forward pass from beyond the line: Loss of down and five yards from the spot of the pass. See 14-8-2. See S.N. 3 below.**
- (b) **For a second forward pass from behind the line, or for a forward pass that was thrown after the ball returned behind the line: Loss of five yards.**
- (c) **For a forward pass that is thrown by Team B, or for a forward pass that is thrown by Team A after a change of possession: Loss of five yards from the spot of the pass.**

SUPPLEMENTAL NOTES

- (1) Eligibility, pass interference, and intentional grounding rules apply when a forward pass is thrown from behind the line, regardless of whether the pass is an illegal forward pass. Eligibility, pass interference, and intentional grounding rules do not apply if a forward pass is thrown (a) from beyond the line, (b) on a Free Kick play, (c) on a Fair Catch kick play, or (d) after a change of possession.
- (2) Roughing the passer rules apply on all passes (legal or illegal) thrown from behind the line of scrimmage (12-2-13). If a pass is thrown from beyond the line of scrimmage, unnecessary roughness may apply for action against the passer.

(3) When a distance penalty in Penalty (a) leaves the ball in advance of the necessary line to gain, it is first-and-10 for the offensive team.

(4) See 3-2-3 for the definition of team possession during a forward pass (a loose ball), or for when possession ends.

- A.R. 8.1** Second-and-10 on A40. A forward pass is batted back by a defensive player. The ball goes back in the air to the quarterback behind his line. He throws it again to his end who catches it on the B40 and goes for a score.
Ruling: No score. Second-and-15 on A35.
- A.R. 8.2** Second-and-18 on A4. A second forward pass from behind A's goal line is caught by offensive end A1 at the A8, where he is tackled.
Ruling: Safety. Safety kick A20 or second-and-20 on A2.
- A.R. 8.3** Second-and-10 on A40. A second forward pass from behind the line is intercepted by the defensive team at midfield. A defensive player returns it for a touchdown.
Ruling: Touchdown. Illegal passes may be caught or intercepted.
- A.R. 8.4** A punt is caught on the receiving team's 20-yard line. The player who caught the ball attempts to throw a backward pass, but the ball goes forward and hits the ground. The kicking team falls on it.
Ruling: Illegal forward pass. The ball is dead when it hits the ground. Penalize from the spot of the pass. B's ball first-and-10 on B15 (8-1-2-Pen. c).
- A.R. 8.5** A forward pass is intercepted by a defensive player in his end zone. While in the end zone, he attempts to pass backward. The pass goes forward, hits the ground on the one-yard line and is recovered by the first passing team.
Ruling: Safety. Forward pass not from scrimmage in the end zone.
- A.R. 8.6** Third-and-10 on B35. A second forward pass is thrown from behind the line to Flanker A1. Defensive player B1 interferes with A1 on the B20, but A1 catches it anyway and is downed on the B20.
Ruling: Double foul. Illegal pass by the offensive team and interference by the defensive team. Interference rules apply on the second forward pass from behind the line(14-3-1). A's ball third-and-10 on B35 (replay).
- A.R. 8.7** Third-and-15 on A30. During a forward pass from beyond the line on the A40, offensive player A1 clips on the A40. The pass is incomplete.
Ruling: Choice for defensive team. Loss of down and five from the spot of the pass or loss of 15 from the spot of the pass (unless offensive player fouls behind that spot—spot of foul). A's ball fourth-and-10 on A35 or third-and-20 on A25.
- A.R. 8.8** Third-and-15 on A30. During a forward pass from beyond the line on the A40, defensive player B1 tackles A8 by the facemask on the A40. The ball falls incomplete.
Ruling: Double foul (14-3-1). Replay at the previous spot. A's ball third-and-15 on A30.

COMPLETED OR INTERCEPTED PASS

Article 3 Completed or Intercepted Pass. A player who makes a catch may advance the ball. A forward pass is complete (by the offense) or intercepted (by the defense) if a player, who is inbounds:

- (a) secures control of the ball in his hands or arms prior to the ball touching the ground; and
- (b) touches the ground inbounds with both feet or with any part of his body other than his hands; and
- (c) maintains control of the ball long enough, after (a) and (b) have been fulfilled, to enable him to perform any act common to the game (i.e., maintaining control long enough to pitch it, pass it, advance with it, or avoid or ward off an opponent, etc.).

Note 1: It is not necessary that he commit such an act, provided that he maintains control of the ball long enough to do so.

Note 2: If a player has control of the ball, a slight movement of the ball will not be considered a loss of possession. He must lose control of the ball in order to rule that there has been a loss of possession.

If the player loses the ball while simultaneously touching both feet or any part of his body other than his hands to the ground, or if there is any doubt that the acts were simultaneous, it is not a catch.

Item 1: Player Going to the Ground. If a player goes to the ground in the act of catching a pass (with or without contact by an opponent), he must maintain control of the ball throughout the process of contacting the ground, whether in the field of play or the end zone. If he loses control of the ball, and the ball touches the ground before he regains control, the pass is incomplete. If he regains control prior to the ball touching the ground, the pass is complete.

Item 2: Sideline Catches. If a player goes to the ground out-of-bounds (with or without contact by an opponent) in the process of making a catch at the sideline, he must maintain complete and continuous control of the ball throughout the process of contacting the ground, or the pass is incomplete.

Item 3: End Zone Catches. If a player controls the ball while in the end zone, both feet, or any part of his body other than his hands, must be completely on the ground before losing control, or the pass is incomplete.

Note: In the field of play, if a catch of a forward pass has been completed, after which contact by a defender causes the ball to become loose before the runner is down by contact, it is a fumble, and the ball remains alive. In the end zone, the same action is a touchdown, since the receiver completed the catch beyond the goal line prior to the loss of possession, and the ball is dead when the catch is completed.

Item 4: Ball Touches Ground. If the ball touches the ground after the player secures control of it, it is a catch, provided that the player continues to maintain control.

Item 5: Simultaneous Catch. If a pass is caught simultaneously by two eligible opponents, and both players retain it, the ball belongs to the passers. It is not a simultaneous catch if a player gains control first and an opponent subsequently gains joint control. If the ball is muffed after simultaneous touching by two such players, all the players of the passing team become eligible to catch the loose ball.

Item 6: Carried Out of Bounds. If a player, who is in possession of the ball, is held up and carried out of bounds by an opponent before both feet or any part of his body other than his hands touches the ground inbounds, it is a completed or intercepted pass.

INCOMPLETE PASS

Article 4 Incomplete Pass. Any forward pass (legal or illegal) is incomplete and the ball is dead immediately if the pass strikes the ground or goes out of bounds. An incomplete pass is a loss of down, and the ball returns to the previous spot.

Note: If there is any question whether a forward pass is complete, intercepted, or incomplete, it is to be ruled incomplete.

ELIGIBLE RECEIVERS

Article 5 Eligible Receivers. The following players are eligible to catch a forward pass that is thrown from behind the line of scrimmage.

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

INELIGIBLE RECEIVERS

Article 6 Ineligible Receivers. All offensive players other than those identified in Article 5 above are ineligible to catch a legal or illegal forward pass thrown from behind the line of scrimmage, including:

- (a) Players who are not on either end of their line or at least one yard behind it when the ball is snapped.
- (b) Offensive players wearing numbers 50-79, unless they have reported a change in their eligibility status to the Referee and have assumed a position on their line or in their backfield as required by Article 5;
- (c) Players who fail to notify the Referee of being eligible when required;
- (d) An eligible receiver who has been out of bounds prior to or during a pass, even if he has re-established himself inbounds with both feet or with any part of his body other than his hands.

Exception: If an eligible receiver is forced out of bounds by a foul by a defender, including illegal contact, defensive holding, or defensive pass interference, he will become eligible to legally touch the pass (without prior touching by another eligible receiver or defender) as soon as he re-establishes himself inbounds with both feet or with any part of his body other than his hands. See Article 8, Note 3.

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

Note: If he leaves his position behind the center and does not receive the snap, it is a false start unless he has been stationary for at least one second.

LEGAL TOUCHING

Article 7 Legal Touching. A forward pass (legal or illegal) thrown from behind the line may be touched by any eligible player. A pass in flight may be tipped, batted, or deflected in any direction by any eligible player at any time, including such a pass in the end zone. See 12-1-8.

ILLEGAL TOUCHING OF A FORWARD PASS

Article 8 Illegal Touching of a Forward Pass. It is a foul for illegal touching if a forward pass (legal or illegal), thrown from behind the line of scrimmage:

- (a) is first touched intentionally or is caught by an ineligible offensive player; or
- (b) first touches or is caught by an eligible receiver who has gone out of bounds, either of his own volition or by being legally forced out of bounds, and has re-established himself inbounds.

Penalty: Loss of five yards.

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

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

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

- A.R. 8.9** Third-and-10 on B40. A forward pass from behind the line goes off eligible offensive end A1's hands and flanker back A2 catches it in the end zone.
Ruling: Touchdown.
- A.R. 8.10** While in midair, a receiver firmly takes hold of a pass, but loses possession of the ball when his shoulder lands on the ground with or without being contacted by an opponent.
Ruling: Incomplete pass. Receiver must hold onto the ball when he alights on the ground in order to complete the reception.
- A.R. 8.11** Third-and-10 on B40. On a legal forward pass, eligible end A1 is blocked out of bounds on the B36. He returns to the field of play, catches pass, and scores.
Ruling: No score. The player became an ineligible receiver by going out of bounds. A's ball third-and-15 on B45.
- A.R. 8.12** Third-and-10 on B40. On a legal forward pass, eligible end A1 steps out of bounds on the B20. He returns to the field of play and catches a pass after a defensive player touched it. He scores.
Ruling: Touchdown. Legal play as all ineligible receivers become eligible after the defense touches the ball.
- A.R. 8.13** Third-and-10 on B40. Eligible end A1 touches a legal forward pass on the B35 and the ball is then touched by ineligible receiver A2 on B35. A defensive player intercepts. He runs it back to the B45 where he fumbles and passing Team A recovers.
Ruling: Legal touch. A's ball first-and-10 on B45.
- A.R. 8.14** Second-and-five on B20. A forward pass from behind the line barely touches the crossbar. Eligible offensive end A1 catches the ball in the end zone.
Ruling: No score. The ball is dead immediately upon touching the crossbar (or goal posts). Loss of down from the previous spot. A's ball third-and-five on B20.
- A.R. 8.15** Second-and-10 on B30. A legal forward pass is caught by offensive flanker A1 near the sideline. His second step touches the sideline.
Ruling: Incomplete pass. Both feet have to land inbounds. A's ball third-and-10 on B30.
- A.R. 8.16** Second-and-10 on B30. A legal forward pass is intercepted by defensive player B1. As he lands with the ball in his possession, he straddles the sideline.
Ruling: Incomplete pass. Both feet have to touch inbounds. A's ball third-and-10 on B30.
- A.R. 8.17** Second-and-10 on B30. A legal forward pass is intercepted by defensive player B1 who jumped in from out of bounds to intercept pass. Both feet touch inbounds after interception.
Ruling: Incomplete pass. Both feet have to be inbounds prior to interception. A's ball third-and-10 on B30. See 8-1-8-Note 3.
- A.R. 8.18** Second-and-10 on B30. Eligible offensive A1 jumps in air (behind or beyond line) to receive a forward pass and then passes backward to ineligible offensive A2 before he lands.
Ruling: Legal catch.
- A.R. 8.19** Second-and-20 on A40. Quarterback A1 receives a hand-to-hand snap from center and hands off to back A2 who runs to his right and throws a legal forward pass from behind the line to Quarterback A1. Quarterback A1 catches the pass on the A38 and runs to the 50.
Ruling: A's ball second-and-25 on A35 or A's ball third-and-10 on 50.
- A.R. 8.20** Second-and-10 on A40. A legal forward pass touches ineligible guard A1 behind the line. The ball is then intercepted by a defensive player who returns it to the A20.
Ruling: Pass not incomplete when A1 touched by ball. Pass continues in play. B's ball first-and-10 on A20.
- A.R. 8.21** Second-and-10 on A40. A legal forward pass is intentionally touched by ineligible guard A1 behind the line. The ball is then intercepted by the defensive team which returns it to the A30, fumbles, and the ball is recovered by the passing team at the A28.
Ruling: Five-yard penalty for touching ineligible receiver behind the line. A's ball second-and-15 on A35.
- A.R. 8.22** Second-and-10 on A40. A legal forward pass is intentionally touched by ineligible guard A1 behind the line and is then caught by eligible back A2 who runs to the 50.
Ruling: A's ball second-and-15 on A35.

- A.R. 8.23** Fourth-and-two on B4. A legal forward pass touches ineligible receiver A1 in the end zone and falls incomplete.
Ruling: B's ball first-and-10 on B4 (declined).
- A.R. 8.24** Fourth-and-two on B4. A legal forward pass accidentally touches ineligible receiver A1 on the B3 and falls incomplete.
Ruling: B's ball first-and-10 on B4 (declined).
- A.R. 8.25** Second-and-15 on A8. A legal forward pass is batted back by a defensive player and the ball lands in the end zone. A defensive player falls on it in the end zone.
Ruling: Incomplete pass. A's ball third-and-15 on A8.
- A.R. 8.26** First-and-10 on A30. A legal forward pass is touched simultaneously by two opposing eligible players, A1 and B1. The pass goes in the air where ineligible A2 catches it on the A40 and runs to midfield.
Ruling: A's ball first-and-10 on 50.

Section 2 Intentional Grounding

DEFINITION

Article 1 Definition. It is a foul for intentional grounding if a passer, facing an imminent loss of yardage because of pressure from the defense, throws a forward pass without a realistic chance of completion. A realistic chance of completion is defined as a pass that lands in the direction and the vicinity of an originally eligible receiver.

Item 1: Passer or Ball Outside Tackle Position. Intentional grounding will not be called when a passer, who is outside, or has been outside, the tackle position throws a forward pass that lands at or beyond the line of scrimmage, even if no offensive player(s) have a realistic chance to catch the ball (including when the ball lands out of bounds over the sideline or endline). If a loose ball leaves the area bordered by the tackles, this area no longer exists; if the ball is recovered, all intentional grounding rules apply as if the passer is outside this area.

Item 2: Physical Contact. Intentional grounding should not be called if:

- (a) the passer initiates his passing motion toward an eligible receiver and then is significantly affected by physical contact from a defensive player that causes the pass to land in an area that is not in the direction and vicinity of an eligible receiver; or
- (b) the passer is out of the pocket, and his passing motion is significantly affected by physical contact from a defensive player that causes the ball to land short of the line of scrimmage.

Item 3: Stopping Clock. A player under center is permitted to stop the game clock legally to save time if, immediately upon receiving the snap, he begins a continuous throwing motion and throws the ball directly into the ground.

Item 4: Delayed Spike. A passer, after delaying his passing action for strategic purposes, is prohibited from throwing the ball to the ground in front of him, even though he is under no pressure from defensive rusher(s).

Penalty:

For intentional grounding:

- (a) loss of down and 10 yards from the previous spot; or
- (b) loss of down at the spot of the foul; or
- (c) if the passer is in his end zone when the ball is thrown, it is a safety. See 4-7-1 for actions to conserve time inside one minute of either half.

- A.R. 8.27** Second-and-20 on A4. A quarterback drops back into his end zone. Just before he is tackled in his end zone, he intentionally grounds the ball by throwing a pass directly in front of him. A defensive player falls on it.
Ruling: Intentional grounding. Safety.
- A.R. 8.28** Second-and-10 on A30. Quarterback intentionally grounds ball forward as he stands on A16 to keep from being tackled.
Ruling: Loss of down at spot of foul as quarterback is more than 10 yards behind the line. Third-and-24 on A16.
- A.R. 8.29** Second-and-10 on B20. Quarterback deliberately throws the ball out of bounds to stop the game clock.
Ruling: The pass was not thrown away to prevent loss of yardage. A's ball third-and-10 on B20.

Section 3 Ineligible Player Downfield

LEGAL AND ILLEGAL ACTS

Article 1 Legal and Illegal Acts. On a scrimmage play during which a legal forward pass is thrown, an ineligible offensive player, including a T-formation quarterback, is not permitted to move more than one yard beyond the line of scrimmage before the pass has been thrown.

Item 1: Legally Downfield. An ineligible player is not illegally downfield if, after initiating contact with an opponent within one yard of the line of scrimmage during his initial charge:

- (a) he moves more than one yard beyond the line while legally blocking or being blocked by an opponent; or
- (b) after breaking legal contact with an opponent more than one yard beyond the line of scrimmage, he remains stationary until a forward pass is thrown; or
- (c) after losing legal contact with an opponent more than one yard beyond the line of scrimmage, he is forced behind the line of scrimmage by an opponent, at which time he is again subject to normal blocking restrictions for an ineligible offensive player.

Note 1: If an offensive player moves beyond the line while legally blocking or being blocked by an opponent, an eligible offensive player may catch a pass between them and the line of scrimmage.

Item 2: Illegally Downfield. An ineligible offensive player is illegally downfield if:

- (a) he moves more than one yard beyond the line of scrimmage without contacting an opponent; or
- (b) after losing contact with an opponent within one yard of the line of scrimmage, he advances more than one yard beyond the line of scrimmage; or
- (c) after losing contact with an opponent more than one yard beyond the line of scrimmage, he continues to move in any direction.

Penalty: For ineligible offensive player downfield: Loss of five yards from the previous spot.

AFTER PASS IS THROWN

Article 2: After Pass Is Thrown. After the ball leaves the passer's hand, ineligible pass receivers can advance more than one yard beyond the line of scrimmage, or beyond the position reached by their initial charge, provided that they do not block or contact a defensive player, who is more than one yard beyond the line of scrimmage, until the ball is touched by a player of either team. Such prior blocking and/or contact is pass interference if it occurs in the vicinity of where the ball is thrown.

A.R. 8.30 Second-and-10 on A30. Center A1 blocks his man and drives him to the A32 where he loses contact. He then moves laterally to his right before the ball is thrown and completed to eligible end A2 who is downed on the A45.

Ruling: Ineligible man moved laterally beyond the line after losing contact. Loss of 5 yards. A's ball second-and-15 on A25 (8-3-1).

A.R. 8.31 Second-and-10 on A30. Ineligible offensive tackle A1 charges, driving lineman B1 back from his line. The pass is completed on the A45.

Ruling: Not ineligible player downfield. A's ball first-and-10 on A45 (8-3-1).

Section 4 Legal and Illegal Contact With Eligible Receivers

LEGAL CONTACT WITHIN FIVE YARDS

Article 1 Legal Contact Within Five Yards. Within five yards of the line of scrimmage, a defensive player may chuck an eligible receiver in front of him. The defender is allowed to maintain continuous and unbroken contact within the five-yard zone, so long as the receiver has not moved beyond a point that is even with the defender.

ILLEGAL CONTACT WITHIN FIVE YARDS

Article 2 Illegal Contact Within Five Yards. Within the five-yard zone, if the player who receives the snap remains in the pocket with the ball, a defender may not make original contact in the back of a receiver, nor may he maintain contact after the receiver has moved beyond a point that is even with the defender.

ILLEGAL CONTACT BEYOND FIVE-YARD ZONE

Article 3 Illegal Contact Beyond Five-Yard Zone. Beyond the five-yard zone, if the player who receives the snap remains in the pocket with the ball, a defender may use his hands or arms only to defend or protect himself against impending contact caused by a receiver. If the receiver attempts to evade the defender, the defender cannot initiate contact that redirects, restricts, or impedes the receiver in any way.

INCIDENTAL CONTACT BEYOND FIVE-YARD ZONE

Article 4 Incidental Contact Beyond Five-Yard Zone. Beyond the five-yard zone, incidental contact may exist between receiver and defender as long as it does not materially affect or significantly impede the receiver, creating a distinct advantage.

ILLEGAL CUT BLOCK

Article 5 Illegal Cut Block. It is an illegal cut block if:

- (a) an eligible receiver who takes a position more than two yards outside of his own tackle (a flexed receiver) is blocked below the waist; or
- (b) an eligible receiver who is lined up on or behind the line of scrimmage and is within two yards of his tackle is blocked below the waist after he crosses the line of scrimmage.

Note: An eligible receiver, whether lined up on or behind the line of scrimmage, who is within two yards of his tackle may be blocked below the waist at or behind the line of scrimmage.

DEFENSIVE HOLDING

Article 6 Defensive Holding. It is defensive holding if a player grasps an eligible offensive player (or his jersey) with his hands, or extends an arm or arms to cut off or encircle him. See 12-1-6.

SUPPLEMENTAL NOTE:

- (1) Any offensive player who pretends to possess the ball, and/or one to whom a teammate pretends to give the ball, may be tackled providing he is crossing his scrimmage line between the offensive tackles of a normal tight offensive line.

END OF RESTRICTIONS

Article 7 End of Restrictions. If the quarterback or the receiver of the snap demonstrates no further intention to pass the ball (i.e., hands off or pitches the ball to another back, throws a forward or backward pass, loses possession of the ball by a muff that touches the ground or a fumble, or if he is tackled, the restrictions on the defensive team prohibiting illegal contact, an illegal cut block, or defensive holding against an offensive receiver will end. If the quarterback leaves the pocket area with the ball in his possession, the restrictions on illegal contact and an illegal cut block both end, but the restriction on defensive holding remains in effect.

If a team presents an apparent punting formation, defensive acts that normally constitute illegal contact (chuck beyond five yards, etc.) are permitted, provided that the acts do not constitute defensive holding.

Penalty: For illegal contact or holding by the defense: Loss of five yards and automatic first down.

Penalty: For illegal cut block: Loss of 15 yards and automatic first down.

Section 5 Pass Interference

DEFINITION

Article 1 Definition. It is pass interference by either team when any act by a player more than one yard beyond the line of scrimmage significantly hinders the progress of an eligible receiver's opportunity to catch the ball. Pass interference can only occur when a forward pass is thrown from behind the line of scrimmage, regardless of whether the pass is legal or illegal, or whether it crosses the line.

Defensive pass interference rules apply from the time the ball is thrown until the ball is touched. See Article 2 for prohibited acts while the ball is in the air.

Offensive pass interference rules apply from the time the ball is snapped until the ball is touched. See Article 2 for prohibited acts while the ball is in the air and Article 4 for prohibited acts prior to the pass.

PROHIBITED ACTS

Article 2 Prohibited Acts by both teams while the ball is in the air. Acts that are pass interference include but are not limited to:

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

Note: If there is any question whether player contact is incidental, the ruling should be no interference.

PERMISSIBLE ACTS

Article 3 Permissible Acts by both teams while the ball is in the air. Acts that are permissible by a player include but are not limited to:

- (a) Incidental contact by an opponent's hands, arms, or body when both players are competing for the ball, or neither player is looking for the ball. If there is any question whether contact is incidental, the ruling shall be no interference.
- (b) Inadvertent tangling of feet when both players are playing the ball or neither player is playing the ball.
- (c) Contact that would normally be considered pass interference, but the pass is clearly uncatchable by the involved players, except as specified in 8-3-2 and 8-5-4 pertaining to blocking downfield by the offense.
- (d) Laying a hand on an opponent that does not restrict him in an attempt to make a play on the ball.
- (e) Contact by a player who has gained position on an opponent in an attempt to catch the ball.

Note 1: When the ball is in the air, eligible offensive and defensive receivers have the same right to the path of the ball and are subject to the same restrictions.

Note 2: Acts that do not occur more than one yard beyond the line of scrimmage are not pass interference, but could be defensive holding (see 12-1-6).

Note 3: Whenever a team presents an apparent punting formation, defensive acts that normally constitute pass interference are permitted against the end man on the line of scrimmage, or against an eligible receiver behind the line of scrimmage who is aligned or in motion more than one yard outside the end man on the line, provided that the acts do not constitute illegal holding. Defensive holding, such as tackling a receiver, still can be called and result in a five-yard penalty from the previous spot, if accepted. Offensive pass interference rules still apply.

OTHER PROHIBITED ACTS BY THE OFFENSE

Article 4 Other Prohibited Acts By the Offense. Blocking downfield by an offensive player prior to a pass being thrown is offensive pass interference.

Note: It is also pass interference by the offense to block a defender beyond the line while the pass is in the air, if the block occurs in the vicinity of the player to whom the pass is thrown.

Penalty: Pass interference by the defense: First down for the offensive team at the spot of the foul. If the interference is also a personal foul (12-2), the 15-yard penalty for such a foul is also enforced, either from the spot of the foul (for interference), or from the end of the run if the foul for pass interference is declined. If the interference is behind the defensive goal line, it is first down for the offensive team on the defense's one-yard line, or, if the previous spot was inside the two-yard line, halfway between the previous spot and the goal line.

Penalty: Pass interference by the offense: Loss of 10 yards from the previous spot.

A.R. 8.32 Second-and-10 on A30. On a swing pass from behind the line, a defensive man blocks eligible end A1 on the A32 while the ball is in the air. The pass is incomplete behind the line.

Ruling: Defensive pass interference. It is defensive pass interference regardless of whether the pass crosses the line once the ball is thrown. A's ball first-and-10 on A32.

A.R. 8.33 Second-and-10 on A30. Eligible tight end A1 goes across the line at the snap and blocks defensive player B1 on the A35 before eligible flanker A2 catches the ball on the A34. Flanker A2 goes to the A45.

Ruling: Offensive pass interference. Cannot block beyond the line prior to the ball being touched. A's ball second-and-20 on A20.

A.R. 8.34 Second-and-10 on A30. Eligible offensive player A1 touches the ball on the A45 and the ball goes off his hands. Defensive player B1 then blocks eligible A2 and prevents him from catching the ball on the 50.

Ruling: Legal block. The ball was touched. No pass interference. A's ball third-and-10 on A30.

A.R. 8.35 Second-and-10 on A30. On a quick pass over the center, defensive player B1 touches the ball on the A35 and it goes high in the air. Defensive player B2 is about to catch the ball when offensive end A1

Ruling: Legal play as the ball was touched by the defense. Interference rules ended when defensive player touched the pass. A's ball first-and-10 on A45.

A.R. 8.36 Second-and-10 on A30. Eligible offensive player A1 and B1 both make a bona fide attempt to catch a pass on the A45. There is contact between them and the pass falls incomplete on the A45.

Ruling: Incomplete pass. Legal play as it was a simultaneous and bona fide attempt by opposing players. A's ball third-and-10 on A30.

A.R. 8.37 Second-and-10 on A30. Tight end A2 blocks B1 on the A35 as the quarterback is looking for an open receiver. A2 then runs to the 50. The quarterback then throws a pass which A2 catches as no one is near him.

Ruling: Offensive pass interference. A's ball second-and-20 on A20.

A.R. 8.38 Second-and-10 on A30. Defensive player B1, beyond the line, has his back to the ball during a forward pass. He makes no attempt to catch it but waves his arms in close proximity to an eligible opponent on the A45, but there is no contact with receiver.

Ruling: No foul. Legal action by defender.

- A.R. 8.39** Fourth-and-1 on B4. Offensive end A1 pushes a defensive player out of the way in the end zone to catch a legal pass.
Ruling: Loss of 10 yards from previous spot. A's ball fourth-and-11 on B14.
- A.R. 8.40** Second-and-10 on B30. A defensive player pushes eligible offensive player A1 out of the way in the end zone and catches a pass. He returns it to the 50.
Ruling: Defensive pass interference in the defensive end zone. A's ball first-and-goal on B1.
- A.R. 8.41** Fourth-and-10 on B15. On a fake field goal attempt place-kick holder A1 stands up and throws a pass to eligible end A2 who pushes defensive player B1 out of the way in the end zone to catch the pass there.
Ruling: Offensive pass interference. A's ball fourth-and-20 on B25.
- A.R. 8.42** Second-and-10 on A30. A defensive player clips eligible offensive player A1 on the A45 as he is about to catch a pass. The pass falls incomplete on the 50.
Ruling: Interference is also a personal foul and penalize for both. A's ball first-and-10 on B40.
- A.R. 8.43** Second-and-10 on A30. During a pass, defensive player B1 grabs the facemask of offensive eligible player A1 on the A35. The ball is thrown to the 50 where defensive B2 interferes with eligible A2. The pass falls incomplete.
Ruling: Additional yardage would have been tacked on if the personal foul (face mask) was the pass interference at the 50 or if the pass had been completed. A's ball first-and-10 on 50.

Section 6 Enforcement of Fouls

ENFORCEMENT SPOT

Article 1 Enforcement Spot. If there is a foul by either team from the time of the snap until a forward pass thrown from behind the line ends, the penalty is enforced from the previous spot.

Exceptions:

- (a) Pass interference by the defense is enforced from the spot of the foul.
- (b) If there is a personal foul or unsportsmanlike foul by the defense prior to completion of a forward pass thrown from behind the line, enforcement is pursuant to 8-6-2 below.
- (c) If there is a personal foul or unsportsmanlike foul by the offense prior to interception of a forward pass thrown from behind the line, enforcement is pursuant to 8-6-3 below.
- (d) It is a safety when the offensive team commits a foul behind its own goal line.

PERSONAL FOUL OR UNSPORTSMANLIKE FOUL BY DEFENSE

Article 2 Personal Foul or Unsportsmanlike Foul by Defense Prior to Completion. When the defense commits a personal foul or unsportsmanlike foul prior to a completion of a legal forward pass thrown from behind the line, the foul will be enforced from the previous spot or the dead-ball spot, whichever is more advantageous to the offense.

Exception: If the passing team is fouled and loses possession after a completion, enforcement is from the previous spot, and the ball will be retained by the passing team after enforcement of the personal foul.

PERSONAL FOUL OR UNSPORTSMANLIKE FOUL BY OFFENSE

Article 3 Personal Foul or Unsportsmanlike Foul by Offense Prior to Change of Possession. When the offense commits a personal foul or unsportsmanlike foul prior to an interception, or the recovery by the defense of a backward pass or fumble, a 15-yard penalty will be enforced from the dead-ball spot.

Exception: If the intercepting or recovering team loses possession after the interception or recovery, enforcement is from the spot where the interception or recovery occurred, and the ball will be retained by the intercepting or recovering team after the enforcement for the personal foul.

Note: When the dead-ball spot is normally a touchback, enforcement is from the 20-yard line.

- A.R. 8.44** Third-and-10 on A30. During a run prior to an incomplete pass, offensive player A1 holds a defensive player on the A25.
Ruling: Choice for defense. Fourth-and-10 on A30 or third-and-20 on A20 (from previous spot).
- A.R. 8.45** Third-and-10 on A30. During a run prior to an intended pass by quarterback A1, defensive player B1 holds flanker A2 on the A45. Quarterback A1 doesn't throw the ball and is downed on the A20.
Ruling: Enforce from the previous spot. A's ball first-and-10 on A35.
- A.R. 8.46** Third-and-10 on A40. Defensive player B1 roughs the passer prior to a pass completion to eligible end A1 on the B45. A1 runs to the B40 where he is downed.
Ruling: Personal foul prior to completion of a legal forward pass. Fifteen-yard penalty enforced from the spot where the ball is dead. A's ball first-and-10 on B25.
- A.R. 8.47** Third-and-10 on A40. A defensive player roughs the passer as he throws a short swing pass to back A1 who is downed on the A35. The foul is prior to the completion of the pass.
Ruling: Enforce from the previous spot as the usual penalty on a pass. A's ball first- and-10 on B45.

- A.R. 8.48** Third-and-10 on A40. Offensive guard A1 clips defensive player B1 as he tries to reach the passer. B2 intercepts the pass and returns it to the A30.
Ruling: Enforce from the spot where the ball is dead. Personal foul prior to interception. B's ball first-and-10 on A15.
- A.R. 8.49** Third-and-10 on A40. Defensive player B1 roughs the passer prior to a completed pass to end A1 on the 50. A1 runs to the B40 where he is tackled, fumbles and the defensive team recovers on the B35.
Ruling: Personal foul prior to completion. Enforce from the previous spot and the ball reverts to the offended team. A's ball first-and-10 on the B45.
- A.R. 8.50** Third-and-10 on A30. B1 intercepts a forward pass at the B30, runs to the B35, fumbles and Team A recovers. Prior to **the** pass, A3 crackbacks on A26.
Ruling: B's ball first-and-10 on B45.
- A.R. 8.51** Third-and-10 on A40. Defensive player B1 roughs the passer prior to a completion to eligible end A1 on the B40. A1 goes for a score.
Ruling: Touchdown. Loss of 15 on the kickoff. Kick off on A45. See 14-1-14.
- A.R. 8.52** Second-and-10 on A30. During a forward pass the ball goes off eligible end A1's fingers and flanker A2 catches it on the B40. The defensive team was offside.
Ruling: A's ball first-and-10 on B40.
- A.R. 8.53** Second-and-10 on A30. A forward pass is caught by ineligible tackle on A28. B1 was offside.
Ruling: Penalties offset. Second-and-10 on A30.
- A.R. 8.54** Second-and-10 on A30. A forward pass is caught by ineligible A2 beyond the line. Prior to or during the pass, defensive player B1 strikes A1.
Ruling: Disqualify B1. A's ball first-and-10 on A45 (14-3-1-Exc. 1).

Section 7 Backward Pass and Fumble

BACKWARD PASS

Article 1 Backward Pass. A runner may throw a backward pass at any time (3-22-4). Players of either team may advance after catching a backward pass, or recovering a backward pass after it touches the ground.

Exception: See actions to conserve time (4-7-1).

Note: A direct snap from center to a player in the backfield, a muffed hand-to-hand snap, or a snap that is untouched by a player who is in position to receive a hand-to-hand snap are backward passes, and the ball remains alive.

- A.R. 8.55** Fourth-and-10 on A40. A high snap from center glances off the kicker's hands as he muffs the ball on the A28. The ball rolls to the A25. A defensive player picks it up and goes for a score.
Ruling: Touchdown.
- A.R. 8.56** A's ball fourth-and-10 on B20. Direct snap from center on an attempted field goal glances off placekicker holder's hands at the B27. Field goal kicker recovers the ball at B30 and runs for a touchdown.
Ruling: Legal touchdown.

BACKWARD PASS OUT OF BOUNDS

Article 2 Backward Pass Out of Bounds. If a backward pass goes out of bounds between the goal lines, the ball is dead (7-6-2-a), and it is next put in play at the inbounds spot. Rule 11 governs if a backward pass is declared dead behind the goal line.

FUMBLE

Article 3 Fumble. A fumble is any act, other than a pass or kick, which results in a loss of player possession.

Exception: If a runner intentionally fumbles forward, it is a forward pass (3-22-2).

Item 1: Recovery and Advance. Any player of either team may recover or catch a fumble and advance, either before or after the ball strikes the ground.

Exceptions:

- (a) Fourth-down fumble. See 8-7-5 below.
- (b) Fumble after two-minute warning. See 8-7-6 below.

Item 2: Legal Recovery. For a legal recovery of a fumble, see Rule 3, Section 2, Article 7.

Item 3. Out of Bounds. When a fumble goes out of bounds between the goal lines, the following shall apply:

- (a) If a fumble goes backward and out of bounds, the ball is next put in play at the inbounds spot by the team that was last in possession;
- (b) If a fumble goes forward and out of bounds, the ball is next put in play at the spot of the fumble by the team that was last in possession;

- (c) If a ball is fumbled in a team's own end zone and goes forward into the field of play and out of bounds, it will result in a safety, if that team provided the impetus that put the ball into the end zone (See Rule 11, Section 5, Article 1 for exception for momentum). If the impetus was provided by the opponent, the play will result in a touchback;
- (d) Notwithstanding any of the above, when there has not been a change of possession during the down, and the spot of the ball is not at or beyond the line to gain after fourth down, the ball is awarded to Team B at the spot that the ball is declared dead.

Item 4. Out of Bounds in End Zone. When a fumble goes out of bounds in the end zone, the following shall apply:

- (a) If a ball is fumbled in the field of play, and goes forward into the opponent's end zone and over the end line or sideline, a touchback is awarded to the defensive team; or
- (b) If a ball is fumbled in a team's own end zone or in the field of play and goes out of bounds in the end zone, it is a safety, if that team provided the impetus that sent the ball into the end zone (See 11-5-1 for exception for momentum). If the impetus was provided by the opponent, it is a touchback.

A.R. 8.57 Second-and-goal on B4. Runner A1 fumbles at line of scrimmage where ball rolls out of bounds:

- a) at one-yard line.
Ruling: A's ball third-and-goal on B4.
- b) over end line.
Ruling: B's ball first-and-10 on B20.

A.R. 8.58 Second-and-14 on A2. Runner A1 fumbles in end zone. Ball rolls out of bounds.

- a) at one-yard line.
Ruling: Safety.
- b) in end zone.
Ruling: Safety.

A.R. 8.59 Second-and-14 on A2. B1 intercepts a forward pass on the A20, runs to the A3, and fumbles. The ball rolls into the end zone. A1 picks up the ball in the end zone, is tackled there, and fumbles ball in end zone. The ball rolls out of bounds over the end line.

Ruling: Touchback. A's ball first-and-10 on A20. (See 7-5-6-e).

A.R. 8.60 Third-and-12 on B22. B1 intercepts forward pass in end zone. Tries to run it out and fumbles in end zone. Ball rolls out of bounds:

- a) on B3.
Ruling: Touchback (see 7-5-6-d).
- b) over the end line
Ruling: Touchback (see 7-5-6-e).

HANDING BALL FORWARD

Article 4 Handing Ball Forward. No player may hand the ball forward except to an eligible receiver who is behind the line of scrimmage.

- (a) Loss of player possession by unsuccessful execution of attempted handing is a fumble charged to the player that last had possession.
- (b) A muffed handoff (legal or illegal) is a fumble, and the ball remains alive.

Penalty: For handing the ball forward beyond the line of scrimmage: Five yards and loss of down from the spot of the foul.

Penalty: For handing the ball forward to an ineligible receiver behind the line of scrimmage or not from scrimmage: Loss of five yards.

FOURTH DOWN FUMBLE

Article 5 Fourth Down Fumble. If a fourth-down fumble occurs during a play from scrimmage:

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

Note 1: After a change of possession has occurred, the restrictions in (b) and (c) are no longer in effect for the remainder of the down.

Note 2: The restrictions in (b) and (c) are applicable during the Try throughout the game.

FUMBLE AFTER TWO-MINUTE WARNING

Article 6 Fumble After Two-Minute Warning. If a fumble by either team occurs after the two-minute warning:

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

A.R. 8.61 Second-and-10 on B14. On last play of game Team A is behind by 4 points. Quarterback A1 falls back to pass, fumbles, and ball eventually winds up in B's end zone. A2 falls on it.
Ruling: No score. Game over.

A.R. 8.62 Fourth-and-four on B9. Offensive player A1 fumbles (forward unintentionally) on the B9. A1 recovers and goes to the B4.
Ruling: Legal advance as the fumbling player recovered. A's ball first-and-goal on B4.

A.R. 8.63 Fourth-and-four on B9. Offensive player A1 fumbles on the B9 (forward unintentionally). His teammate A2 recovers on the B7 and goes to the B4.
Ruling: Player other than the fumbling player recovered. The spot of the snap is the spot of the fumble (B9). B's ball first-and-10 on B9.

A.R. 8.64 Fourth-and-four on B9. Offensive player A1 fumbles on the B9 and A2 recovers on the B12 and goes to the B4.
Ruling: Other player than the fumbler recovered and spot of next snap is the spot of recovery as it is behind the spot of the fumble. B's ball first-and-10 on B12.

A.R. 8.65 Fourth-and-four on B9. Offensive player A1 fumbles on the B9. Defensive player B1 touches the ball and then offensive player A2 recovers on the B7.
Ruling: Ball is returned to spot of fumble (B9). B's ball first-and-10 on B9.

A.R. 8.66 Fourth-and-four on B9. A1 fumbles on the B9 and the ball rolls out of bounds on the B4 without any player touching it.
Ruling: The ball is next put in play at the spot of the fumble. B's ball first-and-10 on B9.

ENFORCEMENT SPOT DURING A BACKWARD PASS OR FUMBLE

Article 7 Enforcement Spot During a Backward Pass or Fumble. When a foul occurs during a backward pass or fumble, the basic spot of enforcement is the spot of the backward pass or fumble.

Exceptions:

- (a) Behind the Line. When the spot of the backward pass or fumble is behind the line (including in A's end zone), if either team fouls, the spot of enforcement is the previous spot, even if B's foul is in A's end zone. If Team A fouls in its own end zone during a backward pass or fumble, the enforcement of the penalty results in a safety.
- (b) Beyond the Line. When the spot of the backward pass or fumble is beyond the line, and the spot of an offensive foul is behind the spot of the backward pass or fumble:
 - (i) If the foul occurs beyond the line of scrimmage, the spot of enforcement is the spot of the foul; or
 - (ii) If the foul occurs behind the line of scrimmage, the spot of enforcement is the previous spot; or
 - (iii) If the spot of the foul is in A's end zone, enforcement of the foul results in a safety.
- (c) For enforcement when the offense commits a personal foul or unsportsmanlike foul prior to the recovery by the defense of a backward pass or fumble, see Section 6, Article 3 above.

A.R. 8.67 First-and-10 on A40. Runner A1 advances to the 50 where he passes backward. During the backward pass A2 holds on the A45. The ball goes out of bounds on the A48.
Ruling: Enforcement is from the spot of the foul as it is behind the basic spot (14-1-5-d). A's ball first-and-15 on A35.

A.R. 8.68 Fourth-and-15 on A8. A punt is blocked and the ball is in the end zone when defensive player B1 pushes A1 out of the way to allow his teammate B2 to recover the ball in the end zone.
Ruling: The spot of enforcement is the previous spot as the foul by the defense occurred behind this line. A's ball first-and-10 on A13.

A.R. 8.69 Second-and-10 on B30. Quarterback A1 fumbles on the B32. A defensive player bats the loose ball in flight to the B40 where A1 recovers.
Ruling: The enforcement spot is the previous spot as the foul is behind the line. Illegal bat (12-1-8). A's ball first-and-10 on B20.

- A.R. 8.70** Second-and-10 on B30. Quarterback A1 passes backward and a defensive player bats the pass in flight. The ball goes to the B40 where A1 recovers.
Ruling: Legal bat (12-1-8-c). A's ball third-and-20 on B40.
- A.R. 8.71** Second-and-10 on B30. A backward pass or fumble hits the ground on the B35 and a defensive player bats the ball to the B40 where he recovers.
Ruling: Illegal bat of a loose ball. Enforcement is from the previous spot as it is behind the line. A's ball first-and-10 on B20.
- A.R. 8.72** B1 intercepts a forward pass in his end zone and advances to his 2-yard line where he fumbles. B1 recovers. During the fumble B2 fouls:
a) in his end zone.
Ruling: Safety. Enforcement is from the spot of the foul as it is not from scrimmage. See 11-5-1 and 14-1-11-b.
b) on his 5-yard line.
Ruling: B's ball first-and-10 on B1. Enforcement is from the spot of the fumble.
- A.R. 8.73** Third-and-15 on B30. B1 intercepts a pass in the end zone and runs it out to the B20 where he throws a backward pass which hits the ground on the B15. A1 recovers on the ground and scores.
Ruling: Legal recovery and advance by A1. Touchdown Team A (8-7-1).
- A.R. 8.74** A backward pass or fumble by offensive Team A on its 4-yard line comes to rest on the 2-yard line. Offensive player A1 blocks B1 into the ball and causes it to cross the goal line.
a) A2 recovers in the end zone.
Ruling: Safety if A2 is downed in the end zone. May advance if he can (3-15-3, Note).
b) B2 recovers in the end zone.
Ruling: Touchdown.
- A.R. 8.75** Second-and-10 on B30. A ball is handed forward by quarterback to eligible receiver A2 who is behind his line. Receiver A2 muffs ball and defensive player B recovers on the B35 and goes to the 50.
Ruling: Legal advance. It is not a forward pass (3-13-1-b.), and it is treated as a fumble. B's ball first-and-10 on 50.
- A.R. 8.76** Second-and-10 on B30. A ball is handed backward (no daylight) to ineligible receiver A1 on the B35. A1 muffs the ball and B1 recovers and goes to the 50.
Ruling: Legal recovery. A ball which is handed backward from one player to another (no daylight) and is dropped, shall be treated as a fumble. Either team may recover and advance. B's ball first-and-10 on 50.

Rule 9 Scrimmage Kick

Section 1 Kick From Scrimmage

KICK BEHIND LINE OF SCRIMMAGE

Article 1 Team A may attempt a punt, drop kick, or placekick from behind the line of scrimmage.

Penalty: For a punt, drop kick, or placekick that is kicked from beyond the line of scrimmage or not from scrimmage: Loss of 10 yards from the spot of the kick.

Note 1: This is not considered illegally kicking the ball.

Note 2: The penalty for a punt, drop kick, or placekick from beyond the line is to be enforced from the spot where the ball is punted or kicked when the player's entire body and the ball are beyond the line of scrimmage. This includes either when the player is airborne or touching the ground.

KICKING TEAM PLAYERS ON LINE DURING KICK

Article 2 During a kick from scrimmage, only the end men (eligible receivers) on the line of scrimmage at the time of the snap, or an eligible receiver who is aligned or in motion behind the line and is more than one yard outside the end man, are permitted to advance more than one yard beyond the line before the ball is kicked.

Penalty: For advancing more than one yard beyond the line of scrimmage before the ball is kicked: Loss of five yards.

BLOCKING DURING KICK

Article 3 The following blocking rules apply during a scrimmage kick down:

- (a) All players on the receiving team are prohibited from blocking below the waist during a down in which there is a scrimmage kick, except for players on the line of scrimmage who are lined up on or inside the normal tight end position. Immediately at the snap, such players are permitted to block low. After the ball has been kicked, all players on the kicking team are prohibited from blocking below the waist for the remainder of the down.
- (b) Prior to the ball being kicked, the kicking team is subject to the blocking restrictions applicable to the offense, and the receiving team is subject to the blocking restrictions applicable to the defense, except that a kicking team player may use his hands to ward off, push, or pull aside a receiver who is legally or illegally attempting to obstruct his attempt to proceed downfield.
- (c) After the ball is kicked and goes beyond the line of scrimmage, and until the kick ends (either team secures possession of the ball, or the ball is dead by rule), the kicking team is subject to the blocking restrictions of the defense, and the receiving team is subject to the blocking restrictions of the offense. (For the exception prohibiting a block in the back by the kicking team while the ball is in flight, see 12-1-4-Note). After the kick ends, both teams are subject to the normal restrictions applicable to offense and defense.

Exception: If the ball goes beyond the line of scrimmage and returns behind the line untouched by the receiving team beyond the line, the blocking restrictions do not change, and the kicking team continues to be subject to the blocking restrictions of the offense and the receiving team to the blocking restrictions of the defense.

- (d) After the ball has been kicked, and until the receiving team establishes possession, the yardage for penalties by either team should be enforced as for offensive fouls, unless the ball does not go beyond the line of scrimmage, or the ball goes beyond the line and returns behind the line untouched by the receiving team beyond the line.

KICKING TEAM PLAYER VOLUNTARILY OUT OF BOUNDS

Article 4 During a punt that crosses the line of scrimmage, and prior to a change of possession, it is a foul if a kicking team player goes out of bounds voluntarily (without being contacted) prior to the end of the kick.

Penalty: Loss of five yards.

Section 2 Touching a Scrimmage Kick

TOUCHING BEHIND THE LINE

Article 1 Any touching of the ball behind the line of scrimmage by a kicking team player is legal, even if the ball has crossed the line and returns behind the line.

FIRST TOUCHING BEYOND THE LINE

Article 2 “First touching” is when a player of the kicking team touches a scrimmage kick that is beyond the line of scrimmage before it has been touched by a player of the receiving team beyond the line. If the ball is first touched by a player of the kicking team, it remains in play. First touching is a violation, and the receivers shall have the option of taking possession of the ball at the spot of first touching, provided no penalty is accepted on the play, or at the spot where the ball is dead. First touching does not offset a foul by the receivers.

Note: If the receiving team gains possession, subsequently loses possession, and fouls after the kicking team gains possession, the spot of first touching is disregarded, and the kicking team retains possession. See Rule 14, Section 3, Article 1, Exception 5.

Item 1: A Team B player is deemed not to have touched a kick if such touching occurs in the immediate vicinity of the line in an attempt to block the kick.

Item 2: If a player of the kicking team touches the goal line with any part of his body while touching the ball, the ball is dead, and the result of the play is a touchback.

Note: The spot of first touching is normally the yard line at which the ball is at when touched. If the first touching occurs while the ball is in the air above or beyond the goal line, and prior to the ball touching the goal line or the ground beyond the goal line, the spot of first touching is deemed to be the spot from which the touching player left the field of play, but in no event inside the receiving team's one-yard line.

KICKING TEAM PLAYER OUT OF BOUNDS

Article 3 A player of the kicking team, who has been out of bounds, may not touch or recover a scrimmage kick beyond the line of scrimmage until it has been touched by a kicking team player who has not been out of bounds, or until it has been touched by a player of the receiving team beyond the line.

Note: If a player touches or recovers the ball before he has re-established himself inbounds, the ball is out of bounds at the spot of the touch, and there is no foul.

Penalty: For illegal touching of a scrimmage kick: Loss of five yards. If the illegal touching is inside the receiver's five-yard line, in addition to the other specified options, the receiving team may elect to take a touchback.

BLOCKED INTO KICK

Article 4 There is no distinction between a player touching a ball or being touched by it, but a player is not considered to have touched the ball if he is blocked into it by an opponent, provided he is in a passive position and not blocking. A player who is engaged with and blocking his opponent when he contacts the ball is deemed to have touched the ball.

Section 3 Catch or Recovery of a Scrimmage Kick

KICKERS CATCH OR RECOVER BEHIND LINE

Article 1 When a scrimmage kick is caught or recovered by the kicking team behind the line of scrimmage, the kicking team may advance, even if the ball has crossed the line and returned behind the line (see 3-27-2, S.N. 2).

Note: If the kicking team catches or recovers a kick behind the line during a try-kick, the ball is dead as soon as it is evident that the kick has failed, and no advance is permitted (11-3-2).

Item 1: Same Series of Downs. If the ball has returned behind the line untouched by the receiving team beyond the line, and the kicking team catches or recovers the ball, the existing series of downs continues unless the kicking team advances the ball to the line to gain, in which case there is a new series of downs.

Item 2: New Series of Downs. If the ball has returned behind the line after being touched by the receiving team beyond the line, and the kicking team catches or recovers the ball, by rule there has been a change of possession, and the kicking team will be awarded a new series of downs.

KICKERS CATCH OR RECOVER BEYOND LINE

Article 2 When the kickers catch or recover a kick beyond the line of scrimmage, the ball is dead at the spot of recovery, even if a member of the receiving team has first touched the ball.

Item 1: Legal Catch or Recovery. If the receiving team touches the ball beyond the line, a subsequent catch or recovery by the kicking team is legal, but the ball is dead. In the event of such a catch or recovery, it is first-and-10 for the kickers, or if the ball is caught or recovered by the kickers in the receiver's end zone, it is a touchdown for the kickers. See 7-3-1-d.

Item 2: Illegal Catch or Recovery. If the kickers catch or recover a kick beyond the line that has not been touched beyond the line by the receiving team, the ball is dead, and it is first-and-10 for the receivers at the spot of catch or recovery (see 11-4-2 for missed goals). If a kick from behind the line is touched by the receiving team behind the line, such touching does not make the kicking team eligible to catch or recover the kick beyond the line.

Item 3: If a player of the kicking team illegally catches or recovers a scrimmage kick, other than a field goal attempt from beyond the 20-yard line, and carries the ball across the goal line, or touches the goal line with any part of his body while in possession of the ball, the ball is dead, and the result of the play is a touchback. For a missed field goal from beyond the 20-yard line, see 11-4-2.

RECEIVERS CATCH OR RECOVER

Article 3 If the receivers catch or recover any kick, they may advance. For fair catch exception, see 10-2-3. For exception for a ball that has crossed the goal line, see Section 4.

SIMULTANEOUS CATCH OR RECOVERY

Article 4 When a legal kick is simultaneously caught or recovered anywhere by two eligible opposing players, or if the ball is lying on the field of play with no player attempting to recover it, it is awarded to the receivers. See 7-2-1-i.

Section 4 Ball Crosses Goal Line, Touches Goal Posts, Out of Bounds, Dead in Field of Play

BALL CROSSES RECEIVERS' GOAL LINE

Article 1 If a scrimmage kick crosses the receiver's goal line from the impetus of the kick, the following shall apply:

- (a) If the ball has not been touched by a player of the receiving team beyond the line of scrimmage, it is dead immediately, and the result of the play is a touchback, when: (1) it touches the ground on or behind the receiver's goal line, (2) it touches a player of the kicking team who is touching the ground on or behind the receiver's goal line, or (3) it touches a player of the kicking team who has touched the ground on or behind the receiver's goal line and has not re-established himself in the field of play. See Rule 11 for options for missed field goals beyond the 20-yard line.
- (b) If the receivers catch the ball in the end zone, or recover it in the end zone after touching it in the field of play or the end zone, they may advance.
- (c) If the kickers catch or recover the ball in the end zone after the receivers first touch the ball in the field of play or the end zone, it is a touchdown for the kickers.
- (d) If there is a spot of first touching by the kickers outside the receivers' 20-yard line, the receiving team has the option to take possession of the ball at the spot of the first touching.
- (e) If the scrimmage kick is a punt, and the ball goes out of bounds in the field of play after being touched by a receiver in the end zone or in the field of play, it is the receiving team's ball at the out-of-bounds spot.

KICK TOUCHES RECEIVERS' GOAL POSTS

Article 2 If a missed field goal or try, or a punt, has touched the receiver's goal post, uprights, or crossbar, the ball is dead in the receiver's end zone, and all customary rules pertaining to punts, missed field goals, and tries apply.

KICK TOUCHES KICKERS' GOAL POSTS

Article 3 If a scrimmage kick touches the kickers' goal post, uprights, or crossbar, the ball is dead, and it is a safety. See 11-5-1.

BALL OUT OF BOUNDS OR NOT RECOVERED IN FIELD OF PLAY

Article 4 If a scrimmage kick goes out of bounds between the goal lines or is lying in the field of play with no player attempting to recover it, it is the receiver's ball at the dead-ball spot, unless the special rules for missed field goals in 11-4-2 apply.

Section 5 Spots of Enforcement

SPOTS OF ENFORCEMENT

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

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

Note 1: The dead-ball spot for kicks that result in a touchback is the 20-yard line.

Note 2: If there is an illegal touch inside the five-yard line, the receiving team also has the option of accepting a touchback.

Exception 2: Fair catch interference, interference with the opportunity to make a catch, an invalid fair catch signal, or a personal foul (blocking) after a fair catch signal are enforced from the spot of the foul.

Exception 3: If the receiving team commits a foul after the ball has been kicked and has gone beyond the line of scrimmage, and the receivers possess and thereafter keep the ball throughout the remainder of the down, the penalty for their infraction will be ruled as a foul after possession (post-possession) and shall be assessed from whichever of the following is least advantageous to them:

- (a) The spot where possession is gained;
- (b) The spot where the ball becomes dead; or
- (c) The spot of the foul.

Exception 4: If the receiving team commits a foul after the ball has been kicked and has gone beyond the line of scrimmage, and there is a first touch by the kicking team, if the receiving team subsequently loses possession, the ball reverts to the receiving team, and its penalty shall be assessed from whichever is least advantageous to them:

- (a) The spot where possession was gained by the receiving team; or
- (b) The spot of the foul.

Note: The spot of the first touch is not used.

Rule 10 Opportunity to Catch a Kick, Fair Catch

Section 1 Opportunity to Catch a Kick

INTERFERENCE

Article 1 During a scrimmage kick that crosses the line of scrimmage, or during a free kick, members of the kicking team are prohibited from interfering with any receiver making an attempt to catch the airborne kick, or from obstructing or hindering his path to the airborne kick, and regardless of whether any signal was given.

Item 1: Contact with Receiver. It is interference if a player of the kicking team contacts the receiver, or causes a passive player of either team to contact the receiver, before or simultaneous to his touching the ball.

Item 2: Right of Way. A receiver who is moving toward a kicked ball that is in flight has the right of way. If opponents obstruct his path to the ball, or cause a passive player of either team to obstruct his path, it is interference, even if there is no contact, or if he catches the ball in spite of the interference, and regardless of whether any signal was given.

Penalties:

- (a) **For interference with the opportunity to make a catch when a prior signal has not been made: Loss of 15 yards from the spot of the foul, and the offended team is entitled to put the ball in play by a snap from scrimmage. See 4-8-2-g.**
- (b) **For interfering with a fair catch after a signal: Loss of 15 yards from the spot of the foul. A fair catch is awarded even if the ball is not caught. See Section 2, Article 4.**

Section 2 Fair Catch

DEFINITION

Article 1 A Fair Catch is an unhindered catch of an airborne scrimmage kick that has crossed the line of scrimmage, or of an airborne free kick, by a player of the receiving team who has given a valid fair catch signal.

FAIR CATCH SIGNAL

Article 2

Item 1: Valid Fair-Catch Signal. A fair-catch signal is valid if it is made while the kick is in flight by a player who fully extends one arm above his helmet and waves it from side to side. A receiver is permitted to legally raise his hand(s) to his helmet to shield his eyes from the sun, but is not permitted to raise them above his helmet except to signal for a fair catch.

Item 2: Invalid Fair-Catch Signal. If a player raises his hand(s) above his shoulder(s) in any other manner, it is an invalid fair-catch signal. If there is an invalid fair-catch signal, the ball is dead when caught or recovered by any player of the receiving team, but it is not a fair catch. (The ball is not dead if it touches an opponent before or after it strikes the ground. See Article 3b).

Note: A fair-catch signal given behind the line of scrimmage on a scrimmage kick is ignored and is neither valid nor invalid.

Penalty: For an invalid fair-catch signal: Loss of five yards from the spot of the signal.

Item 3: Muff. After a valid fair-catch signal, the opportunity to catch a kick does not end if the ball is muffed. The player who signaled for a fair catch must have a reasonable opportunity to catch the muffed ball before it hits the ground without interference by members of the kicking team, and regardless of whether the ball strikes another player or an official.

Penalty: For interference with the opportunity to make a fair catch after a muff: A fair catch is awarded at the spot of the interference even if the ball is not caught.

Item 4: Intentional Muff. An intentional muff forward prior to a catch in order to gain ground is an illegal bat (see 12-1-8).

Item 5: Illegal Block. Until the ball touches a teammate or an opponent, a player who makes a valid or invalid fair-catch signal is prohibited from blocking or initiating contact with a player of the kicking team.

Penalty: For an illegal block after a fair-catch signal: Loss of 15 yards from the spot of the foul.

RESTRICTIONS

Article 3

- (a) If a player of the receiving team makes a valid fair-catch signal, and the ball is not touched by a player of the kicking team, the following apply:
 - (1) If he catches the ball, it is dead immediately, and it is a fair catch. If he muffs the ball, but catches it before it touches the ground, it is also a fair catch. After a fair catch, the ball is next put in play by the receiving team at the dead-ball spot (or at the succeeding spot after enforcement of any applicable penalties). See Article 4.
 - (2) If he recovers the ball after it strikes the ground, it is dead immediately, but it is not a fair catch.
 - (3) If the ball is caught or recovered by a teammate who did not make a valid faircatch signal, the ball is dead immediately, but it is not a fair catch. The ball will next be put in play by a snap by the receiving team at the dead-ball spot (or at the succeeding spot after enforcement of any applicable penalties).
- (b) If the ball touches a player of the kicking team, before or after it strikes the ground, any player of the receiving team may catch or recover it and advance. If a player of the receiving team who has given a valid fair-catch signal catches the ball before it hits the ground and elects not to advance the ball, it is a fair catch.
- (c) a receiver has made a fair catch, an opponent is prohibited from blocking or tackling him, or causing a passive player of either team to contact him. Incidental contact is not a foul.

Penalty: For illegal contact with a player who has made a fair catch: Loss of 15 yards from the dead-ball spot and disqualification if flagrant (snap or free kick).

PUTTING BALL IN PLAY AFTER FAIR CATCH

Article 4 After a fair catch is made, or is awarded as the result of fair catch interference, the receiving team has the option of putting the ball in play by either:

- (a) a fair-catch kick (drop kick or placekick without a tee) from the spot of the catch (or the succeeding spot after enforcement of any applicable penalties) (3-9-1 and 11-4-3), or
- (b) a snap from the spot of the catch (or the succeeding spot after enforcement of any applicable penalties).

Note: A receiver may make or be awarded a fair catch in his end zone. If there is fair-catch interference or illegal contact with the receiver after he has made a fair catch, the 15-yard penalty is enforced from the receiver's 20-yard line, and the option for a fair-catch kick is awarded.

EXTENSION OF A PERIOD

Article 5 If time expires during a play in which a player has signaled for a fair catch, the following shall apply:

- (a) If the player makes a fair catch, the receiving team may elect to extend the period with a fair-catch kick, but does not have the option to extend the period by a snap from scrimmage.
- (b) If the kicking team interferes with a receiver who has signaled for a fair catch, the receiving team will be awarded a 15-yard penalty and the option to extend the period by attempting a fair-catch kick or by a snap from scrimmage.

Rule 11 Scoring

Section 1 Value of Scores

WINNING TEAM

Article 1 Winning Team. The team that scores the greater number of points during the entire game is the winner.

Note: If a team forfeits a game, the opponent will be declared the winner by a score of 2-0, but the points will not be added to the winning team's record for purposes of offensive production or tie-breakers.

TYPES OF SCORING PLAYS

Article 2 Types of Scoring Plays. Points are scored as follows:

- (a) Touchdown: 6 points;
- (b) Field Goal: 3 points;
- (c) Safety: 2 points;
- (d) Successful Try after touchdown: 1 point (Field Goal or Safety) or 2 points (Touchdown)

Section 2 Touchdown

TOUCHDOWN PLAYS

Article 1 Touchdown Plays. A touchdown is scored when:

- (a) the ball is on, above, or behind the plane of the opponents' goal line and is in possession of a runner who has advanced from the field of play; or
- (b) a ball in possession of an airborne runner is on, above, or behind the plane of the goal line, and some part of the ball passed over or inside the pylon; or
- (c) a ball in player possession touches the pylon, provided that, after contact by an opponent, no part of the player's body, except his hands or feet, struck the ground before the ball touched the pylon; or
- (d) any player who is legally inbounds catches or recovers a loose ball (3-2-3) that is on, above, or behind the opponent's goal line; or
- (e) the Referee awards a touchdown to a team that has been denied one by a palpably unfair act.

SUPPLEMENTAL NOTES

- (1) The ball is automatically dead when it is in legal possession of a player and is on, above, or behind the opponent's goal line.
- (2) the player is attempting to catch a pass, the ball is not dead, and a touchdown is not scored, until the receiver completes the catch. See Rule 3, Section 2, Article 7.

A.R. 11.1 Third-and-goal on B2. Runner A1 goes to the goal line with the ball over the plane of the goal line. He is tackled, fumbles, and the defensive team recovers in the end zone.

Ruling: Touchdown. The ball is automatically dead at the instant of legal player possession on the opponent's goal line.

A.R. 11.2 Second-and-10 on B18. Runner A1 takes handoff and runs down the sideline toward the goal line with the ball in his outside arm. He crosses the goal line plane standing with the ball to the outside of the pylon.

Ruling: Touchdown. Part of the ball crossing over or inside the pylon only applies to an airborne runner who lands out of bounds.

Section 3 Try

GENERAL RULES

Article 1 General Rules. After a touchdown, the scoring team is awarded a Try in an attempt to score one or two additional points during one scrimmage down.

The Try begins when the Referee sounds his whistle for play to start. The spot of the snap shall be:

- (a) anywhere on or between the inbounds lines, and
- (b) two yards from the defensive team's goal line.

Note 1: All general rules for fourth-down fumbles apply to the Try (See 8-7-5).

Note 2: The Game Clock will not run during the Try.

Note 3: If the ball has been declared ready for play by the Referee, and the offensive team wants to change the location of the ball, they can do so by calling a timeout.

Note 4: See 7-5-2 for restriction applicable to Team B formation at the snap.

Note 5: See 16-1-1 for exception when a touchdown is scored in an overtime period.

RESULTS OF A TRY

Article 2: Results of a Try. During a Try, the following shall apply:

- (a) If a kick results in a field goal by the offense, one point is awarded. An artificial or manufactured tee shall not be permitted to assist in the execution of a Try-kick. (The conditions of 11-4-1 must be met.) The ball is dead as soon as it becomes evident that the kick has failed.
- (b) If a Try results in a touchdown by the offense, two points are awarded. If a touchdown is not scored, the Try is over at the end of the play.
- (c) If the defense gains possession, the ball is dead immediately. The defensive team cannot score during a Try.
- (d) If there is no kick, and the Try results in what would ordinarily be a safety against the defense, one point is awarded to the offensive team.
- (e) If any play results in a touchback, the Try is unsuccessful, and there shall be no replay.

A.R. 11.3 An attempted Try-kick is blocked. Offensive A1 recovers behind the line and advances across the goal line or recovers in defense's end zone.

Ruling: No score in either case. The ball is dead as soon as its failure as a kick to score a Try is evident.

A.R. 11.4 During a Try, placekick holder A1 fumbles. B1 kicks, bats, or muffs the loose ball (new impetus) on his two-yard line and it goes out of bounds behind the goal line.

Ruling: Ordinarily a safety (11-5-1). Award one point.

FOULS COMMITTED DURING TRY

Article 3 Fouls Committed During Try

Item 1: Fouls Before the Signal. If there is a foul by either team after a touchdown and before the ready-for-play signal, it is enforced on the next kickoff.

A.R. 11.5 Offensive player A1 clips after runner A2 had scored a touchdown.

Ruling: Penalty is enforced from the succeeding spot which is the spot of the next kickoff. Spot of ball for Try is from 2 or more yards from B's goal line. Penalty is not enforced on Try.

Item 2: Fouls Before the Snap. If there is a foul by the offense which causes a play to be whistled dead prior to the snap, it shall be treated the same as if it had occurred prior to a scrimmage play. The whistle shall be blown immediately. (See 7-4-1). If a foul by the defense prevents the attempt of a Try, the offensive team has the option to have the distance penalty assessed on the next Try or on the ensuing kickoff.

Item 3: Fouls by Team A. The following applies if there is a foul by Team A:

- (a) If there is a foul by the offense during a successful Try, after the penalty the Try shall be repeated, unless the penalty for the foul results in a loss of down.
- (b) If the penalty for a foul results in a loss of down, the Try is unsuccessful, and there shall be no replay.

Item 4: Fouls by Team B. The following applies if there is a foul by Team B:

- (a) If the foul results in a safety, the offensive team is awarded one point.
- (b) If the attempted Try is unsuccessful, the offensive team may accept or decline the distance penalty before the down is replayed.
- (c) If the attempted Try is successful, all fouls committed by the defense will result in the distance penalty being assessed on the ensuing kickoff, unless the offensive team chooses to attempt a retry after enforcement of the penalty. See A.R. 14.27.

Note: If the foul is for defensive pass interference, and it is declined, no distance penalty is enforced on the kickoff.

Item 5: Fouls by Both Teams. If there are fouls by both teams during a Try, the Try must be replayed (14-3-1). Normal enforcement rules for double fouls apply.

Item 6: Fouls After a Try. If there is a foul by either team after a Try, it is enforced on the succeeding kickoff. If there are fouls by both teams, normal enforcement rules apply.

A.R. 11.6 During a Try, runner A1 is downed on B's 2 in a side zone. During the run, B1 commits a personal foul.

Ruling: Replay from the previous spot or from the spot after enforcement.

A.R. 11.7 During a Try which is unsuccessful, defensive B1 is offside.

Ruling: Replay at previous spot or one yard line.

A.R. 11.8 During a Try which is successful, defensive B1 is offside.

Ruling: Try good and loss of yardage on kickoff against Team B, or retry from B's one-yard line.

KICKOFF AFTER TRY

Article 4 Kickoff After Try. After a Try, the team on defense during the Try shall receive the kickoff (6-1-1-a).

SUCCESSFUL FIELD GOAL

Section 4 Field Goal

Article 1 Successful Field Goal. A field goal is scored when all of the following conditions are met:

- (a) The kick must be a placekick or dropkick made by the offense from behind the line of scrimmage or from the spot of a fair catch (fair-catch kick). If a fair catch is made or awarded outside the inbounds line, the spot of the kick is the nearest inbounds line.
- (b) After the ball is kicked, it must not touch the ground or any player of the offensive team before it passes through the goal.
- (c) The entire ball must pass through the vertical plane of the goal, which is the area above the crossbar and between the uprights or, if above the uprights, between their outside edges. If the ball passes through the goal, and returns through the goal without striking the ground or some object or person beyond the goal, the attempt is unsuccessful.

Note: See 7-5-2 for restriction applicable to Team B formation at the snap.

MISSED FIELD GOALS

Article 2 Missed Field Goals. If there is a missed field-goal attempt, and the ball has not been touched by the receivers beyond the line in the field of play, the following shall apply:

- (a) If the spot of the kick was inside the receivers' 20-yard line, it is the receivers' ball at the 20-yard line or
- (b) If the spot of the kick was from the receivers' 20-yard line or beyond the receivers' 20-yard line, it is the receivers' ball at the spot of the kick.

Note: These options apply only if the ball has been beyond the line.

Exception 1: If there is a missed field-goal attempt and the ball is touched by the receivers beyond the line of scrimmage in the field of play, all general rules for a kick from scrimmage will apply, and the special rules pertaining to field goals in (a) and (b) are not applicable. If a foul occurs during the missed field-goal attempt, Rule 9-5-1 governs.

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

Exception 3: If the ball has gone beyond the line and returns behind the line untouched by Team B beyond the line, and either team recovers and attempts to advance the ball, all special rules for missed field goals in (a) and (b) are no longer applicable, and general rules for scrimmage kicks apply. If either team recovers and does not attempt to advance the ball, Team B has the option to take the ball at the dead-ball spot or the spot of the kick.

Note: If the ball has not been touched by the receivers beyond the line in the field of play and goes out of bounds in the field of play after being touched by a receiver in the end zone, it is the receiving team's option to take the ball at the spot of the kick or the receiving team's 20-yard line.

SUPPLEMENTAL NOTES

- (1) If the receivers do not touch the ball beyond the line of scrimmage in the field of play or in the end zone, and the ball bounces back into the field of play after it touches the ground on or behind the receiver's goal line, it is the receivers' ball at the spot of the kick. If the attempt was from inside the 20-yard line, it is a touchback. The ball is dead as soon as it touches the ground in the end zone.
- (2) If the ball goes out of bounds after it is first touched by the receivers beyond the line of scrimmage in the field of play, it is the receivers' ball at the out-of-bounds spot.
- (3) If the receivers first touch the ball beyond the line of scrimmage in the field of play or in the end zone, and the kickers recover, the ball belongs to the kickers at the spot of recovery. If the recovery is in the end zone, it is a touchdown.
- (4) If the receivers first touch the ball beyond the line of scrimmage in the field of play, and without any new impetus the ball rolls into the end zone where it is declared dead in the possession of the receivers, it is a touchback.

- A.R. 11.9** Fourth-and-10 on B35. On a field-goal attempt, the ball is kicked from the B42 and is wide and goes over the end line.
Ruling: B's ball first-and-10 on B42. The defensive team takes possession at the spot of the kick.
- A.R. 11.10** Fourth-and-10 on B35. A field-goal attempt is kicked from the B42, and is missed and:
a) the ball rolls dead on the B10.
Ruling: B's ball first-and-10 on B42.
b) B1 touches and downs the ball on the B10.
Ruling: B's ball first-and-10 on B10.
c) B1 fair catches the ball on the B10.
Ruling: B's ball first-and-10 on B10.
- A.R. 11.11** Fourth-and-10 on B35. On a field-goal attempt B1 catches the ball on the B10 and:
a) returns the ball to the B24.
Ruling: B's ball first-and-10 on B24. If the receiving team runs a missed field goal, it continues as any other play.
b) returns the ball to the 50.
Ruling: B's ball first-and-10 on 50.
- A.R. 11.12** Fourth-and-10 on B30. A field-goal attempt is kicked from the B37 and is partially blocked behind the line and the ball rolls out of bounds on the B5:
a) without touching any receiver beyond the line of scrimmage.
Ruling: B's ball first-and-10 on the B37.
b) touching a receiver beyond the line of scrimmage.
Ruling: B's ball first-and-10 on the B5 (the spot of out of bounds).
- A.R. 11.13** Fourth-and-10 on B21. A missed field goal is kicked from the B28 and hits in the end zone and bounces back into the field of play to the B3 where:
a) no receiver touches the ball.
Ruling: Ball dead. B's ball first-and-10 on the B28.
b) receiver B1 falls on the ball at the B3.
Ruling: Ball dead. B's ball first-and-10 on the B28.
c) B1 picks up the ball on the B3 and runs to the B10.
Ruling: Ball dead. B's ball first-and-10 on the B28.
d) B1 picks up the ball, runs to the B10, is tackled and fumbles. A1 recovers and is downed on the B8.
Ruling: Ball dead. B's ball first-and-10 on the B28.
- A.R. 11.14** Fourth-and-10 on B35. On a missed field-goal attempt B1 touches the ball on the B4 and the ball then rolls into the end zone (or over the end line) where it is declared dead in possession of Team B.
Ruling: Touchback. B's ball first-and-10 on B20.
- A.R. 11.15** Fourth-and-two on B10. A field goal is good. B1 punched A2 on the scrimmage line.
Ruling: Option for Team A. Score for field goal or A's ball first-and-goal on B5. See 14-6. Disqualify B1. If a score taken, it is 15-yard penalty against Team B on kickoff (14-1-14).

FAIR-CATCH KICK

Article 3 Fair-Catch Kick. The rules for a field-goal attempt from scrimmage apply to a field-goal attempt following a Fair Catch (a Fair-Catch Kick).

Exceptions:

- The fair-catch kick line for the kicking team is the yard line through the most forward point from which the ball is kicked.
- The fair-catch kick line for the receiving team is the yard line 10 yards in advance of the kicking team's fair-catch kick line.

Note: A fair-catch kick is not a free kick. The kicking team cannot get the ball unless it has first been touched or possessed by the receivers.

A.R. 11.16 On a fair-catch kick from the B45, kicker A1 touches and falls on the ball on the B33 without any receiver touching the ball.
Ruling: B's ball first-and-10 on the B45 (the previous spot). The clock is started when the ball is kicked.

A.R. 11.17 On a fair-catch kick from the B45, the ball goes out of bounds on the B10:
a) without touching any player.
Ruling: B's ball first-and-10 on the B45. The clock starts when the ball is kicked.
b) after touching any kicking team player.
Ruling: B's ball first-and-10 on the B45. The clock starts when the ball is kicked.

NO TEE

Article 4 No Tee. An artificial or manufactured tee shall not be permitted to assist in the execution of a field goal.

BALL NEXT IN PLAY

Article 5 Ball Next in Play. After a field goal, the team scored upon will receive the kickoff. See 6-1-1-a.

Section 5 Safety

SAFETY

Article 1 Safety. It is a Safety:

- (a) if the offense commits a foul in its own end zone; or
- (b) when an impetus by a team sends the ball behind its own goal line, and the ball is dead in the end zone in its possession or the ball is out of bounds behind the goal line.

Exceptions:

It is not a safety:

- (1) If a forward pass from behind the line of scrimmage is incomplete in the end zone.
- (2) If a defensive player, in the field of play, intercepts a pass or catches or recovers a fumble, backward pass, scrimmage kick, free kick, or fair catch kick, and his original momentum carries him into his end zone where the ball is declared dead in his team's possession. The ball belongs to the defensive team at the spot where the ball was intercepted, caught, or recovered.
 - (a) If a player of the team which intercepts, catches, or recovers the ball commits a foul in the end zone, it is a safety.
 - (b) If a player who intercepts, catches, or recovers the ball throws a completed illegal forward pass from the end zone, the ball remains alive. If his opponent intercepts the illegal pass thrown from the end zone, the ball remains alive. If he scores, it is a touchdown.
 - (c) If a player of the team which intercepts, catches, or recovers the ball commits a foul in the field of play, and the ball becomes dead in the end zone, the basic spot is the spot of the change of possession..
 - (d) If the spot where possession changed is inside the one-yard line, the ball is to be spotted at the one-yard line.

SUPPLEMENTAL NOTE

The impetus is always attributed to the offense, unless the defense creates a new force that sends the ball behind its own goal line by muffing a ball which is at rest or nearly at rest, or by illegally batting or illegally kicking a ball (3-15-3).

- A.R. 11.18** Second-and-10 on A6. Quarterback A1 throws a backward pass which is batted by defensive B1. The ball goes out of bounds behind the goal line.
Ruling: Safety. Legal bat and no change of impetus.
- A.R. 11.19** B1 muffs a punt on his 5-yard line. In attempting to recover he forces the ball (new impetus) into his end zone. See 3-15-3.
 - a) where he recovers and is downed there.
Ruling: Safety.
 - b) where he recovers and advances.
Ruling: Legal advance.
 - c) where kicking team player recovers.
Ruling: Touchdown.
- A.R. 11.20** B1 catches a punt on the B4. He fumbles the ball on the B4 and kicking team player A1 bats the loose ball. The ball rolls over the end line.
Ruling: Touchback. See 11-6-1 and 12-1-8.
- A.R. 11.21** B1 fumbles after catching a punt on the B5 and it crosses his goal line. Kicking team player A1 recovers while he is touching the sideline.
Ruling: Safety. If it had been a muff (no new impetus or change of possession) and the same situation, it would be a touchback (11-6-1).
- A.R. 11.22** Second-and-10 on B20. B1 intercepts a legal forward pass on the B2. His momentum carries him into the end zone where he is downed.
Ruling: B's ball first-and-10 on B2.
- A.R. 11.23** Second-and-10 on B20. B1 intercepts a legal forward pass on the B4 and his intercepting momentum carries him into the end zone. He then runs it out to the B35.
Ruling: B's ball first-and-10 on B35.
- A.R. 11.24** Second-and-10 on B20. B1 intercepts a pass on the B6 and his momentum carries him into the end zone where he is tackled, fumbles and passing team player A1 recovers there.
Ruling: Touchdown Team A. Kickoff on A30.

- A.R. 11.25** Second-and-10 on B20. B1 intercepts a legal forward pass on the B4 and his momentum carries him into the end zone where he is downed.
a) B2 clipped in the end zone.
Ruling: Safety.
- b) B2 clipped on the B2.
Ruling: B's ball first-and-10 on B1.
- A.R. 11.26** Second-and-15 on A4. Runner A1 fumbles a handoff on his 5-yard line. The ball rolls into the end zone where A1 bats or kicks the ball across the end line to prevent a recovery by the defense.
Ruling: Safety, whether the penalty is enforced from the spot of the foul or is declined.
- A.R. 11.27** Receiver B1 recovers a free kick in his end zone. While advancing, he fumbles while still in the end zone. The fumble is on the ground on the B2 where B3 deliberately kicks it.
Ruling: Safety (8-4-4). The spot of enforcement is from the spot of the fumble.
- A.R. 11.28** B1 catches a kickoff and makes a forward pass from behind his goal line.
Ruling: Safety. Team A may intercept and advance.
- A.R. 11.29** Second-and-15 on A2. Runner A1 is downed two yards behind his goal line.
a) A2 holds anywhere in the field.
Ruling: Safety (14-1-11).
- b) B1 holds at A1.
Ruling: A's ball first-and-10 on A6 (12-1-6-Pen. and 14-1-12-Exc. 7).
- A.R. 11.30** Second-and-16 on A4. Quarterback A1 drops back to pass and throws a legal forward pass complete to end A2 who runs for a touchdown. Prior to the completion offensive tackle A3 holds in the end zone.
Ruling: No touchdown. Safety.

BALL IN PLAY AFTER SAFETY

Article 2 Ball in Play After Safety. After a safety, the team scored upon must put the ball in play by a free kick (punt, dropkick, or placekick) from its 20-yard line. An artificial or manufactured tee cannot be used. See 6-1-2 and 6-1-3.

Exception: For extension of either half, see 4-8-2-h.

Section 6 Touchback

Note: A touchback, while not a score, is included in this rule because, like scoring plays, it is a case of a ball that is dead on or behind a goal line (3-15-2).

DEFINITION

Article 1 Definition. It is a Touchback if the ball is dead on or behind the goal line a team is defending, provided that the impetus comes from an opponent, and that it is not a touchdown or an incomplete forward pass.

TOUCHBACK SITUATIONS

Article 2 Touchback Situations. When a team provides the impetus (3-15-3) that sends a loose ball behind its opponent's goal line, it is a touchback:

- (a) if the ball is dead in the opponent's possession in its end zone; or
- (b) if the ball is out of bounds behind the goal line (see 8-7-3-Item 4-a); or
- (c) if a scrimmage kick has not been touched by a player of the receiving team beyond the line of scrimmage, and the ball (i) touches the ground on or behind the receiver's goal line, (ii) touches a player of the kicking team who is touching the ground on or behind the receiver's goal line, or (iii) touches a player of the kicking team who has touched the ground on or behind the receiver's goal line and has not re-established himself in the field of play (see 11-4-2-b for exception for a missed field goal from beyond the 20-yard line); or
- (d) if any legal or illegal kick touches the receivers' goal posts, crossbar, or uprights, other than one which scores a field goal; or
- (e) if the kickers interfere with the opportunity to catch an airborne kick or with a fair catch behind the receivers' goal line (10-1-1 and 10-2-4-Note); or
- (f) if a player of the kicking team illegally catches or recovers a scrimmage kick in the field of play, and carries the ball across the goal line, or touches the goal line with any part of his body while in possession of the ball. For exception for a missed field goal from beyond the 20-yard line, see 11-4-2-b.

Note 1: If the impetus is a scrimmage kick, and there has been a spot of first touching by the kickers beyond the receivers' 20-yard line, the receivers shall have the option of taking possession of the ball at the spot of first touching.

Note 2: The impetus is not from a kick if a muff, bat, juggle, or illegal kick of any kicked ball (by a player of either team) creates a new momentum which sends it on, above, or behind the goal line. See 3-15-3-Note.

A.R. 11.31 Quarterback A1 throws a legal pass which is intercepted in the end zone by defensive B1. B1 tries to run it out and is downed in the end zone.

Ruling: Touchback. B's ball first-and-10 on B20.

A.R. 11.32 A punt is caught in end zone by defensive B1 who tries to run it out. He is tackled, fumbles and kicking team player A1 recovers in end zone.

Ruling: Touchdown for A1.

A.R. 11.33 Fourth-and-10 on B35. A1 is touching the goal line with his foot when he downs the punted ball on the 1-yard line in the field of play.

Ruling: Touchback.

BALL NEXT IN PLAY

Article 3 Ball Next in Play. After a touchback, the team that has been awarded a touchback next snaps the ball at its 20-yard line from any point on or between the inbounds lines.

Rule 12 Player Conduct

Section 1 Blocking, Use of Hands, Arms, and Body

LEGAL AND ILLEGAL BLOCK

Article 1 A player of either team may block (obstruct or impede) an opponent at any time, provided that the act is not:

- (a) pass interference;
- (b) illegal contact;
- (c) fair catch interference;
- (d) clipping against a non-runner;
- (e) an illegal chop block;
- (f) an illegal crackback block;
- (g) an illegal low block during a free kick, scrimmage kick, or after a change of possession;
- (h) unnecessary roughness;
- (i) roughing the passer;
- (j) an illegal cut block;
- (k) roughing the kicker;
- (l) offensive or defensive holding;
- (m) illegal use of hands;
- (n) tripping;
- (o) illegal peel back block; and
- (p) illegal blindside block

A.R. 12.1 Defensive B1 blocks offensive A1 which allows B2 to recover a loose ball.

Ruling: Legal block. Cannot use hands unless it is a personal attempt to recover, but may block (12-1-5).

USE OF HANDS BY OFFENSIVE PLAYER

Article 2 An offensive player cannot obstruct or impede an opponent by grasping him with his hands or encircling any part of a defender's body with his arms, except in the following situations:

- (a) If he is a runner. A runner may ward off opponents with his hands and arms. He also may lay his hand on a teammate or push him into an opponent, but he may not grasp or hold on to a teammate; or
- (b) During a loose ball that has touched the ground. An offensive player may use his hands/arms legally to block or otherwise push or pull an opponent out of the way in a personal attempt to recover the ball. See specific fumble, pass, or kick rules and especially 6-2-1; or
- (c) During a kick. A kicking team player may use his hands/arms to ward off or to push or pull a receiver who is legally or illegally attempting to obstruct his attempt to proceed; or
- (d) During a legal block.

Penalty: For illegal use of hands, arms, or body by the offense: Loss of 10 yards.

LEGAL BLOCK BY OFFENSIVE PLAYER

Article 3 An offensive player is permitted to block an opponent by contacting him with his head, shoulders, hands, and/or outer surface of the forearm, or with any other part of his body.

A blocker may use his arms, or open or closed hands, to contact an opponent on or outside the opponent's frame (the body of an opponent below the neck that is presented to the blocker). If a blocker's arms or hands are outside an opponent's frame, it is a foul if the blocker materially restricts him. The blocker immediately must work to bring his hands inside the opponent's frame, and as the play develops, the blocker is permitted to work for and maintain his position against an opponent, provided that he does not illegally clip or illegally push from behind.

ILLEGAL BLOCKS BY OFFENSIVE PLAYER

Article 4 An offensive blocker cannot:

- (a) thrust his hands forward above the frame of an opponent to contact him on the neck, face, or head (Note: Contact in close-line play that is not prolonged and sustained is not a foul unless the opponent's head is pinned back by direct and forcible contact);

- (b) charge or fall into the back of an opponent above the waist, or use his hands or arms to push an opponent from behind in a manner that affects his movement, except in close-line play (the guideline for officials to use for illegal use of hands in the back above the waist is: if either hand is on the back, it is a foul. If both hands are on the opponent's side, it is not a foul);

Note: The prohibition applies to a player of the kicking team while the ball is in flight during a scrimmage kick.

- (c) use his hands or arms to materially restrict an opponent or alter the defender's path or angle of pursuit. Material restrictions include but are not limited to:
 - (i) grabbing or tackling an opponent;
 - (ii) hooking, jerking, twisting, or turning him; or
 - (iii) pulling him to the ground.

Penalty: For holding, illegal use of hands, arms, or body by the offense: Loss of 10 yards.

Blocking notes:

- (1) When a defensive player is held by an offensive player during the following situations, offensive holding will not be called:
 - (a) if the runner is being tackled simultaneously by another defensive player;
 - (b) if the runner simultaneously goes out of bounds;
 - (c) if a fair catch is made simultaneously;
 - (d) if the action clearly occurs after a forward pass has been thrown to a receiver beyond the line of scrimmage;
 - (e) if the action occurs away from the point of attack and not within close-line play;
 - (f) if a free kick results in a touchback;
 - (g) if a scrimmage kick simultaneously becomes a touchback;
 - (h) if the action is part of a double-team block in close-line play.

Exception: Holding will be called if the opponent is pulled to the ground by one or both of the blockers.

- (i) if, during a defensive charge, a defensive player uses a "rip" technique that puts an offensive player in a position that would normally be holding.

Exception: Holding will be called if the defender's feet are taken away from him by the offensive player's action.

- (2) a blocker falls on or pushes down a defender whose momentum is carrying him to the ground, offensive holding will not be called unless the blocker prevents the defender from rising from the ground.
- (3) If the official has not seen the entire action that sends a defender to the ground, offensive holding will not be called.

OTHER PROHIBITED ACTS

Article 5 No offensive player may:

- (a) lift a runner to his feet or pull him in any direction at any time; or;
- (b) use interlocking interference, by grasping a teammate or by using his hands or arms to encircle the body of a teammate; or
- (c) trip an opponent; or
- (d) push or throw his body against a teammate to aid him in an attempt to obstruct an opponent or to recover a loose ball.

Penalty: For assisting the runner, interlocking interference, tripping, illegal use of hands, arms, or body by the offense: Loss of 10 yards.

A.R. 12.2 Second and goal on B2. Runner A1 gets to the line of scrimmage and is stopped but A2, who is behind him, pushes him from behind and shoves him over the goal line.

Ruling: Touchdown.

DEFENSIVE HOLDING

Article 6 A defensive player may not:

- (a) tackle or hold an opponent other than a runner. Otherwise, he may use his hands, arms or body only to defend or protect himself against an obstructing opponent in an attempt to reach a runner. After a loose ball has touched the ground, a defensive player may legally block or otherwise use his hands or arms to push or pull an opponent out of the way in a personal attempt to recover the ball;

- (b) on a punt, field-goal attempt, or Try-kick attempt, grab and pull an offensive player out of the way which allows another defensive player(s) (B2) to shoot the gap (pull and shoot) in an attempt to block the kick, unless the defensive player (B1) is advancing towards the kicker.
- (c) thrust his hands forward above the frame of an opponent to contact him on the neck, face, or head (Note: Contact in close-line play that is not prolonged and sustained is not a foul, unless the opponent's head is pinned back by direct and forcible contact).

LEGAL CONTACT WITHIN FIVE YARDS OF LINE

Exception 1: See Rule 8, Section 4, Articles 1-4 for legal and illegal contact against an eligible receiver.

ILLEGAL CONTACT WITHIN FIVE YARDS OF LINE

Within the five-yard zone, a defender may not make original contact in the back of a receiver, nor may he use his hands or arms to hang onto or encircle a receiver. The defender cannot extend an arm(s) to cut off or hook a receiver causing contact that impedes and restricts the receiver as the play develops, nor may he maintain contact after the receiver has moved beyond a point that is even with the defender.

ILLEGAL CONTACT BEYOND FIVE-YARD ZONE

Beyond the five-yard zone, if the player who receives the snap remains in the pocket with the ball, a defender may use his hands or arms only to defend or protect himself against impending contact caused by a receiver. If the receiver attempts to evade the defender, the defender cannot chuck him, or extend an arm(s) to cut off or hook him, causing contact that redirects, restricts, or impedes the receiver in any way.

INCIDENTAL CONTACT BEYOND FIVE-YARD ZONE

Beyond the five-yard zone, incidental contact may exist between receiver and defender as long as it does not materially affect or significantly impede the receiver, creating a distinct advantage.

Exception 2: See Rule 8, Section 4, Article 5 for legal and illegal cut blocks.

Note 1: Once the quarterback or receiver of the snap hands off, is tackled, throws a forward or backward pass, loses possession of the ball by a fumble or a muff that touches the ground, or if the quarterback leaves the pocket area (see 3-24), the restrictions on the defensive team relative to offensive receivers (illegal contact, illegal cut block) will end.

Note 2: Whenever a team presents an apparent punting formation, defensive action that would normally constitute illegal contact (chuck beyond five yards) will no longer be considered a foul.

Penalty: For illegal contact or holding by the defense: Loss of five yards and automatic first down.

Penalty: For illegal cut block by the defense: Loss of 15 yards and automatic first down. (Personal Foul)

SUPPLEMENTAL NOTES

- (1) An eligible pass receiver who takes a position more than two yards outside of his own tackle (flexed receiver) may not be blocked below the waist (illegal cut), unless the quarterback hands off, is tackled, pitches the ball to a back, or if the quarterback leaves the pocket area.
- (2) The unnecessary use of the hands by the defense, except as provided in Article 6, is illegal and is commonly used in lieu of a legal block (Article 5) (See 12-2-2).
- (3) Any offensive player who pretends to possess the ball and/or one to whom a teammate pretends to give the ball, may be tackled provided he is crossing his scrimmage line between the offensive tackles of a normal tight offensive line.

A.R. 12.3 Second-and-10 on B40. B1 holds End A1 on the line of scrimmage. Quarterback A2 cannot throw the ball and is tackled at the 50.

Ruling: Not a forward pass. Enforcement is from the previous spot. A's ball first-and-10 on B35.

A.R. 12.4 Second-and-10 on A40. Eligible end A1 goes downfield to the B45 and is contacted (chucked) by defender B1 as A1 attempts to evade him. The pass falls incomplete.

Ruling: A's ball first-and-10 on A45. Illegal contact. Eligible receiver A1 is not considered an obstructing player as he was more than five yards beyond line of scrimmage.

A.R. 12.5 Second-and-10 on A40. Eligible receiver A1 is chucked by B1 at the scrimmage line. B1 then chucks back A2 on the A44 prior to the pass. The pass then falls incomplete.

Ruling: Legal use of hands as A1 and A2 were not the same player.

A.R. 12.6 Second-and-10 on A30. Eligible pass receiver A1 takes a position three yards outside his own tackle and is blocked below the waist at line of scrimmage. The pass falls incomplete.

Ruling: Illegal cut as eligible receiver was more than two yards outside of his tackle. Fifteen-yard penalty. A's ball first-and-10 on A45.

A.R. 12.7 Second-and-10 on A30. Eligible pass receiver A1 lines up one yard outside of his own tackle and is blocked below the waist at the line of scrimmage. Pass falls incomplete.

Ruling: Legal block as receiver was lined up within two yards of the tackle. A's ball third-and-10 on A30.

A.R. 12.8 During a pass behind the line (forward or backward), B1 uses his hands on potential receiver A1 who is behind A's line. B1 is not using his hands to ward off A1, to push or pull A1 out of the way in order to get to the runner (passer), or to push or pull him out of the way in an actual attempt to catch or recover a loose ball.
Ruling: **Holding** by the defense. Loss of five yards and first down for Team A (14-8-5).

Article 7 No defensive player may trip an opponent.

Penalty: For tripping by defense: Loss of 10 yards.

Illegal Bat

Article 8 A player may not bat or punch:

- (a) a loose ball (in field of play) toward opponent's goal line;
- (b) a loose ball (that has touched the ground) in any direction, if it is in either end zone;
- (c) a backward pass in flight may not be batted forward by an offensive player.

Exception: A forward pass in flight may be tipped, batted, or deflected in any direction by any eligible player at any time.

Note: If a forward pass that is controlled by an airborne player prior to completing the catch is thrown forward, it is an illegal bat. If it is caught by a teammate or intercepted by an opponent, the ball remains alive. If it is not caught, the ball is dead when it hits the ground.

Penalty: For illegal batting or punching the ball: Loss of 10 yards. For enforcement, treat as a foul during a backward pass or fumble (see 8-7-7).

ILLEGALLY KICKING BALL

Article 9 No player may deliberately kick any loose ball or ball in player's possession.

Penalty: For illegally kicking the ball: Loss of 10 yards. For enforcement, treat as a foul during a backward pass or fumble (see 8-7-7).

SUPPLEMENTAL NOTES

- (1) If a loose ball is touched by any part of a player's leg (including knee), it is not considered kicking and is treated merely as touching.
- (2) If the penalty for an illegal bat or kick is declined, the procedure is the same as though the ball had been merely muffed. However, if the act (impetus) sends the ball in touch, 3-15-3 applies.
- (3) The penalty for Article 8 and 9, does not preclude a penalty for a palpably unfair act, when a deliberate kick or illegal bat actually prevents an opponent from recovering. See Palpably Unfair Act 12-3-3.
- (4) The ball is not dead when an illegal kick is recovered.

A.R. 12.9 Second-and-15 on A2. Quarterback A1 fumbles a snap in the end zone. While the ball is loose on the ground there, A1 deliberately kicks it. The ball is last touched by B1 before going out of bounds on A's 2-yard line.
Ruling: Safety. See 8-7-3-Item 3-c; 11-5-1; and 12-1-9.

Section 2 Personal Fouls

STRIKING, KICKING, OR KNEEING OPPONENT

Article 1 All players are prohibited from:

- (a) striking with the fists;
- (b) kicking or kneeing; or
- (c) striking, swinging, or clubbing to the head, neck, or face with the heel, back, or side of the hand, wrist, arm, elbow, or clasped hands. See 12-2-3.
- (d) grabbing the inside collar of the back of the shoulder pads or jersey, or the inside collar of the side of the shoulder pads or jersey, and immediately pulling down the runner. This does not apply to a runner who is in the tackle box or to a quarterback who is in the pocket.

Note: It is not necessary for a player to pull the runner completely to the ground in order for the act to be illegal. If his knees are buckled by the action, it is a foul, even if the runner is not pulled completely to the ground.

Penalty: For fouls in a, b, c, and d: Loss of 15 yards. If any of the above acts is judged by the official(s) to be flagrant, the offender may be disqualified as long as the entire action is observed by the official(s).

HEAD SLAP

Article 2 A defensive player shall not contact an opponent above the shoulders with the palm of his hands except to ward him off on the line. The exception applies only if it is not a repeated act against the same opponent during any one contact.

LEGAL CONTACT

Article 3 A defensive player may use the palm of his hands on an opponent's head, neck, or face only to ward off or push him in an actual attempt to get at a loose ball.

NO STRIKING

Article 4 A player in blocking shall not strike an opponent below the shoulders with his forearm or elbows by turning the trunk of his body at the waist, pivoting or in any other way that is clearly unnecessary.

Penalty: For illegal use of the palm of the hands or for striking an opponent below the shoulders with the forearm or elbow: Loss of 15 yards.

Note: Any impermissible use of elbows, forearms, or knees shall be penalized under the unnecessary roughness rule; flagrantly unnecessary roughness shall be penalized under the same rule and the player disqualified.

A.R. 12.10 Second-and-10 on A30. Defensive player B1, on his initial charge, head slaps an offensive tackle on the helmet once with his open hand trying to get at runner A1. A1 is downed on the A35
Ruling: Illegal. A's ball first-and-10 on the 50.

A.R. 12.11 Second-and-10 on A30. Defensive player B1, on his initial charge, head slaps an offensive tackle on his repeatedly with his open hand in trying to get at a runner. The runner is downed on the A35.
Ruling: Illegal. Loss of 15 yards. A's ball first-and-10 on the 50.

GRASPING FACEMASK

Article 5 No player shall twist, turn, or pull the facemask of an opponent in any direction.

Penalty: For twisting, turning, or pulling the mask: Loss of 15 yards. A personal foul. The player may be disqualified if the action is judged by the official(s) to be of a flagrant nature.

A.R. 12.12 Third-and-10 on A30. Runner A1 runs to the A33, where he is tackled by B1, who incidentally grasps A1's facemask on the tackle, but it is not a twist, turn, or pull.
Ruling: A's ball, fourth-and-seven, on A33. No Foul.

RUNNING INTO KICKER

Article 6 No defensive player may run into or rough a kicker who kicks from behind his line unless such contact:

- (a) is incidental to and after he has touched the kick in flight;
- (b) is caused by the kicker's own motions;
- (c) occurs during a quick kick;
- (d) occurs during a kick or after a run behind the line;
- (e) occurs after the kicker recovers a loose ball on the ground; or
- (f) is caused because a defender is blocked into the kicker.

RUNNING, ROUGHING KICKER

Penalty: For running into the kicker: Loss of five yards from the previous spot, no automatic first down. (This is not a personal foul). For roughing the kicker or holder, loss of 15 yards from the previous spot. (This is a personal foul, and also disqualification if flagrant).

SUPPLEMENTAL NOTES

- (1) Avoiding the kicker is a primary responsibility of defensive players if they do not touch the kick.
- (2) Any contact with the kicker by a single defensive player who has not touched the kick is running into the kicker.
- (3) Any unnecessary roughness committed by defensive players is roughing the kicker. Severity of contact and potential for injury are to be considered.
- (4) When two defensive players are making a bona fide attempt to block a kick from scrimmage (punt, drop kick, and/or placekick) and one of them runs into the kicker after the kick has left the kicker's foot at the same instant the second player blocks the kick, the foul for running into the kicker shall not be enforced, unless in the judgment of the Referee, the player running into the kicker was clearly the direct cause of the kick being blocked.
- (5) If in the judgment of the Referee any of the above action is unnecessary roughness, the penalty for roughing the kicker shall be enforced from the previous spot as a foul during a kick.

A.R. 12.13 Kicker A1 in punt formation muffs a snap. He recovers on the ground and then kicks. A1 is run into, blocked, or tackled by B1 who had started his action when A1 first recovered.
Ruling: Legal action by B1.

A.R. 12.14 A1 receives a snap. He starts to run but after a few strides, he kicks from behind his line. As A1 kicks, he is tackled or run into.

Ruling: The kicker is to be protected, but the Referee should use his judgment when ordinary line play carries an opponent into such a kicker or at any time when it is not obvious that a kick is to be made (quick kick).

A.R. 12.15 Fourth-and-12 on B30. On a field-goal attempt which is not good, receiver B1 runs into the kicker without touching the ball.

Ruling: A's ball fourth-and-7 on B25. Running into the kicker. If the field goal had been good, no penalty would be enforced on the succeeding kickoff, since it was not a personal foul.

NO PILING ON

Article 7 No player shall fall upon any prostrate player (other than the runner), or upon a runner after the ball is dead.

Penalty: For piling on: Loss of 15 yards.

Note: An official should prevent piling on a prostrate or helpless runner before the ball is dead. When opponents in close proximity to such a runner are about to pile on, and further advance is improbable, the official covering should sound his whistle for a dead ball, in order to prevent further play and roughness. See 7-2-1-b.

A.R. 12.16 The holder of a Try-kick is run into or piled on and the act is not incidental to blocking the kick.

Ruling: Unnecessary roughness. Such a player is obviously out of play unless the kick is blocked, and even then until he arises and participates in play. See 14-1-14 and 14-6-Exc. 6.

UNNECESSARY ROUGHNESS

Article 8 There shall be no unnecessary roughness. This shall include, but will not be limited to:

- (a) striking an opponent anywhere with the foot or any part of the leg with a whipping motion;
- (b) contacting a runner out of bounds;

Note: Defensive players must make an effort to avoid contact. Players on defense are responsible for knowing when a runner has crossed the boundary line, except in doubtful cases where he might step on a boundary line and continue parallel with it.

- (c) a member of the receiving team cannot go out of bounds and contact a kicking team player out of bounds. If this occurs on a kick from scrimmage, post-possession rules would apply if appropriate (9-5-1);
- (d) running or diving into, or throwing the body against or on a ball carrier who falls or slips to the ground untouched and makes no attempt to advance, before or after the ball is dead;
- (e) unnecessarily running, diving into, cutting, or throwing the body against or on a player who (i) is out of the play or (ii) should not have reasonably anticipated such contact by an opponent, before or after the ball is dead; or throwing the runner to the ground after the ball is dead;
- (f) a kicker/punter, who is standing still or fading backwards after the ball has been kicked, is out of the play and must not be unnecessarily contacted by the receiving team through the end of the play or until he assumes a distinctly defensive position.
- (g) If a player uses any part of his helmet (including the top/crown and forehead/"hairline" parts) or facemask to butt, spear, or ram an opponent violently or unnecessarily.
- (h) any player who grabs a helmet opening of an opponent and forcibly twists, turns, or pulls his head.
- (i) Illegal contact with the helmet against the knee of the snapper during an attempt for a field goal or kick try.
- (j) if a player illegally launches into a defenseless opponent. It is an illegal launch if a player (1) leaves both feet prior to contact to spring forward and upward into his opponent, and (2) uses any part of his helmet (including the top/crown and forehead/"hairline" parts) to initiate forcible contact against any part of his opponent's body.

Note: This does not apply to contact against a runner, unless the runner is still considered to be a defenseless player, as defined in Rule 12, Section 2, Article 9.

Penalty: For unnecessary roughness: Loss of 15 yards. The player may be disqualified if the action is judged by the official(s) to be flagrant.

Note: If in doubt about a roughness call or potentially dangerous tactics, the covering official(s) should always call unnecessary roughness.

A.R. 12.17 Third-and-20 on A30. Runner A1 runs to the A33, where he is tackled by B1, who hooks his fingers under the front of the runner's helmet, but not his facemask, and forcibly twists his head.

Ruling: 15 yards for unnecessary roughness. It is an automatic first down. A's ball first-and-10 on A48.

Article 9 It is a foul if a player initiates unnecessary contact against a player who is in a defenseless posture.

- (a) Players in a defenseless posture are:

- (1) A player in the act of or just after throwing a pass;
 - (2) A receiver attempting to catch a pass; or who has completed a catch and has not had time to protect himself or has not clearly become a runner. If the receiver/runner is capable of avoiding or warding off the impending contact of an opponent, he is no longer a defenseless player;
 - (3) A runner already in the grasp of a tackler and whose forward progress has been stopped;
 - (4) A kickoff or punt returner attempting to field a kick in the air;
 - (5) A player on the ground at the end of a play;
 - (6) A kicker/punter during the kick or during the return;
 - (7) A quarterback at any time after a change of possession, and
 - (8) A player who receives a "blindside" block when the blocker is moving toward his own endline and approaches the opponent from behind or from the side.
- (b) Prohibited contact against a player who is in a defenseless posture is:
- (1) Forcibly hitting the defenseless player's head or neck area with the helmet, facemask, forearm, or shoulder, regardless of whether the defensive player also uses his arms to tackle the defenseless player by encircling or grasping him; and
 - (2) Lowering the head and making forcible contact with the top/crown or forehead/"hairline" parts of the helmet against any part of the defenseless player's body.

Note: The provisions of (2) do not prohibit incidental contact by the mask or helmet in the course of a conventional tackle on an opponent.

Penalty: For unnecessary roughness: Loss of 15 yards. The player may be disqualified if the action is judged by the official(s) to be flagrant.

CLIPPING

Article 10 There shall be no clipping from behind below the waist against a non-runner. This does not apply to offensive blocking in close-line play where it is legal to clip above the knee(s), but it is illegal to clip at or below the knee(s).

Penalty: For clipping: Loss of 15 yards.

CLOSE-LINE PLAY

SUPPLEMENTAL NOTES

- (1) Close-line play is that which occurs in an area extending laterally to the position originally occupied by the offensive tackles and longitudinally three yards on either side of each line of scrimmage.

CLOSE-LINE PLAY—ROLL-UP BLOCK

- (2) In close-line play, if an offensive player's block (legal or illegal) is followed by the blocker rolling up on the back of the leg(s) of the defender, the action is illegal and is considered unnecessary roughness.

Exception: An offensive lineman may not clip a defender who, at the snap, is aligned on the line of scrimmage opposite another offensive lineman who is more than one position away when the defender is responding to the flow of the ball away from the blocker.

Example: Tackle cannot clip nose tackle on sweep away.

- (3) Doubtful cases involving a side block or the opponent turning his back as the block is being made are to be judged according to whether the opponent was able to see or ward off the blocker.
- (4) The use of hands from behind above the waist on a non-runner is illegal use of hands (see 12-1-3).
- (5) The use of hands on the back is not a foul when it is by:
 - (a) one of the kickers in warding off a receiver, while going downfield under a kick, or
 - (b) any player in an actual personal legal attempt to recover a loose ball.
- (6) It is not considered clipping if:
 - (a) a blocker is moving in the same direction as an opponent, and has initial contact on the side of the opponent and then continues to contact with the opponent below his waist from behind with any part of his body, or
 - (b) in any case if an official has not observed the blocker's initial contact.

A.R. 12.18 Second-and-10 on B30. B1 is hit from behind, below the waist, at the B25 by A2 throwing his body across the back of B1's legs. Runner A1 is downed on B15.

Ruling: Clipping. A's ball second-and-20 on B40.

A.R. 12.19 Second-and-10 on B30. A2 pushes B1 from behind above the waist at the B25. Runner A1 is down on B15.

Ruling: Illegal block above the waist. A's ball second-and-15 on B35.

CRACKBACK (ILLEGAL)

Article 11 At the snap, an offensive player who is aligned in a position more than two yards laterally outside an offensive tackle, or a player who is in a backfield position at the snap and then moves to a position more than two yards laterally outside a tackle, may not clip an opponent anywhere, nor may he contact an opponent below the waist if the blocker is moving toward the position where the ball was snapped from, and the contact occurs within an area five yards on either side of the line of scrimmage.

Note 1: A player aligned more than two yards laterally outside a tackle at the snap is designated as being flexed.

Note 2: If runner (passer) scrambles on the play, significantly changing the original direction (broken play), the crackback block is legal.

Penalty: Illegal crackback block: Loss of 15 yards.

A.R. 12.20 Second-and-10 on A40. Flanker A1 sets up five yards outside of offensive tackle A2. At the snap, A1 comes back and crackback blocks B1. Contact is made at the A38 behind the offensive tackle's original position. Runner goes to 50.

Ruling: A's ball second-and-25 on A25. Illegal crackback block. Penalize from previous spot.

ILLEGAL PEEL BACK BLOCK

Article 12 When a player who is aligned in the tackle box at the snap moves to a position outside the box, he cannot initiate contact on the side and below the waist on an opponent if:

- (a) the blocker is moving toward his own end line; and
- (b) he approaches the opponent from behind or from the side.

Note: If the near shoulder of the blocker contacts the front of his opponent's body, the "peel back" block is legal.

Penalty: For illegal "peel back" block: Loss of 15 yards.

ROUGHING THE PASSER

Article 13 Because the act of passing often puts the quarterback (or any other player attempting a pass) in a position where he is particularly vulnerable to injury, special rules against roughing the passer apply. The Referee has principal responsibility for enforcing these rules. Any physical acts against passers during or just after a pass which, in the Referee's judgment, are unwarranted by the circumstances of the play will be called as fouls. The Referee will be guided by the following principles:

PASS LEAVING PASSER'S HAND; ONE-STEP RULE

- (1) Roughing will be called if, in the Referee's judgment, a pass rusher clearly should have known that the ball had already left the passer's hand before contact was made; pass rushers are responsible for being aware of the position of the ball in passing situations; the Referee will use the release of the ball from the passer's hand as his guideline that the passer is now fully protected; once a pass has been released by a passer, a rushing defender may make direct contact with the passer only up through the rusher's first step after such release (prior to second step hitting the ground); thereafter the rusher must be making an attempt to avoid contact and must not continue to "drive through" or otherwise forcibly contact the passer; incidental or inadvertent contact by a player who is easing up or being blocked into the passer will not be considered significant.

UNNECESSARY ACTS AGAINST PASSER

- (2) A rushing defender is prohibited from committing such intimidating and punishing acts as "stuffing" a passer into the ground or unnecessarily wrestling or driving him down after the passer has thrown the ball, even if the rusher makes his initial contact with the passer within the one-step limitation provided for in (1) above. When tackling a passer who is in a defenseless posture (e.g., during or just after throwing a pass), a defensive player must not unnecessarily or violently throw him down and land on top of him with all or most of the defender's weight. Instead, the defensive player must strive to wrap up or cradle the passer with the defensive player's arms.

HITS TO PASSER'S HEAD AND USE OF HELMET AND FACEMASK

- (3) In covering the passer position, Referees will be particularly alert to fouls in which defenders impermissibly use the helmet and/or facemask to hit the passer, or use hands, arms, or other parts of the body to hit the passer **forcibly** in the **head or neck area** (see also the other unnecessary-roughness rules covering these subjects). A defensive player must not use his helmet against a passer who is in a defenseless posture for example, (a) forcibly hitting the passer's **head or neck area** with the helmet or facemask, regardless of whether the defensive player also uses his arms to tackle the passer by encircling or grasping him, or (b) lowering the head and making forcible contact with the **top/crown or forehead/"hairline"** parts of the helmet against any part of the passer's body. This rule does not

prohibit incidental contact by the mask or non-crown parts of the helmet in the course of a conventional tackle on a passer.

CLUBBING PASSER'S ARM

- (4) A defensive player is prohibited from clubbing the arm of a passer during a pass or just after a pass has been thrown; however, a defensive player may grasp, pull, or otherwise make normal contact with a passer's arm in attempting to tackle him;

HITTING PASSER'S KNEE

- (5) A rushing defender is prohibited from forcibly hitting in the knee area or below a passer who has one or both feet on the ground, even if the initial contact is above the knee. It is not a foul if the defender is blocked (or fouled) into the passer and has no opportunity to avoid him;

Note 1: A defender cannot initiate a roll or lunge and forcibly hit the passer in the knee area or below, even if he is being contacted by another player.

Note 2: It is not a foul if the defender swipes, wraps, or grabs a passer in the knee area or below in an attempt to tackle him.

GRASP AND CONTROL

- (6) The Referee must blow the play dead as soon as the passer is clearly in the grasp and control of any tackler behind the line, and the passer's safety is in jeopardy;

PASSER OUT OF THE PLAY

- (7) A passer who is standing still or fading backwards after the ball has left his hand is obviously out of the play and must not be unnecessarily contacted by the defense through the end of the play or until the passer becomes a blocker, or until he becomes a runner upon taking a lateral from a teammate or picking up a loose ball, or, in the event of a change of possession on the play, until the passer assumes a distinctly defensive position. **However, at any time after the change of possession, it is a foul if (a) an opponent forcibly hits the quarterback's head or neck area with his helmet, facemask, forearm, or shoulder, or (b) if an opponent lowers his head and makes forcible contact with the top/crown or forehead/"hairline" parts of his helmet against any part of the quarterback's body. This provision (b) does not prohibit incidental contact by the mask or the helmet in the course of a conventional block.**

PASSER OUT OF THE POCKET

- (8) When the passer goes outside the pocket area and either continues moving with the ball (without attempting to advance the ball as a runner) or throws while on the run, he loses the protection of the one-step rule provided for in (1) above, **and the protection against a low hit provided for in (5) above,** but he remains covered by all the other special protections afforded to a passer in the pocket (numbers 2, 3, 4, 6, and 7), as well as the regular unnecessary-roughness rules applicable to all player positions. If the passer stops behind the line and clearly establishes a passing posture, he will then be covered by all of the special protections for passers.

Penalty: For Roughing the Passer: Loss of 15 yards from the previous spot; disqualification if flagrant.

Note 1: If in doubt about a roughness call or potentially dangerous tactic on the quarterback, the Referee should always call roughing the passer.

Note 2: See 8-6-2 for personal fouls prior to completion or interception.

A.R. 12.21 Passer A1 is run into or tackled by defensive B1 after a pass. B1 had started his action prior to pass.

Ruling: A legal action, unless the official rules that B1 had a reasonable chance to avoid or minimize the contact and made no attempt to do so.

BLOCKING BELOW WAIST ON KICKS AND CHANGE OF POSSESSION

Article 14 Blocks below the waist are prohibited in the following situations:

- (a) By players of either team after a change of possession; or
- (b) By players of the kicking team after a Free Kick, Safety Kick, Fair-Catch Kick, Punt, Field-Goal Attempt, or Try Kick; or
- (c) By players of the receiving team during a down in which there is a Free Kick, Safety Kick, Fair-Catch Kick, Punt, Field-Goal Attempt, or Try Kick.

Exception: Immediately at the snap, players on the receiving team who are on the line of scrimmage and lined up on or inside the normal tight end position are permitted to block low during a Punt, Field-Goal Attempt, or Try Kick.

Note: Illegal contact with the helmet against the knee of the snapper during a Field-Goal Attempt or a Try Kick is unnecessary roughness (see 12-2-8-i).

Penalty: For illegally blocking below the waist: Loss of 15 yards.

A.R. 12.22 Third-and-6 on B26. B1 intercepts a forward pass in the end zone and runs it out to the B31. During B1's run, A2 blocks B3 low from the side at B28, so that A4 could tackle B1 at the B31.

Ruling: Illegal block. B's ball first-and-10 on B46.

USE OF HELMET AS A WEAPON

Article 15 A player may not use a helmet (that is no longer worn by anyone) as a weapon to strike, swing at, or throw at an opponent.

Penalty: For illegal use of helmet as a weapon: Loss of 15 yards and automatic disqualification.

Article 16 A chop block is a foul by the offense in which one **offensive** player (designated as A1 for purposes of this rule) blocks a defensive player in the area of the thigh or lower while another offensive player (A2) occupies that same defensive player in one of the circumstances described in subsections (1) through (10) below.

CHOP BLOCK ON PASS (ENGAGEMENT)

- (1) On a forward pass play, A1 chops a defensive player while the defensive player is physically engaged above the waist by the blocking attempt of A2.

CHOP BLOCK ON PASS (AFTER ENGAGEMENT)

- (2) On a forward pass play in which A2 physically engages a defensive player above the waist with a blocking attempt, A1 chops the defensive player after the contact by A2 has been broken and while A2 is still confronting the defensive player.

CHOP BLOCK ON PASS (WITH "LURE")

- (3) On a forward pass play, A1 chops a defensive player while A2 confronts the defensive player in a pass-blocking posture but is not physically engaged with the defensive player (a "lure").

REVERSE CHOP BLOCK ON PASS

- (4) On a forward pass play, A1 blocks a defensive player in the area of the thigh or lower, and A2, simultaneously or immediately after the block by A1, engages the defensive player high.

Note: Each of the above circumstances in subsections (1) through (4), which describes a chop-block foul on a forward-pass play, also applies on a play in which an offensive player indicates an apparent attempt to pass block but the play ultimately becomes a run.

- (5) On a running play, A1 is lined up in the backfield at the snap and subsequently chops a defensive player engaged above the waist by A2, and such block occurs on or behind the line of scrimmage in an area extending laterally to the positions originally occupied by the tight end on either side.

CHOP BLOCK ON RUN (BY A LINEMAN)

- (6) On a running play, A1, an offensive lineman, chops a defensive player after the defensive player has been engaged by A2 (high or low), and the initial alignment of A2 is more than one position away from A1. This rule applies only when the block occurs at a time when the flow of the play is clearly away from A1.

CHOP BLOCK ON KICKS

- (7) On a kicking play, A1 chops a defensive player while the defensive player is physically engaged above the waist by the blocking attempt of A2.
- (8) On a kicking play in which A2 physically engages a defensive player above the waist with a blocking attempt, A1 chops the defensive player after the contact by A2 has been broken and while A2 is still confronting the defensive player.
- (9) On a kicking play, A1 chops a defensive player while A2 confronts the defensive player in a kick-blocking posture but is not physically engaged with the defensive player (a "lure").
- (10) On a kicking play, A1 blocks a defensive player in the area of the thigh or lower, and A2, simultaneously or immediately after the block by A1, engages the defensive player high.

Note: Each of the above circumstances in subsections (7) through (10), which describes a chop-block foul on a kicking play, also applies on a play in which an offensive player indicates an apparent attempt to kick protect, but the play ultimately becomes a run.

Penalty: For Chop Block: Loss of 15 yards.

Section 3 Unsportsmanlike Conduct

Article 1 There shall be no unsportsmanlike conduct. This applies to any act which is contrary to the generally understood principles of sportsmanship. Such acts specifically include, among others:

- (a) Throwing a punch, or a forearm, or kicking at an opponent even though no contact is made.
- (b) The use of abusive, threatening, or insulting language or gestures to opponents, teammates, officials, or representatives of the League.

TAUNTING

- (c) The use of baiting or taunting acts or words that engender ill will between teams.
- (d) Individual players involved in prolonged or excessive celebrations. Players are prohibited from engaging in any celebrations while on the ground. A celebration shall be deemed excessive or prolonged if a player continues to celebrate after a warning from an official.
- (e) Two-or-more players engage in prolonged, excessive, premeditated, or choreographed celebrations.
- (f) Possession or use of foreign or extraneous object(s) that are not part of the uniform during the game on the field or the sideline, or using the ball as a prop.

CONTACT—GAME OFFICIAL

- (g) Unnecessary physical contact with a game official.

REMOVAL OF HELMET

- (h) Removal of his helmet by a player in the field of play during a celebration or during a confrontation with a game official or any other player.

Note 1: Under no condition is an official to allow a player to shove, push, or strike him in an offensive, disrespectful, or unsportsmanlike manner. Any such action must be reported to the Commissioner.

Penalty: (for a through h): Loss of 15 yards from succeeding spot or whatever spot the Referee, after consulting with the crew, deems equitable.

Note 2: Violations of (b) or (c) (above), which occur before or during the game may result in disqualification in addition to the yardage penalty. Any violations at the game site on the day of the game, including postgame, may result in discipline by the Commissioner. Any violation of (g) (above) may result in disqualification and also will include discipline by the Commissioner. An official must see the entire action for a player to be disqualified.

Note 3: Violations of (b) will be penalized if any of the acts are committed directly at an opponent. These acts include but are not limited to: sack dances; home run swing; incredible hulk; spiking the ball; spinning the ball; throwing or shoving the ball; pointing; pointing the ball; verbal taunting; military salute; standing over an opponent (prolonged and with provocation); or dancing.

Note 4: Violations of (c) will be penalized if any of the acts occur anywhere on the field. These acts include but are not limited to: throat slash; machine-gun salute; sexually-suggestive gestures, prolonged gyrations; or stomping on a team logo.

Note 5: Violations of (d) will be penalized if they occur anywhere on the field other than the bench area.

Note 6: If any foreign object(s) are deemed a safety hazard by the game officials, in addition to a yardage penalty, the player will be subject to ejection from the game, whether he uses the object or not.

DISCONCERTING

- (i) The defensive use of acts or words designed to disconcert an offensive team at the snap. An official must blow his whistle immediately to stop play.
- (j) Concealing a ball underneath the clothing or using any article of equipment to simulate a ball.

LINGERING

- (k) Using entering substitutes, legally returning players, substitutes on sidelines, or withdrawn players to confuse opponents. The clarification is also to be interpreted as covering any lingering by players leaving the field when being substituted for. See 5-2-2.

HIDE OUT

- (l) An offensive player lines up or is in motion less than five yards from the sideline in front of his team's designated bench area. However, an offensive player can line up less than five yards from the sidelines on the same side as his team's player bench, as long as he is not in front of the designated bench area.
- (m) Repeatedly abusing the substitution rule (time in) in attempts to conserve time. See 5-2-2.
- (n) More than two successive 40/25 second penalties (after warning) during same down.

LEVERAGE

- (o) Jumping or standing on a teammate or opponent to block or attempt to block an opponent's kick.
- (p) Placing a hand or hands on a teammate or opponent to gain additional height in the block or attempt to block an opponent's kick.
- (q) Being picked up by a teammate in a block or an attempt to block an opponent's kick.

LEAPING

- (r) Clearly running forward and leaping in an obvious attempt to block a field goal, or Try-kick after touchdown and landing on players, unless the leaping player was originally lined up within one yard of the line of scrimmage when the ball was snapped.

GOAL TENDING

- (s) Goal-tending by a defensive player leaping up to deflect a kick as it passes above the crossbar of a goalpost is prohibited. The Referee could award three points for a palpably unfair act (12-3-3).
- (t) A punter, placekicker, or holder who simulates being roughed or run into by a defensive player.
- (u) A member of the kicking team who goes out of bounds, whether forced out or voluntarily, and does not attempt to return inbounds in a reasonable amount of time.

FREEZING THE KICKER

- (v) An attempt to call an excess or illegal timeout to freeze a kicker prior to a field-goal attempt or a Try attempt, when:
 - (i) a team has already been charged a timeout during the same dead ball period; or
 - (ii) a team has exhausted the three charged team timeouts that are permitted in a half.

If an attempt is made to call a timeout in these situations, the officials shall not grant a timeout, play will continue, and a penalty for unsportsmanlike conduct shall be enforced. If a timeout is inadvertently granted, the penalty shall also be enforced.

Note: The Referee (or another official) will notify the Head Coach (i) that two charged timeouts by the same team in the same dead ball period are not permitted, and (ii) when he has exhausted his three charged team timeouts in a half.

Penalty: For unsportsmanlike player conduct (i) through (v): Loss of 15 yards from:

- a) the succeeding spot if the ball is dead.**
- b) the previous spot if the ball was in play.**

If the infraction is flagrant, the player is also disqualified.

FOULS TO PREVENT SCORE

Article 2 The defense shall not commit successive or continued fouls to prevent a score.

Penalty: For continuous fouls to prevent a score: If the violation is repeated after a warning, the score involved is awarded to the offensive team.

PALPABLY UNFAIR ACT (PLAYER)

Article 3 A player or substitute shall not interfere with play by any act which is palpably unfair.

Penalty: For a palpably unfair act: Offender may be disqualified. The Referee, after consulting his crew, enforces any such distance penalty as they consider equitable and irrespective of any other specified code penalty. The Referee could award a score. See 15-1-6.

Rule 13 Non-Player Conduct

Section 1 Non-Player Conduct

NON-PLAYER FOULS

Article 1 There shall be no unsportsmanlike conduct by a substitute, coach, attendant, or any other non-player (entitled to sit on a team's bench) during any period or time out (including between halves).

SUPPLEMENTAL NOTES

- (1) "Loud speaker" coaching from the sidelines is not permissible.
- (2) A player may communicate with a coach provided the coach is in his prescribed area during dead ball periods.

ATTENDANTS ON FIELD ONLY ON TEAM TIMEOUTS

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

BENCH CREDENTIALS

Article 3 With the exception of uniformed players eligible to participate in the game, all persons in a team's bench area must wear a visible credential clearly marked "BENCH." For all NFL games—preseason, regular-season, and postseason the home club will be issued a maximum of 27 credentials and the visiting club will be issued a maximum of 25 credentials for use in its bench area. Such credentials must be worn by coaches, players under contract to the applicable club but ineligible to participate in the game, and team support personnel (trainers, doctors, equipment men). From time to time, persons with game services credentials (e.g., oxygen technicians, ball boys) and authorized club personnel not regularly assigned to the bench area may be in a team's bench area for a brief period without bench credentials. Clubs are prohibited from allowing into their bench areas any persons who are not officially affiliated with the club or otherwise serving a necessary game day function.

RESTRICTED AREAS

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

MOVEMENT ON SIDELINES

Article 5 Coaches and other non-participating team personnel (including uniformed players not in the game at the time) are prohibited from moving laterally along the sidelines any further than the points that are 18 yards from the middle of the bench area (i.e., 32-yard lines to left and right of bench areas when benches are placed on opposite sides of the field). Lateral movement within the bench area must be behind the solid six-foot white border (see Article 4 above).

NON-BENCH AREAS

Article 6 Clubs are prohibited from allowing into the non-bench areas of field level any persons who have not been accredited to those locations by the home club's public relations office for purposes related to news media coverage, stadium operations, or pregame and halftime entertainment. The home club is responsible for keeping the field level cleared of all unauthorized persons. Photographers and other personnel accredited for field-level work must not be permitted in the end zones or any other part of the official playing field while play is in progress.

Penalty: For illegal acts under Articles 1 through 6 above: Loss of 15 yards from team for whose supposed benefit foul was made. (Unsportsmanlike conduct.)

Enforcement is from:

- a) succeeding spot if the ball is dead.
- b) whatever spot the Referee, after consulting with crew, deems equitable, if the ball was in play.

For a flagrant violation, the Referee may exclude offender or offenders from the playing field enclosure for the remainder of the game.

PALPABLY UNFAIR ACT (NON-PLAYER)

Article 7 A non-player shall not commit any act which is palpably unfair.

Penalty: For a palpably unfair act, see 12-3-3. The Referee, after consulting the crew, shall make such ruling as they consider equitable (15-1-6 and Note) (unsportsmanlike conduct).

Note: Various actions involving a palpably unfair act may arise during a game. In such cases, the officials may award a distance penalty in accordance with 12-3-3, even when it does not involve disqualification of a player or substitute. See 17-1.

Article 8 Non-player personnel of a club (e.g., management personnel, coaches, trainers, equipment men) are prohibited from making unnecessary physical contact with or directing abusive, threatening, or insulting language or gestures at opponents, game officials, or representatives of the League.

Penalty: Loss of 15 yards. (Unsportsmanlike conduct.) Enforcement is from:

- a) succeeding spot if the ball is dead;**
- b) previous spot if the ball was in play; or**
- c) whatever spot the spot Referee, after consulting with the crew, deems equitable. (Palpably Unfair Act.)**

Note: Violations which occur before or during the game may result in disqualification in addition to the yardage penalty. Any violation at the game site on the day of the game, including postgame, may result in discipline by the Commissioner.

Rule 14 Penalty Enforcement

(Governing all cases not otherwise specifically provided for)

Section 1 Spot From Which Penalty in Foul is Enforced

SPOTS OF ENFORCEMENT

Article 1 The general provisions of Rule 14 govern all spots of enforcement.

Note: The spot of enforcement for fouls by players or the actual distance penalty or both, when not specific, are subordinate to the specific rules governing a foul during a fumble, pass or kick. These in turn are both subordinate to Rule 14.

A.R. 14.1 Second-and-15 on A4. Quarterback A1 throws a legal pass which is incomplete. A2 held in end zone.

Ruling: Safety or A's ball third-and-15 on A4.

FOULS BETWEEN DOWNS

Article 2 When a foul by a player occurs between downs, enforcement is from the succeeding spot (14-5-S.N. 3).

FOULS BY NON-PLAYERS

Article 3 Penalties for fouls committed by non-players shall be enforced as specifically provided under Rule 13.

ENFORCEMENT SPOT NOT GOVERNED

Article 4 When the spot of enforcement is not governed by a general or specific rule, it is the spot of the foul.

BASIC SPOTS OF ENFORCEMENT

Article 5 The basic spots of enforcement (3-11-1) are:

- (a) The previous spot for a forward pass (8-6-11); a scrimmage kick (9-5-1); or a free kick (6-3-1)
- (b) The dead ball spot on a running play (14-1-12).
- (c) The spot of snap, backward pass, or fumble (8-7).
- (d) The spot of the foul (14-1-4 and 14-1-13).
- (e) The succeeding spot for dead ball fouls. When such a foul by the defense incurs a penalty that results in the offensive team being short of the previous spot, the ball will be advanced to the previous spot.

Note: If a foul is committed during a run, a fumble, or a backward pass, the penalty is assessed from the basic spot if:

- i) Defense fouls in advance of the basic spot
- ii) Defense fouls behind the basic spot
- iii) Offense fouls in advance of the basic spot

If the offense fouls behind the basic spot, enforcement is from the spot of the foul (3 and 1).

Exceptions:

- (1) All fouls committed by the offensive team behind the line of scrimmage (except in the end zone) shall be penalized from the previous spot. If the foul is in the end zone, it is a safety (14-1-11-b).
- (2) If a runner (3-27-1) is downed behind the line of scrimmage (except in the end zone) and the foul by an offensive player is beyond the line of scrimmage, enforcement shall be from the previous spot. If the runner is down in the end zone, it is a safety (11-5-1).

A.R. 14.2 Second-and-10 on A30. Runner A1 is downed on the A35. Defensive B1 illegally uses his hands on the A45 during run.

Ruling: The defensive foul is in advance of the basic spot (A35 where downed). Penalize from the basic spot (A35). A's ball first-and-10 on A40.

A.R. 14.3 Second-and-10 on A30. Runner A1 is downed on the A35. Offensive player A2 uses his hands illegally on the A45.

Ruling: The offensive foul is in advance of the basic spot (A35 where downed). Penalize from the basic spot (A35). A's ball second-and-15 on A25.

A.R. 14.4 Second-and-10 on A30. Runner A1 is downed on the A40. An offensive player illegally uses his hands on the A35.

Ruling: The offensive foul is behind the basic spot (spot where downed). Penalize from the spot of the foul (A35). A's ball second-and-15 on A25.

A.R. 14.5 Second-and-10 on A30. Quarterback A1 is downed on the A40. Offensive player A2 held on the A25.

Ruling: Penalize 10 yards from the previous spot as the offensive foul was behind the line of scrimmage. A's ball second-and-20 on A20.

- A.R. 14.6** Second-and-10 on A30. Runner A1 is downed on the A25. An offensive player held on the A32.
Ruling: A's ball second-and-20 on the A20. The offensive runner was downed behind the line of scrimmage. Enforcement is from the previous spot. Team B has option of refusing the penalty and taking the play which would then be A's ball third-and-15 on the A25 (14-6).

FOULS OUT OF BOUNDS

Article 6 When the spot of a player foul is out of bounds between the end lines, it is assumed to be at an inbounds line on a yard line (extended) through the spot where the foul was committed. If this spot is behind an end line, it is assumed to be in the end zone. See 7-6-2 and 14-1-11.

DEAD BALL FOULS

Article 7 A dead ball foul is enforced from the succeeding spot, and the down counts.

- (a) If there is a dead ball personal foul by either team following the end of the second or fourth periods, the penalty yardage will be enforced on the second half kickoff or the kickoff in overtime.
- (b) If there is a dead ball unsportsmanlike conduct or taunting foul by either team in the action immediately following the end of the second or fourth periods, the penalty yardage will not be enforced.

A.R. 14.7 Second-and-10 on A30. Runner A1 goes out of bounds on the A35. Offensive player A2 then clips B1 either on the A40 or A30.

Ruling: Enforce from the succeeding spot (out of bounds) as a foul between downs. Dead ball foul. The down is counted as the foul occurred after the ball was dead from runner A1 going out of bounds. A's ball third-and-20 on A20.

A.R. 14.8 Fourth-and-10 on A30. A punt goes to the B30 where kicking team player A1 illegally touches the ball and then falls on it there, after which:

- a) kicking team player A2 clips any place on the field.
Ruling: B's ball first-and-10 on B45.
- b) receiver B1 commits a personal foul any place on the field.
Ruling: B's ball first-and-10 on B15.

A.R. 14.9 Fourth-and-8 on B12. A legal forward pass is incomplete behind the goal line. After the incomplection:

- a) B1 knocks A1 to the ground.
Ruling: Enforce from the succeeding spot (B12) as the pass was incomplete in the end zone on fourth down. B's ball first-and-10 on B6.
- b) A1 clips.
Ruling: Enforce from the succeeding spot (B12). B's ball first-and-10 on B27.

DEAD BALL FOULS

Article 8 Dead ball fouls by both teams are offset at the succeeding spot and the down counts, except when one or both are disqualifying fouls, or as provided in 14-1-9. See 14-3-2.

A.R. 14.10 Fourth-and-5 on B14. A legal forward pass is incomplete behind the goal line, after which:

- a) A1 clips B1 and B2 roughs A2.
Ruling: Fouls are offset. They are dead ball fouls and the succeeding spot is B14. B's ball first-and-10 on B14.
- b) A1 punches B1 and B1 punches A1.
Ruling: Dead ball fouls. Offsetting fouls; in addition, A1 and B1 are disqualified. B's ball first-and-10 on B14.

A.R. 14.11 Second-and-10 on A30. A legal forward pass is incomplete, after which:

- a) B1 clips A1 and A1 punches B1.
Ruling: Disqualify A1. Penalties offset. The down counts as the foul occurred after the down had ended. A's ball third-and-10 on A30. See 14-1-8.
- b) A1 clips B1 and B1 punches A1.
Ruling: Disqualify B1. Penalties offset. A's ball third-and-10 on A30.

A.R. 14.12 Receiver B1 is offside on the kickoff. The kickoff is legally out of bounds on the B30 (last touching a receiving team player) after which:

- a) A1 is penalized for roughness.
Ruling: Rekick. Double foul (14-3-2 and 14-1-9).
- b) B1 is penalized for roughness.
Ruling: Choice for Team A. Rekick from the A40 (offside penalty) or B's ball first- and-10 on B15. A dead ball foul is penalized from the succeeding spot (B30). If the kick is illegally out of bounds, it is a rekick in either case (14-4).

FOUL AND DEAD BALL FOUL

Article 9 If there has been a foul by either team during a down and there is a dead ball foul by the other team in the action immediately after the end of the down, it is a double foul, and all rules for enforcement of double fouls apply (see 14-3-1).

Exception 1: If the scoring team commits a dead ball foul after a score, the score counts, and the penalty is enforced on the kickoff.

Exception 2: If there is a "5 vs. 15" double foul (see 14-3-1-Exc. 1) on the last play of a half, and the major foul is a dead ball personal foul by either team, the penalty yardage will be enforced on the second half kickoff or the kickoff to start overtime. If the dead ball foul is unsportsmanlike conduct or taunting, the penalty yardage will not be enforced. In either case there will be no extension of the period.

A.R. 14.13 Second-and-10 on A30. Runner A1 is out of bounds on the A40, after which A2 clips any place. Team B was offside.

Ruling: A's ball second-and-25 on A15. See 14-3-1-Exc. 1.

LEGAL ACTS AFTER DEAD BALL

Article 10 There is no penalty unless the contact was avoidable and it is deemed unnecessary roughness, if a player:

- (a) uses his hands, arms, or body in a manner ordinarily illegal (other than striking) during the dead ball period after a down ends, or
- (b) completes a legal action (blocking or tackling) started during the down.

A.R. 14.14 Second-and-10 on A30. Runner A1 goes out of bounds on the A35 after which:

a) offensive A2 holds on the A30.

Ruling: Ignore the foul as it was illegal use of hands and not a personal foul. A's ball third-and-5 on A35.

b) offensive A2 clips on the A30.

Ruling: A personal foul during a dead ball is penalized as stated in 14-1-7. A's ball third-and-20 on A20.

c) offensive A2 strikes B1 on the A30.

Ruling: Disqualify A2. Penalize from the succeeding spot as in 14-1-7. A's ball third-and-20 on A20.

SPOT OF ENFORCEMENT BEHIND OFFENSIVE GOAL LINE

Article 11 When a spot of enforcement is behind the offensive goal line, and the foul is:

- (a) by the defense, a distance penalty is measured from the goal line (unless a touchback, one during a backward pass, or fumble or
- (b) by the offense, it is a safety.

Note: During a loose ball there is always an offensive and defensive team, and enforcement is provided for in the specific section governing passes, fumbles, and kicks. See 3-2-3; 3-17; 3-35-1; and 14-1-5.

A.R. 14.15 Receiver B1 fumbles after catching a punt on his one-yard line. The ball enters the end zone where B1 recovers. During a run in the end zone, he fumbles. A1 clips anywhere during the last fumble. B1 is downed in the end zone.

Ruling: Enforce from the goal line. B's ball first-and-10 on B15.

A.R. 14.16 Second-and-15 on A4. Runner A1 is downed in the end zone. During the run A2 held on the A10.

Ruling: Safety. Decline penalty.

A.R. 14.17 Second-and-goal on B2. Runner A1 fumbles into B's end zone. B1 recovers in his end zone (downed) or goes out of bounds from there. While B1 is a runner, B2 fouls in the end zone.

Ruling: Safety.

FOUL ON RUNNING PLAY WITH NO CHANGE OF POSSESSION

Article 12 When a foul occurs during a running play (3-27-2) and the run in which the foul occurs is not followed by a change of team possession during the down, the spot of enforcement is the spot where the ball is dead.

Exceptions:

- (1) When the spot of a foul by the offense is behind the spot where dead, enforcement is from the spot of the foul.

OFFENSIVE FOUL BEHIND GOAL

- (2) When the spot of a foul by the offense is behind the line of scrimmage, enforcement is from the previous spot unless in offensive team's end zone. Then it is a safety (14-1-11-b).
- (3) When the spot of a foul by the offense is beyond the line of scrimmage and a runner (3-27-1) is downed behind the line, enforcement is from the previous spot unless he is downed in the end zone. Then it is a safety, the result of the play (11- 5-1).

ILLEGAL FORWARD PASS

- (4) When the spot of a foul is that of an illegal forward pass, enforcement is from the spot of the pass. This does not apply to a second forward pass from behind the line, or a forward pass from behind the line after the ball had been beyond the line, which is enforced from the previous spot, unless the spot of the pass is behind the passer's goal line. See 14-1-11- b.

- (5) If the spot of a defensive foul occurs on or beyond the line of scrimmage and the ball becomes dead behind the line, penalty is enforced from the previous spot.
- (6) When the spot of enforcement for the defense is behind the offensive goal line, enforcement is from the goal line. See 14-1-11-a.

DEFENSIVE FOUL BEHIND LINE

- (7) When the spot of a foul by the defense is behind the line of scrimmage and the ball becomes dead behind the line, enforcement is from the spot of the foul or the spot where the ball is dead, whichever is more advantageous to the offense. If such foul incurs a penalty that results in the offended team being short of the line, the ball will be advanced to the previous spot and no additional yardage assessed.

A.R. 14.18 While B1 is returning a kickoff, B2 holds on the B30. B1 is downed on the B20.

Ruling: The offensive foul is in advance of the dead ball; enforce from the dead ball spot (B20). First-and-10 on B10.

FOUL ENFORCEMENT ON RUNNING PLAY WITH POSSESSION CHANGE

Article 13 When a defensive foul occurs during a running play (3-27-2) and the run in which the foul occurs is followed by a change of possession, the spot of enforcement is the spot of the foul and ball reverts to offensive team. See 14-1-12- Exc. 5.

Exceptions:

- (1) When the spot of a foul is in advance of the spot where the offensive player lost possession, the spot of enforcement is the spot where player possession was lost and the ball reverts to offensive team.
- (2) When the spot of a foul by the defense is at, behind, or beyond the line of scrimmage, and such foul incurs a penalty that results in the offensive team being short of the line, the ball will be advanced to the previous spot.

Note: When there are multiple fouls by the defense, enforcement should benefit the offense the most.

A.R. 14.19 Second-and-10 on A30. Runner A1 goes to the A40 where he fumbles and B1 recovers. During A1's run, B2 held on the line of scrimmage (A30).

Ruling: Penalize from the spot of the foul on change of possession. A's ball first-and-10 on A35.

A.R. 14.20 Second-and-10 on A30. Runner A1 goes to the A40 where he fumbles and B1 recovers. During A1's run, B2 held on the A45.

Ruling: Enforce from the spot where the offensive player A1 lost possession as the foul was in advance of where player A1 lost possession. If Team A had been the only one to foul, Team B would refuse the penalty and keep the ball. A's ball first-and-10 on A45.

A.R. 14.21 Second-and-10 on A30. Quarterback A1 scrambles to A20, fumbles and B1 recovers. During A1's scramble, B2 holds at A22.

Ruling: A's ball first-and-10 on A30. See 14-1-13-Exc. 2.

SUPPLEMENTAL NOTES

FORWARD PASS AND KICK ENFORCEMENTS

- (1) A foul during a run prior to a kick or forward pass from behind the line is enforced as if it had occurred during a pass or kick which follows. See 8-6-1; 8-6-2; 8-6-3; 9-5-1; and 14-1-5.
- (2) If an offensive player fouls behind the defensive goal line during a running play in which the runner crosses that line, the penalty is enforced from the spot where the runner crossed the goal line.
- (3) After a penalty for a foul during a running play, the general provisions of 14-8-1 relative to the number of the ensuing down, always apply.
- (4) Any foul prior to possession by a runner is enforced as otherwise specified.

A.R. 14.22 Second-and-10 on A30. Runner A1 crosses the goal line. During A1's run:

a) A2 clips on the B20.

Ruling: Enforce from the spot of the foul. A's ball first-and-10 on B35.

b) A2 clips in B's end zone before Runner A1 crosses the goal line.

Ruling: Enforcement is from the goal line. A's ball first-and-10 on B15.

c) A2 clips on the B10 after Runner A1 crosses the goal line.

Ruling: Touchdown. Kickoff on A15.

SCORE AND PERSONAL FOUL OR UNSPORTSMANLIKE CONDUCT FOUL BY OPPONENT

Article 14 If a team scores and the opponent commits a personal or unsportsmanlike conduct foul or a palpably unfair act during the down, the penalty is enforced on the succeeding free kick unless the enforcement resulted in the score.

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

- A.R. 14.23** Second-and-10 on B30. A legal forward pass is caught by end A1 who then runs for a score. Prior to the pass B1 holds A2 on the line of scrimmage.
Ruling: Touchdown. Kickoff on A30. No enforcement of penalty as it was not a personal foul but defensive holding.
- A.R. 14.24** Second-and-15 on A2. Runner A1 is downed in the end zone. A2 clipped in the end zone during the run.
Ruling: Safety. Free kick from A10. The personal foul is penalized from the succeeding spot (A20) as the foul did not result in a score.
- A.R. 14.25** B1 clips during a kickoff. B1 muffs the kick on the B5 and forces it into his end zone (new impetus) where he recovers and is downed or the kick is out of bounds from the end zone.
Ruling: Safety. Team B free kicks from its 10 as the penalty is also enforced for the clip from the succeeding spot (B20).
- A.R. 14.26** Second-and-12 on A4. Runner A1 fumbles in his end zone, where B1 recovers. During A's run:
a) A2 holds anywhere.
Ruling: Touchdown Team B. Kickoff at B30.
b) B2 holds anywhere.
Ruling: Enforce from the goal line. A's ball first-and-10 on A5.
- A.R. 14.27** During a successful Try-kick, B1:
a) is offside.
Ruling: Point awarded. Enforce five-yard penalty against B on kickoff (See 11-3-3-Item 4-c) or retry at B1.
b) piles on holder of a placekick or runs into the kicker.
Ruling: Point awarded. Enforce the penalty on the succeeding kickoff (See 11-3-3-Item 4-c) or retry at B1.

Section 2 Location of Foul

HALF DISTANCE PENALTY

Article 1 If a distance penalty, enforced from a specific spot between the goal lines would place the ball more than half the distance to the offender's goal line, the penalty shall be half the distance from that spot to their goal line.

Note: This general rule supersedes any other general or specific rule other than for a palpably unfair act or the enforcement for intentional grounding, if appropriate.

- A.R. 14.28** Second-and-20 on B24. A legal forward pass is caught by end A1 on the B12 and he runs to the B10. B1 roughed the passer.
Ruling: Half the distance from the end of the run. A's ball first-and-goal on B5.

LOCATION OF FOUL

Article 2

- (a) If a foul occurs behind a goal line during a down, the penalty shall be enforced as provided for under the specific running play, pass or fumble rule involved.
- (b) If a foul occurs between downs, enforcement is from the succeeding spot (14-5).
- (c) If any enforcement leaves or places the ball behind a goal line, 11-3-5 and 11-3-6 govern. See 14-1-11 and Note.

Section 3 Fouls by Both Teams

DOUBLE FOUL WITHOUT CHANGE OF POSSESSION

Article 1 If there is a double foul (3-11-2-c) without a change of possession, the penalties are offset and the down is replayed at the previous spot. If it was a scrimmage down, the number of the next down and the necessary line is the same as for the down for which the new one is substituted.

15 YARDS VERSUS 5 YARDS

Exceptions:

- (1) If one of the fouls is of a nature that incurs a 15-yard penalty and the other foul of a double foul normally would result in a loss of 5 yards only (15 yards versus 5 yards), the major penalty yardage is to be assessed from the previous spot. See 4-8-2-c-Exc. 2 and 14-1-9-Exc. 2 for dead ball fouls at the end of a half.

Note: If a score occurs on a play that would normally involve a 5 vs. 15 yard enforcement, enforce the major penalty from the previous spot.

- (2) If one of the fouls is a dead ball foul for delay of game for spiking the ball and the opponent's foul is a live ball foul, the team that committed the delay of game foul, in addition to Article 1 and Exception 1, will have the option to decline the foul committed by its opponent and be assessed the penalty for delay from the dead ball spot.
- (3) Any disqualified player is removed immediately, even when one or both fouls are disqualifying or are disregarded otherwise. See 14-1-8.

DOUBLE FOUL DISQUALIFICATION

- (4) If both fouls involve disqualification, the down is replayed at the previous spot. If both fouls are dead ball fouls or are treated as such (14-1-8), the fouls are disregarded and the ball is next put in play at the succeeding spot. See Exception 1 in either case.

FIRST TOUCHING AND FOUL

- (5) If there is a **first touch violation** by the kickers during a scrimmage kick, the down is not replayed at the previous spot. **If a distance penalty for a foul by the receivers is enforced, the violation by the kickers is disregarded.** If not enforced, the receivers next put the ball in play at any spot of first touching or at any other spot where they are entitled to possession at the end of the down. However, a post-possession foul cannot be declined in order to force B's possession at any spot of first touching (9-5-1-Exc. 3).

Note: Any foul by either team after a kick ends is enforced as ordinary. See 9-5-1.

- A.R. 14.29** Second-and-20 on A30. Runner A1 goes to the A35. During the run A2 holds B1 who punches A2.
Ruling: Disqualify B1. Penalties offset. A's ball second-and-20 on A30.
- A.R. 14.30** Third-and-eight on B10. A2 is offside and B1 slugs on the B6 during the play. Runner A1 scored on the play.
Ruling: Disqualify B1. A's ball first-and-goal on B5.
- A.R. 14.31** Second-and-10 on A30. B1 is offside. Runner A1 goes to B30. During A's run A2 clips at the 50.
Ruling: A's ball second-and-25 on A15. See 14-3-1-Exc. 1.
- A.R. 14.32** Second-and-10 on A30. After the ball is dead anywhere, A1 and B2 strike each other with their fists. Runner A1 was downed on the A35.
Ruling: Fouls are disregarded except for disqualifying both players. A's ball third-and-five on A35.
- A.R. 14.33** Fourth-and-10 on B18. A forward pass falls incomplete in the end zone, after which A1 clips B2 who then strikes A1.
Ruling: Disqualify B2. B's ball first-and-10 on B18.
- A.R. 14.34** A kickoff is illegally out of bounds on the B30. After the ball is out of bounds:
- a) A1 clips and B2 blocks below the waist.
Ruling: B's ball first-and-10 on B40.
 - b) A1 clips and B1 punches A1.
Ruling: B's ball first-and-10 on B40. B1 disqualified.

DOUBLE FOUL WITH CHANGE OF POSSESSION (CLEAN HANDS)

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

Exceptions:

- (1) If the kickers foul during a kickoff, punt, safety kick, or field-goal attempt before possession changes, the receivers will have the option of replaying the down at the previous spot (offsetting fouls), or keeping the ball after enforcement for its fouls.
- (2) If the team gaining possession fouls and loses possession, the penalties offset and the down is replayed at the previous spot.
- (3) If a score would result from a foul by a team gaining possession, the down is replayed at the previous spot.

DOUBLE FOUL PRIOR TO CHANGE OF POSSESSION (NOT CLEAN HANDS)

If the team gaining possession fouls prior to the change of possession (not clean hands), the penalties offset and the down is replayed at the previous spot.

DOUBLE FOUL AFTER CHANGE OF POSSESSION

Article 3 If a double foul occurs after a change in possession, the team in possession retains the ball at the spot where the team in possession's foul occurred so long as that spot is not in advance of the dead ball spot. In that event, ball is spotted at dead ball spot.

- (a) If this spot is normally a touchback, the ball is placed on the 20-yard line.
- (b) If normally a safety, place the ball on one-yard line.

- (c) This enforcement also applies if one of the fouls is a post-possession foul.
- (d) If there is a subsequent change of possession (e.g., fumble recovery) after the double foul, and the foul by the team in possession is in advance of the spot of the fumble, the ball is put in play by the fumbling team at the spot of the fumble.
- (e) If the foul by the team in possession is a dead ball foul, the ball is put in play at the dead ball spot.

SUPPLEMENTAL NOTES

DOUBLE FOUL DISREGARDED

- (1) When enforcement for a double foul is disregarded, the number of the next down, if a scrimmage down, is the same as if no foul had occurred. See 14-3-3.
 - (2) Change of possession refers to the physical change of possession from one team to the other except for kicks from scrimmage (9-5-1), and free kick.
 - (3) If a team fouls before it gains possession on a double foul, it cannot score.
 - (4) First touching of a scrimmage kick is a violation and does not offset a foul committed by an opponent. It is not considered part of a double foul. See 14-3-1 Exc. 5.
- A.R. 14.35** Second-and-10 on B40. B2 is offside and A1 completes a pass to eligible receiver A3 who is tackled at the B17. A3 then gets up and spikes the ball in the field of play.
Ruling: A's ball first-and-10 on B22 (decline B's foul and enforce A's from dead-ball spot).
- A.R. 14.36** Second-and-10 on B40. Offensive Team A is offside. B1 intercepts a forward pass and runs it back to the A30. On the runback, B2 clips on the B45.
Ruling: Team B keeps the ball as its foul was not prior to change of possession and foul enforced. B's ball first-and-10 on B30.
- A.R. 14.37** On the kickoff to start the game, kicking team player A1 is offside. Receiver B1 catches the ball in the end zone and runs it back to the A20. On the runback B2 clips on the A26.
Ruling: B's ball first-and-10 on A41 (14-3-2).
- A.R. 14.38** Fourth-and-10 on A40. Kicking team player A1 is offside. A punt hits on the B20 where receiver B1 picks it up and runs to the 50. On B's runback, B2 clips on the B40.
Ruling: B's ball first-and-10 on B25 (14-3-2).
- A.R. 14.39** Fourth-and-10 on A40. Kicking team player A1 is offside. A punt hits on the B20 where receiver B1 picks it up and runs for a touchdown. After B1 scores, B2 clips on the A10.
Ruling: Touchdown Team B. Kickoff B15 (14-3-2).
- A.R. 14.40** Second-and-five on B45. Team A is offside. B1 intercepts a pass on the B10 and runs it back to the B30 and is tackled and fumbles on the B30 where A1 recovers. On B1's run, B2 clipped on the B25.
Ruling: A's ball second-and-5 on B45 (14-3-2).
- A.R. 14.41** Second-and-10 on A30. Team A is offside. B1 intercepts and runs for a touch down, then clips.
Ruling: Touchdown Team B. Kickoff B15.
- A.R. 14.42** Second-and-10 on B45. B1 intercepts a pass on the B10 and runs it back to the A30. On the runback, B2 clips on the A35 and A1 piles on runner B1 after he is tackled on the A30.
Ruling: Team B retains ball at spot of its foul. B's ball first-and-10 on A35.
- A.R. 14.43** B1 receives a kick at the B10, advances to the B40 and fumbles when he is tackled. A2 recovers. During B1's run, B2 clips at the B30, after which A1 trips B3.
Ruling: Double foul following change of possession. B's ball at spot of its foul, first- and-10 on B30.
- A.R. 14.44** Defensive B1 intercepts on the B10. During B1's run, B2 clips at the B30 and is downed at the B40. B1 is flagrantly roughed by A1 who piles on.
Ruling: A1 disqualified. B's ball first-and-10 on B30.
- A.R. 14.45** Second-and-10 on B45. B1 holds tight end A1 on the line of scrimmage. B2 intercepts the ball on the B10 and runs it back to the B30 where he is tackled, fumbles, and A2 recovers the ball. A2 runs to the B20. On A2's run, A3 holds on the B25.
Ruling: Team A keeps the ball as it gained possession prior to its foul. A's ball first-and-10 on B35.
- A.R. 14.46** B1 receives a kickoff in the end zone and clips there. The runner advances to the B25 and is piled on by A1.
Ruling: B's ball first-and-10 on B1. See 14-3-3-b.
- A.R. 14.47** B1 legally bats a kickoff back into his own end zone, thereby creating a new impetus. After B3 picks up the ball in the end zone, B2 clips in the end zone and A1 piles on.
Ruling: Both fouls occurred after Team B gained possession. Normally, if this spot was in the end zone, the succeeding spot would be the B20. In this case, B1 created the impetus which would have resulted in a safety if the fouls had not been committed. The ball is transferred to the one-yard line. B's ball first-and-10 on B1. See 14-3-3-b.
- A.R. 14.48** Second-and-10 on B30. Offensive A1 offside. B1 intercepts in the end zone and clips there. Runner B1 is downed on the B10.
Ruling: Replay. A score cannot result from one of the fouls of a double foul. A's ball second-and-10 on B30. See 14-3-2.

Section 4 Choice of Penalties

ONLY ONE PENALTY ENFORCED

If there is a multiple foul (3-11-2-b) by the same team during the same down, only one penalty may be enforced after the Referee has explained the alternatives. The captain of the offended team shall make the choice.

Exception 1: If one of the multiple fouls is a foul against a game official, then both fouls are enforced.

Exception 2: If the defensive team commits a personal foul that is also pass interference, then both fouls are enforced.

DISQUALIFIED PLAYER REMOVED

Note: A disqualified player is always removed, regardless of any captain's choice (See 5-2-7).

A.R. 14.49 Second-and-10 on A30. Runner A1 goes to the A35. During the run, A2 clipped on the A30. Team A was offside.

Ruling: A multiple foul and only one penalty can be enforced. Option for defensive Team B. A's ball second-and-15 on A25 or A's ball second-and-25 on A15. If both declined, it is third-and-five on A35.

A.R. 14.50 B1 makes an invalid fair catch signal at the B20. The ball goes over his head, lands at the B3-yard line and bounces into the end zone. Before the ball went into the end zone B1 blocked A4 at the B22.

Ruling: Multiple fouls but only one can be enforced. Option for Team A. B's ball first-and-10 on B11 or B's ball first-and-10 on B15.

A.R. 14.51 B1 intercepts a pass in the end zone. He runs and is downed in the end zone. B2 holds in the end zone during B1's run. B3 clips after the ball is dead.

Ruling: If the penalty for holding is declined, it is Team B on its 10 (touchback minus 10). If the penalty for holding is enforced (which it would be), it is a safety and Team B free kicks from its 10 (14-1-11-b).

A.R. 14.52 B1 fumbles after catching a punt on his two-yard line. In attempting to recover in the end zone, he deliberately kicks the ball out of bounds behind the goal line.

a) B2 clips on his four yard line during the fumble.

Ruling: If Team A accepts the penalty for clipping, it is B's ball on its one-yard line. Otherwise, it is a safety. Safety kick from B10.

b) B2 clips on his 4 after the ball is out of bounds.

Ruling: Safety. Team B free kicks from its 10 (14-1-11-b).

Section 5 Time of Foul

TIME OF FOUL

If a foul occurs between downs (3-11-2-a), a distance penalty is enforced from the succeeding spot. See 14-1-7 to 10.

A.R. 14.53 Second-and-10 on A31. Quarterback A1 completes a pass to end A3 at the A45. Tackle A6 and back A2 chop blocked B5 at the A28. After the play, A6 grabbed the Referee to argue the call.

Ruling: Both fouls enforced. A's ball second-and-33 on A8.

A.R. 14.54 Second-and-10 on A30. Runner A1 goes out of bounds on the A35, after which offensive player A2 clips on the A30.

Ruling: The down counts and enforce from the succeeding spot (A35)(14-1-5-b and 14-1-7). A's ball third-and-20 on A20.

A.R. 14.55 Third-and-five on A30. Offensive team is offside and runner A1 fails to gain. A2 clips just before the ball is declared dead.

Ruling: If defensive team B declines both penalties, it is fourth-and-five on the A30. If the penalty for clipping is enforced, it is third-and-20 on A15.

A.R. 14.56 Fourth-and-10 on A40. Kicking team player A1 first touches and recovers a scrimmage kick on the B10:

a) after an illegal recovery by A1, A2 roughs an opponent.

Ruling: B's ball first-and-10 on B25.

b) after an illegal recovery by A1, B2 roughs an opponent.

Ruling: B's ball first-and-10 on B5.

SUPPLEMENTAL NOTES

DEAD BALL FOUL

- (1) When a foul occurs simultaneously with an out of bounds or after a loose ball crosses the plane of the boundary line in the air and then first touches anything out of bounds, it is considered to be a dead ball foul.

FOUL AFTER TOUCHDOWN

- (2) The succeeding spot for a foul after a touchdown and before a whistle for a Try is the next kickoff (3-11-1-Exc.).

FOUL BETWEEN DOWNS

- (3) The time between downs is the interval during all time outs (including intermissions) and from the time the ball is dead until it is next put in play (time in). See 3-36-1, 2.

DEFENSIVE DEAD BALL FOUL

- (4) For a dead ball foul by the defensive team or by either team at the end of a play not from scrimmage, see 14-8-6.

SPECIAL ENFORCEMENT BETWEEN DOWNS

- (5) See 5-2-8-S.N. for a special enforcement between downs.

A.R. 14.57 Third-and-20 on B40. Runner A1 is out of bounds on the B15, after which offensive player A2 clips on the B20.
Ruling: Team A had made its first down, and as it was a dead ball foul, enforce from the succeeding spot (14-1-7). A's ball first-and-10 on B30.

A.R. 14.58 Third-and-10 on B30. A forward pass is out of bounds on the B10 after which A1 clips on B15.
Ruling: A's ball fourth-and-25 on B45.

A.R. 14.59 Offensive Team A has made a first down and its captain calls time out for the fourth time in the half without making a substitution for an injured player.
Ruling: A's ball first-and-10. Deny request.

A.R. 14.60 Receiver B1 catches a punt on the B30 and goes out of bounds on the B40, after which B2 clips on the B35.
Ruling: Dead ball foul (14-1-7). B's ball first-and-10 on B25. Also see 14-8-6.

A.R. 14.61 Second-and-15 on A30. Runner A1 steps out of bounds on A40, after which A2 clips on 50.
Ruling: Enforce from the dead ball spot (A40)(14-1-7). A's ball third-and-20 on A25.

A.R. 14.62 Second-and-15 on A30. Runner A1 steps out of bounds on the 50, after which A2 clips on A40.
Ruling: A's ball first-and-10 on A35 (14-1-7).

Section 6 Refusal of Penalties

REFUSAL OF PENALTIES

Penalties for all fouls, unless otherwise expressly provided for, may be declined by the Captain of the offended team, in which case play proceeds as though no foul had been committed.

Note: The yardage distance for any penalty may be declined, even though the penalty is accepted.

A.R. 14.63 Second-and-10 on A30. A legal forward pass is completed to end A1 on the A45 where he is downed. Defensive B1 held flanker A2 on the A35 prior to the pass.
Ruling: Declines holding penalty which would have been five yards from the previous spot and a first down. A's ball first-and-10 on A45.

Exceptions:

DISQUALIFICATION FOUL REMOVES PLAYER

- (1) A disqualified or suspended player is always removed, even when an accompanying distance penalty is declined, or when a penalty for another foul is chosen (multiple foul).
- (2) During a down a foul occurs for which the ball is dead immediately.
- (3) The penalty for certain illegal actions prior to or pertaining to a snap or to a free kick may not be declined, i.e., the ball remains dead.
 - a) 40/25-second violations (4-6-1 and 4-6-2).
 - b) Snap made before the officials can assume their normal stance (7-6-3-c).

DISTANCE PENALTY DECLINED

- (4) When a 40/25-second penalty occurs prior to the snap, the defensive team may decline a distance penalty, in which case the down is replayed from the previous spot.
- (5) If fouls are committed by both teams during the same down (double foul), no penalty may be declined, except as provided for kickers when their only foul is illegal touching of a scrimmage kick. See 14-3-1-Exc. 5.
- (6) If the defensive team commits a foul during an unsuccessful Try, the offensive team may decline the distance penalty and the down is replayed from the previous spot.

A.R. 14.64 Second-and-10 on A30. On a legal forward pass B1 interferes with eligible A1 on the B40 where the ball falls incomplete. B2 strikes A2 on the line of scrimmage.
Ruling: Disqualify B2 although the penalty for interference is taken. A's ball first-and-10 on B40.

A.R. 14.65 During time in, A1 illegally recovers a kick, unduly advances, and fumbles. B2 recovers and advances beyond the spot where the penalty for delay by A1 would place the ball.
Ruling: B's ball at the spot of A's illegal recovery.

Section 7 On Incomplete Forward Pass

ILLEGAL FORWARD PASS AND INCOMPLETE FORWARD PASS

An illegal forward pass is a foul, but an incomplete forward pass is not classed as a foul and the penalties provided therefore may not be declined.

Note: If there is a dead ball foul by either team after an incompletion, enforcement is from the succeeding spot. See 14-5.

Section 8 Number of Down After Penalty

NUMBER OF DOWN AFTER PENALTY

Article 1 After a distance penalty (not combined with a loss-of-down penalty) for a foul by the offensive team prior to (between downs) or during a play from scrimmage which results in the ball being in its possession behind the necessary line, the number of the ensuing down is the same as that of the down before which or during which the foul occurred.

COMBINATION PENALTY

Article 2 A combination penalty involving both distance and loss of down is enforced for certain forward pass fouls by the offensive team.

Examples:

LOSS OF DISTANCE AND DOWN

- (a) from beyond the line (8-1-2-Pen. a); or
- (b) intentionally grounded (8-2-1).

Note: After a loss-of-down penalty (prior to fourth down), the number of the ensuing down is one greater than that of the previous down. If it occurs on fourth down, it is loss of the ball to the defensive team unless it is a combination penalty, in which case the distance penalty is enforced in addition to the loss of the ball.

FOUL AND CHANGE OF POSSESSION

Article 3 When a foul occurs during a play from scrimmage, the necessary line remains the same regardless of any change of team possession thereafter.

A.R. 14.66 Second-and-10 on A30. Team A is offside. A legal forward pass is intercepted by defensive B1 on the 50. B1 runs to the A40, fumbles, and A2 recovers there.

Ruling: A's ball second-and-15 on A25. (If Team B refused the penalty, it would have been A's ball first-and-10 on A40).

ADVANCE OF NECESSARY LINE FIRST-AND-10

Article 4 After a distance penalty for a foul by the offensive team during a play from scrimmage which results in the ball being in advance of the necessary line, it is a first-and-10 for the offensive team.

Articles 4 and 6 also apply to a dead ball foul of the offensive team at the end of a play from scrimmage during which it has been constantly in possession.

A.R. 14.67 Second-and-4 on A30. Runner A1 goes to the B45. During the run, A2 clipped on the 50.

Ruling: After the penalty, the ball is still in advance of the necessary line for the first down. A's ball first-and-10 on A35.

DEFENSIVE FOUL FIRST-AND-10 FOR OFFENSE

Article 5 After a penalty for a foul by the defense prior to (between downs) or during a play from scrimmage, the ensuing down is first-and-10 for the offense.

DEFENSIVE FOUL AND NO FIRST DOWN

Exceptions are:

- (1) offside;
- (2) encroachment;
- (3) neutral zone infraction;
- (4) delay of game;
- (5) illegal substitution;
- (6) excess timeout;
- (7) running into kicker; and
- (8) more than 11 players on the field at the snap.

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

A.R. 14.68 Second-and-15 on A30. Runner A1 is downed on the A35. During the run defensive B1 held on the line of scrimmage.

Ruling: A's ball first-and-10 on A40.

A.R. 14.69 Third-and-goal on B4. The defensive team is offside and A1 gains one yard.

Ruling: A's ball third-and-goal on the B2 (14-2-1).

FOUL AFTER CHANGE OF POSSESSION

Article 6 After a distance penalty for a foul which occurs during a play after team possession has changed following a snap or free kick, it is first-and-10 for the team that was in possession at the time of the foul or at the time of the dead ball foul.

A.R. 14.70 On a kickoff B1 runs to the B45 where he steps out of bounds, after which B2 clips on the 50.

Ruling: B's ball first-and-10 on B30.

ENFORCEMENT AND FIRST-AND-10

Article 7 After a loss of ball penalty, it is first-and-10 for the offended team after enforcement, unless the offended team free kicks following the fair catch interference.

Note: Loss of ball results only from illegal touching of kick (other than a free kick) or a fair catch interference. See 6-1-4 and 10-1-1.

A.R. 14.71 Second-and-10 on A30. B1 intercepts a legal forward pass on the A40. He fumbles and A1 recovers on the A25. A1 runs to the A45. During A1's run A2 clipped on the 50.

Ruling: A's ball first-and-10 on A30 (change of possession).

Rule 15 Officials: Jurisdiction and Duties

Section 1 Officials

OFFICIALS' MANUAL

Article 1 By League action, the officials' manual is an integral part of the Official rules, especially in regard to the specific duties, mechanics and procedures for each official during any play situations. For that reason, many such specific items are omitted in Sections 1 to 8 to avoid needless repetition, and only the primary duties of each official are stated. Some of the technical terms used hereafter are defined only in the manual.

Note: The terms "On Ball" or "Cover" imply that an official is nearest or in close proximity to a loose ball or runner and is in position to declare the ball dead when the down ends by rule. See 15-1-11-S.N. 1-3.

GAME OFFICIALS

Article 2 The game Officials are: Referee, Umpire, Head Linesman, Line Judge, Field Judge, Side Judge, and Back Judge.

Note: In the absence of seven officials, the crew is to be rearranged, on the most feasible basis, according to the other members of crew.

Article 3 All officials are to wear uniforms prescribed by the League (including a black cap with visor and piping for all except the Referee, who will wear a white cap). All officials will carry a whistle and a weighted bright gold flag.

BLOW WHISTLE

Article 4 An official is to blow his whistle:

- (a) for any foul for which ball remains dead or is dead immediately;
- (b) to signal timeout at end of a down, during which he has indicated a foul, by means of dropping his flag and provided no other official signaled timeout at end of down;
- (c) to indicate dead ball when he is covering a runner. See 7-2-1.
- (d) at any other time, when he is nearest to ball, when a down ends. See 15-8-3.

Note: The flag is to be used to indicate a foul.

CREW MEETING

Article 5 Members of the crew are required to meet in their dressing quarters at least 2 hours and 15 minutes before game time.

OFFICIALS' DRESSING ROOM

Note: By order of the Commissioner, from the time any official first enters the dressing room, and until all officials have left it at the end of the game, no person other than clubhouse attendants or those invited by the Referee shall be allowed to enter it. This prohibition includes coaches, players, owners, and other management personnel.

OFFICIALS' RESPONSIBILITY AND CREW CONFERENCE

Article 6 All officials are responsible for any decision involving the application of a rule, its interpretation or an enforcement. If an official errs in his interpretation of a rule, the other officials must check him before play is resumed, otherwise they are equally responsible. In the event of a disagreement, the crew should draw aside for a conference.

Note: If because of injury, the officials' vote is tied, Referee's decision will be the deciding factor. Any dissenting opinion is to be reported to the supervisor.

Article 7 All officials have concurrent jurisdiction over any foul, and there is no fixed territorial division in this respect. When an official signals a foul, he must report it to the Referee, informing him of its nature, position of ball at time of foul, the offender (when known), the penalty and spot of enforcement.

RECORDING FOULS

Article 8 Each official is to record every foul he signals and the total number of officials signaling the same foul. During the game, these are to be recorded on game cards provided by league. They are to be preserved after each game in case they should be needed to revise an official's final game card.

LEAGUE GAME REPORTS

Article 9 At the end of the game the officials are to record their own fouls on game cards provided by the league, and are to check them with other officials, for duplications, before leaving the dressing room.

Note: Game cards are to be made out in accordance with the yearly bulletin issued for that purpose.

CREW ERRORS

Article 10 All members of a crew are equally responsible for any errors in Officiating Mechanics as prescribed by the Manual, and are required to call the attention of this fact to an official who had been remiss.

Note: This applies to such errors, in mechanics or applications of rules, as tend to increase the length of the game (elapsed time) and particularly so to those which result in undue loss of playing time (Crew Time). In the latter case, if the Referee has clearly failed to signal a Referee's timeout as specified by rule, any official should do so. See 4-5-5 and 4-5-6.

COIN TOSS

Article 11 Ten minutes before the opening kickoff, the entire crew is to appear on the field. Three minutes prior to the kickoff the Referee is to make the toss of the coin. He is to indicate which team is to receive and is to do the same when teams first appear on the field prior to the start of the second half. See 4-2-2.

Note: All officials record results of coin toss and options chosen.

SUPPLEMENTAL NOTES

- (1) During any running play (includes runbacks), or a loose ball, the nearest official is to cover and remain with the ball or runner, unless outdistanced until end of down. In such case any nearer official is to cover. See 15-2-9-Note, for Referee entering a side zone and 15-3-4 for Umpire.
- (2) When a ball is dead inbounds near a sideline, during time in, the official covering is to use the clock signal to indicate this fact.
- (3) Any officials not involved in an enforcement are to see that all players other than captains remain aside during any conference between Referee and captains. See 15-2-5.

RECORDING TIMEOUTS

Article 12 All officials must record charged team timeouts.

Section 2 Referee

REFEREE'S AUTHORITY

Article 1 The Referee is to have general oversight and control of game. He is the final authority for the score, and the number of a down in case of a disagreement. His decisions upon all matters not specifically placed under the jurisdiction of other officials, either by rule or the officials' manual, are to be final. See 15-1-6-Note and 15-1-10.

Article 2 Prior to the kickoff to start each half and after every time out, the Referee shall sound his whistle for play to start without asking captains if they are ready. In such cases where time is in with his whistle, he is to indicate it by use of clock signal.

BALL PUT IN PLAY

Article 3 He is to see that the ball is properly put in play and shall decide on all matters pertaining to its position and disposition at end of down. If any official sounds his whistle, the ball is dead (7-2-1). In case the Referee is informed or believes that ball was dead before such signal or down ends, he has the authority to make a retroactive ruling after consulting the crew or the official involved.

Article 4 The Referee must notify the coach and field captain when his team has used its three charged time outs, signal both coaches when two minutes remain in a half, and positively inform the coach of any disqualified player. He may not delegate any such notifications to any other person. He will announce on the microphone when each period is ended.

FOUL OPTIONS

Article 5 After a foul, the Referee (in the presence of both captains) must announce the penalty and explain to the offended captain the decision and choice (if any) as well as number of next down and distance (usually approximate) to necessary line for any possible positions of ball. See 7-3-3. The Referee is to designate the offending player, when known. After an enforcement he shall signal to spectators the nature of penalty by means of the visual signals specifically provided for herein.

Note: It is not necessary for the Referee to explain to both captains the decision and distance to the necessary line in such cases when: the enforcement is entirely auto-matic and/or when there is obviously no choice.

Field captains only may appeal to Referee, and then solely on questions of interpretation of the rules. They shall not be allowed to question the judgment or jurisdiction of any particular official in regard to a foul or in signaling dead ball.

REFEREE'S POSITION

Article 6 Prior to the snap, the Referee shall assume such a stance that he is in the clear of and behind any backfield player. This is also to be construed as including the normal path of any player in motion behind the line as well as the line of vision between such a player and the maker of a pass (forward or backward). He shall also favor the right side (if the passer is right-handed). He will count offensive players.

MEASUREMENT

Article 7 At the end of any down, the Referee may (when in doubt or at the request of a captain unless obviously unnecessary) request the linesman and his assistants to bring the yardage chains on field to determine whether the ball has reached the necessary line. See 4-5-5-a.

Article 8 Prior to each snap, the Referee is to positively check the number of the ensuing down and distance to be gained with the Linesman, signal the Back Judge when to start his watch for the timing of 25 seconds (when appropriate), and know the eligible pass receivers.

SPOTTING BALL

Article 9 He is primarily responsible for spotting the ball at the inbounds spot on plays from scrimmage, and should not enter a side zone to cover a runner (other than the quarterback) when the Linesman or Line Judge is in position to do so. See 15-1-11-S.N. 1.

Note: When the ball is dead near the sideline during time in, he is not to assist in a relay to the inbounds spot, unless the umpire has been remiss or delayed in doing so (15-1-10-Note and 15-3-4). In such a case, the Umpire is to spot. See Rule 2-2 in regard to using a new ball at the request of the offensive team's center in case of rain or a wet, muddy, or slippery field.

Section 3 Umpire

Article 1 The Umpire has primary jurisdiction over the equipment and the conduct and actions of players on the scrimmage line.

EQUIPMENT INSPECTION

Article 2 Before the game, the Umpire with assistance of other officials shall inspect the equipment of players. He may order any changes he deems necessary to any proposed equipment which is considered dangerous or confusing (5-4). This authority extends throughout the game.

Article 3 He shall assist in relaying the ball:

- (a) to the inbounds spot when it is dead near a sideline during time in when feasible (15-2-9-Note);
- (b) to the previous spot after an incompletion; and
- (c) to the spot of a free kick when indicated. See 15-1-11-S.N.

UMPIRE'S DUTIES

Article 4 The Umpire shall record:

- (a) all charged team timeouts during the game;
- (b) the winner of the toss; and
- (c) the score.

He is to assist the Referee on decisions involving possession of the ball in close proximity to the line, after a loose ball or runner has crossed it. He and the Line Judge are to determine whether ineligible linemen illegally cross the line prior to a pass, and he must wipe a wet ball in accordance with the proper timing. He should count the offensive players on the field at the snap.

Section 4 Linesman

LINESMAN'S POSITION

Article 1 The Linesman operates on the side of field designated by the Referee during the first half and on opposite side during the second half unless ordered otherwise. See 1-4-Note for exception.

Article 2 He is responsible for illegal motion, offside, encroaching, and any actions pertaining to scrimmage line prior to or at snap; and for covering in his side zone. See 15-1-11-S.N. 1; 15-2-9; and 15-3-4. He will count offensive players.

Article 3 Prior to the game, he shall see that his chain crew is properly instructed as to their specific duties and mechanics.

Note: Each home team appoints the official chain crew (boxman, two rodmen and alternate, drive start and forward stake indicator) subject to approval by the league office. Each member carries a working pass to that effect and it is prohibited for anyone else to work as such. The standardized yardage chains and downs box must be used and if any others are furnished this fact is to be reported to the Commissioner.

Article 4 The Linesman shall use a clamp on the chain when measuring for first down.

MARKING AND CHAINS

Article 5 The Linesman is to mark with his foot (when up with ball) the yard line touched by forward point of ball at end of each scrimmage down. At the start of each new series of downs, he and the rodmen set the yardage chains when the Referee so signals. He positively must check with the Referee as to the number of each down that is about to start.

Note: It is mandatory for Linesman to personally see that rear rod is accurately set and also to see that the forward rodman and boxman have set the safety markers for the forward rod and the previous spot, during any series of downs, as prescribed by the officials' manual.

LINESMAN'S DUTIES

Article 6 On his own side, he is to assist the Line Judge as to illegal motion or a shift and umpire in regard to holding or illegal use of hands on end of line (especially during kicks or passes), and know eligible pass receivers.

Article 7 He is to mark out-of-bounds spot on his side of field when within his range and is to supervise substitutions made by team located on his side of field during either half.

Note: See 15-1-11-S.N. 1; 15-2-9; and 15-3-4.

Section 5 Line Judge

LINE JUDGE'S DUTIES

Article 1 The Line Judge is to operate on side of field opposite the Linesman.

Article 2 He is responsible for the timing of game. He also is responsible for illegal motion, illegal shift, and for covering in his side zone. See 15-1-11-S.N. 1 and 15-2-9. He will count offensive players.

Article 3 He is responsible for supervision of the timing and in case the game clock becomes inoperative, or for any other reason is not being operated correctly, he shall take over the official timing on the field.

Article 4 He is to time each period and (4-1-3, 4), signal the Referee when two minutes remain in a half and leave in ample time with the Field Judge to notify their respective teams of five minutes before the start of the second half.

Article 5 He shall advise the Referee when time has expired at end of a period.

Article 6 He must notify both captains, through the Referee, of the time remaining for play not more than 10 or less than five minutes before the end of each half and must signal Referee when two minutes remain in each half. In the event that the stadium clock is inoperable, he must notify both captains, through the Referee, of the time remaining for play not more than 10 or less than 5 minutes before the end of each half and must signal Referee when two minutes remain in each half.

Note: Upon inquiry of a field captain, he may state the approximate time remaining for play at any time during the game, provided he does not comply with such request more than three times during the last five minutes of either half, and provided it will not affect playing time near the end of a half (4-7-1).

Article 7 On his own side, he is to:

- (a) assist the Linesman as to offside or encroaching;
- (b) assist the Umpire as to holding or illegal use of hands on the end of the line (especially during kicks or passes);
- (c) assist the Referee as to whether a pass is forward or backward behind the line and false starts; and
- (d) be responsible for knowing the eligible pass receivers.

Article 8 He is to:

- (a) mark the out-of-bounds spot of all plays on his side, when within his range (See 15-1-11-S.N. 1-3 and 15-2-9);
- (b) supervise substitutions made by the team seated on his side of the field during either half (see 5-2-2);

NOTIFY HOME TEAM COACH

- (c) notify the home team head coach with the Field Judge five minutes before the start of the second half.

Section 6 Field Judge

FIELD JUDGE'S POSITION AND DUTIES

Article 1 The Field Judge will operate on the same side of the field as Line Judge, 20 yards deep.

Article 2 The Field Judge shall count the number of defensive players on the field at the snap.

Article 3 He shall be responsible for all eligible receivers on his side of the field.

Article 4 After receivers have cleared line of scrimmage, the Field Judge will concentrate on action in the area between the Umpire and Back Judge.

Article 5 In addition to the specified use of the whistle by all officials (15-1-4), the Field Judge is also to use his whistle when upon his positive knowledge he knows:

- (a) that ball is dead;
- (b) that time is out;
- (c) that time is out at the end of a down, during which a foul was signaled by a marker, no whistle has sounded in such cases; and
- (d) that even in the presence of a whistle up or down field, he is to sound his whistle when players are some distance from such signal. This will help prevent dead ball fouls.

Article 6 The Field Judge will assist Referee in decisions involving any catching, recovery, out of bounds spot, or illegal touching, of a loose ball, after it has crossed scrimmage line and particularly so for such actions that are out of the range of the Line Judge and Umpire. See 15-1-11-S.N. 1.

POSITION ON FIELD-GOAL ATTEMPT AND TRY

Article 7 On field-goal attempts or Try-kick attempts, the Field Judge will station himself on the end line and cover the upright opposite the Back Judge. He, along with the Back Judge, is responsible for indication to the Referee whether the kick is high enough and through the uprights.

Section 7 Side Judge

SIDE JUDGE'S POSITION AND DUTIES

Article 1 The Side Judge will operate on the same side of the field as the Head Linesman, 20 yards deep.

Article 2 The Side Judge shall count the number of defensive players on the field at the snap.

Article 3 He shall be responsible for all eligible receivers on his side of the field.

Article 4 After receivers have cleared line of scrimmage, the Side Judge will concentrate on action in the area between the Umpire and Back Judge.

Article 5 In addition to the specified use of the whistle by all officials (15-1-4), the Side Judge is also to use his whistle when upon his positive knowledge he knows:

- (a) that ball is dead;
- (b) that time is out;
- (c) that time is out at the end of a down, during which a foul was signaled by a marker, no whistle has sounded in such cases; and
- (d) that even in the presence of a whistle up or down field, he is to sound his whistle when players are some distance from such signal. This will help prevent dead ball fouls.

Article 6 The Side Judge will assist Referee in decisions involving any catching, recovery, out of bounds spot, or illegal touching, of a loose ball, after it has crossed scrimmage line and particularly so for such actions that are out of the range of the Head Linesman and Umpire.

POSITION ON FIELD-GOAL ATTEMPT AND TRY

Article 7 The Side Judge will line up in a position laterally from the Umpire on field goals and Try-kick attempts.

Section 8 Back Judge

BACK JUDGE'S DUTIES

Article 1 The Back Judge is primarily responsible in regard to: covering kicks from scrimmage (unless a Try-kick) or forward passes crossing the defensive goal line and all such loose balls, out of the range of Umpire, Field Judge, and Linesman, noting an illegal substitution or withdrawal during dead ball with time in (see 5-2-11), and a foul signaled by a flag or cap during down. He will count defensive team.

Article 2 He is to time the intermission between the two periods of each half (4-1-2), the length of all team timeouts (4-5-1-Item 2), and the 40/25 seconds permitted Team A to put ball in play (4-6-1 and 4-6-2). He is to utilize the 40/25 second clock provided by the home team. If this clock is inoperative he should take over the official timing of the 40/25 seconds on the field.

Article 3 In addition to the specified use of the whistle by all officials (15-1-4), the Back Judge is also to use his whistle, when upon his own positive knowledge he knows:

- (a) that ball is dead;
- (b) time is out; or
- (c) is out at end of down, during which a foul was signaled by a flag or cap, and no whistle has sounded in such cases.

Even in the presence of a whistle upfield, he is to sound his when downfield players are some distance away from such signal, and in order to prevent dead ball fouls. He should be particularly alert for item (c).

Article 4 He shall assist the Referee in decisions involving any catching, recovery, out- of-bounds spot, or illegal touching, of a loose ball, after it has crossed scrimmage line and particularly so for such actions as are out of the range of the Field Judge, Linesman, and Umpire. See 15-1-11-S.N. 1. He should count the defensive players on the field at the snap.

Article 5 The Back Judge has the absolute responsibility:

- (a) to instruct kicker and/or placekicker that “kickoff” must be made by placekick or dropkick.
- (b) that the height of the tee (artificial or natural) used for the kickoff conforms to the governing rules.

NOTIFY VISITING TEAM COACH

Note: He is to notify the visiting team at least five minutes before the start of the second half.

Section 9 Instant Replay

INSTANT REPLAY

The League will employ a system of Referee Replay Review to aid officiating for reviewable plays as defined below. Prior to the two-minute warning of each half, a Coaches’ Challenge System will be in effect **except for plays when the on-field ruling results in a score for either team**. After the two-minute warning of each half, throughout any overtime period, **and after all scoring plays**, a Referee Review will be initiated by a Replay **Official** from a Replay Booth comparable to the location of the coaches’ booth or Press Box. The following procedures will be used:

Coaches’ Challenge. In each game, a team will be permitted two challenges that will initiate Referee Replay reviews, **except for plays when the on-field ruling results in a score for either team, after the two-minute warning of each half, and throughout any overtime period**. Each challenge will require the use of a team timeout. If a challenge is upheld, the timeout will be restored to the challenging team. A challenge will only be restored if a team is successful on both of its challenges, in which case it shall be awarded a third challenge, but a fourth challenge will not be permitted under any circumstances. **A team may challenge an on-field ruling up until the next legal snap or kick. If there is a foul that prevents the next snap, the team committing that foul will no longer be able to challenge the previous ruling.** No challenges will be recognized from a team that has exhausted its time outs. A team that is out of time outs or has used all of its available challenges may not attempt to initiate an additional challenge.

Penalty: For initiating a challenge when all of a team’s time outs have been exhausted, when all of its available challenges have been used, after the two minute warning of either half, during an overtime period, after a scoring play, or after a foul that prevents the next snap: Loss of 15 yards.

Replay Official’s Request for Review. After the two-minute warning of each half, throughout any overtime period, **and after all scoring plays**, any Referee Review will be initiated by a Replay **Official**. There is no limit to the number of Referee Reviews that may be initiated by the Replay **Official**. **He must initiate a review before the next legal snap or kick and cannot initiate a review of any ruling against a team that commits a foul to prevent the next snap.** His ability to initiate a review will be unrelated to the number of time outs that either team has remaining, and no time out will be charged for any review initiated by the Replay **Official**.

Reviews by Referee. All Replay Reviews will be conducted by the Referee on a field-level monitor after consultation with the other covering official(s), prior to review. A decision will be reversed only when the Referee has indisputable visual evidence available to him that warrants the change.

Time Limit. Each review will be a maximum of 60 seconds in length, timed from when the Referee begins his review of the replay at the field-level monitor.

Reviewable Plays. The Replay System will cover the following play situations only:

- (a) Plays governed by Sideline, Goal Line, End Zone, and End Line:
 - 1. Scoring plays, including a runner breaking the plane of the goal line.
 - 2. Pass complete/incomplete/intercepted at sideline, goal line, end zone, and end line.
 - 3. Runner/receiver in or out of bounds.
 - 4. Recovery of loose ball in or out of bounds.
- (b) Passing plays:
 - 1. Pass ruled complete/incomplete/intercepted in the field of play.
 - 2. Touching of a forward pass by an ineligible receiver.
 - 3. Touching of a forward pass by a defensive player.
 - 4. Quarterback (Passer) forward pass or fumble.
 - 5. Illegal forward pass beyond line of scrimmage.
 - 6. Illegal forward pass after change of possession.
 - 7. Forward or backward pass thrown from behind line of scrimmage.

(c) Other reviewable plays:

1. Runner ruled not down by defensive contact.
2. Runner ruled down by defensive contact when the recovery of a fumble by an opponent or a teammate occurs in the action that happens following the fumble.
3. Ruling of incomplete pass when the recovery of a passer's fumble by an opponent or a teammate occurs in the action following the fumble.
4. Ruling of a loose ball out of bounds when it is recovered in the field of play by an opponent or a teammate in the action after the ball hits the ground.

Note 1: If the ruling of down by contact or incomplete pass is changed, the ball belongs to the recovering player at the spot of the recovery of the fumble, and any advance is nullified.

Note 2: If the Referee does not have indisputable visual evidence as to which player recovered the loose ball, the ruling on the field will stand.

Note 3: This does not apply to complete/incomplete passes, or the ruling of forward progress.

5. Forward progress with respect to a first down.
6. Touching of a kick.
7. A field-goal or Try attempt that crosses below or above the crossbar, inside or outside the uprights when it is lower than the top of the uprights, or touches anything.
8. Number of players on the field at the snap.
9. Illegal forward handoff.

Note: Non-reviewable plays include but are not limited to:

1. Status of the clock
2. Proper down
3. Penalty administration
4. Runner ruled down by defensive contact (not involving fumbles)
5. Forward progress not relating to first down or goal line
6. Recovery of a loose ball that does not involve a boundary line or the end zone.
7. Field-goal or Try attempts that cross above either upright without touching anything.
8. Inadvertent Whistle

Rule 16 Sudden-Death Procedures

Section 1 Sudden-Death Procedures

SUDDEN-DEATH PROCEDURES

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

Article 2 At the end of regulation playing time, the Referee shall immediately toss a coin at the center of the field, in accordance with rules pertaining to a usual pregame toss (4-2-2). The visiting team captain is to again call the toss.

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

Article 4 For postseason games, following a coin flip (Article 2 above) and an intermission of no more than three minutes after the end of the regular game, the following shall apply:

- (a) Both teams must have the opportunity to possess the ball once during the extra period, unless the team that receives the opening kickoff (Team B) scores a touchdown on its initial possession, in which case it is the winner, or Team A scores a safety on Team B's initial possession, in which case Team A is the winner.
- (b) If the team that possesses the ball first scores a field goal on its initial possession, the other team (Team A) shall have the opportunity to possess the ball. If Team A scores a touchdown on its possession, it is the winner. If the score is tied after Team A's possession, the team next scoring by any method shall be the winner.
- (c) If the score is tied at the end of a 15-minute overtime period, or if Team B's initial possession has not ended, another overtime period will begin, and play will continue, regardless of how many 15-minute periods are necessary.
- (d) Between each overtime period, there shall be a two-minute intermission, but there shall be no halftime intermission after the second period. At the beginning of the third overtime period, the captain who lost the coin toss prior to the first overtime period shall have the first choice of the two privileges in Rule 4, Section 2, Article 2, unless the team that won the coin toss deferred.
- (e) At the end of the first and third extra periods, etc., teams must change goals in accordance with Rule 4, Section 2, Article 3.
- (f) A player is in possession when he is in firm grip and control of the ball inbounds (3-2-7). The defense gains possession when it catches, intercepts, or recovers a loose ball.
- (g) The opportunity to possess applies only during kicking plays. A kickoff is the opportunity to possess for the receiving team. If the kicking team legally recovers the kick, the receiving team is considered to have had its opportunity. A punt or field goal that crosses the line of scrimmage and is muffed by the receiving team is considered to be an opportunity to possess for the receiving team. Normal touching rules by the kicking team apply.
- (h) Each team is entitled to three timeouts during a half. If there is an excess timeout the usual rules shall apply (4-5).
- (i) At the end of a second overtime period, timing rules shall apply as at the end of the first half. At the end of a fourth overtime period, timing rules shall apply as at the end of the fourth quarter.
- (j) All replay reviews will be initiated by the replay **official**. Coaches' challenges will not be allowed.

SUDDEN-DEATH TIMING

Article 5 Disqualified player(s) shall not re-enter during any extra period or periods in the preseason, regular season, and postseason.

Article 6 Except as provided for above, all other general and specific rules shall apply during any extra period or periods in the preseason, regular season, and postseason.

Rule 17 Emergencies, Unfair Acts

Section 1 Emergencies

NON-PLAYER ON FIELD

Article 1 If any non-player, including photographers, reporters, employees, police or spectators, enters the field of play or end zones, and in the judgment of an official said party or parties interfere with the play, the Referee, after consulting his crew (13-1-7 and 15-1-6), shall enforce any such penalty or score as the interference warrants.

FIELD CONTROL

Article 2 If spectators enter the field and/or interfere with the progress of the game in such a manner that in the opinion of the Referee the game cannot continue, he shall declare time out. In such a case he shall record the number of the down, distance to be gained, and position of ball on field. He shall also secure from the line judge the playing time remaining and record it. He shall then order the home club through its management to have the field cleared, and when it is cleared and order restored and the safety of the spectators, players and officials is assured to the satisfaction of the Referee, the game must continue even if it is necessary to use lights.

GAME CALLED

Article 3 If the game must be called due to a state or municipal law, or by darkness if no lights are available, an immediate report shall be made to the Commissioner by the home club, visiting club and officials. On receipt of all reports the Commissioner shall make a decision which will be final.

EMERGENCY SITUATIONS

Article 4 The NFL affirms the position that in most circumstances all regular-season and postseason games should be played to their conclusion. If, in the opinion of appropriate League authorities, it is impossible to begin or continue a game due to an emergency, or a game is deemed to be imminently threatened by any such emergency (e.g., severely inclement weather, lightning, flooding, power failure), the following procedures (Articles 5 through 11) will serve as guidelines for the Commissioner and/or his duly appointed representatives. The Commissioner has the authority to review the circumstances of each emergency and to adjust the following procedures in whatever manner he deems appropriate. If, in the Commissioner's opinion, it is reasonable to project that the resumption of an interrupted game would not change its ultimate result or adversely affect any other inter-team competitive issue, he is empowered to terminate the game.

LEAGUE AUTHORITY

Article 5 The League employees vested with the authority to define emergencies under these procedures are the Commissioner, designated representatives from his League office staff, and the game Referee. In those instances where neither the Commissioner nor his designated representative is in attendance at a game, the Referee will have sole authority; provided, however, that if a Referee delays the beginning of or interrupts a game for a significant period of time due to an emergency, he must make every effort to contact the Commissioner or the Commissioner's designated representative for consultation. In all cases of significant delay, the League authorities will consult with the management of the participating clubs and will attempt to obtain appropriate information from outside sources, if applicable (e.g., weather bureau, police).

LATER DATE

Article 6 If, because of an emergency, a regular-season or postseason game is not started at its scheduled time and cannot be played at any later time that same day, the game nevertheless must be played on a subsequent date to be determined by the Commissioner.

PREGAME THREAT

Article 7 If there is deemed to be a threat of an emergency that may occur during the playing of a game (e.g., an incoming tropical storm), the starting time of such game will not be moved to an earlier time unless there is clearly sufficient time to make an orderly change.

INTERRUPTED GAME

Article 8 If, under emergency circumstances, an interrupted regular-season or post-season game cannot be completed on the same day, such game will be rescheduled by the Commissioner and resumed at that point.

ALTERNATE DATES, SITES

Article 9 In instances under these emergency procedures which require the Commissioner to reschedule a regular-season game, he will make every effort to set the game for no later than two days after its originally scheduled date, and he will attempt to schedule the game at its original site. If unable to do so, he will schedule it at the nearest available facility. If it is impossible to schedule the game within two days after its original date, the Commissioner will attempt to schedule it on the Tuesday of the next calendar week in which the two involved clubs play other clubs (or each other). Further, the Commissioner will keep in mind the potential for competitive inequities if one or both of the involved clubs has already been scheduled for a game following the Tuesday of that week (e.g., Thanksgiving).

POSTSEASON INTERRUPTION

Article 10 If an emergency interrupts a postseason game and such game cannot be resumed on that same date, the Commissioner will make every effort to arrange for its completion as soon as possible. If unable to schedule the game at the same site, he will select an appropriate alternate site. He will terminate the game short of completion only if in his judgment the continuation of the game would not be normally expected to alter the ultimate result.

GAME RESUMPTION

Article 11 In all instances where a game is resumed after interruption, either on the same date or a subsequent date, the resumption will begin at the point at which the game was interrupted. At the time of interruption, the Referee will call time out and he will make a record of the following: the team possessing the ball, the direction in which its offense was headed, position of the ball on the field, down, distance, period, time remaining in the period, and any other pertinent information required for an efficient and equitable resumption of play.

Section 2 Extraordinarily Unfair Acts

COMMISSIONER AUTHORITY

Article 1 The Commissioner has the sole authority to investigate and take appropriate disciplinary and/or corrective measures if any club action, non-participant interference, or calamity occurs in an NFL game which he deems so extraordinarily unfair or outside the accepted tactics encountered in professional football that such action has a major effect on the result of the game.

NO CLUB PROTESTS

Article 2 The authority and measures provided for in this entire Section 2 do not constitute a protest machinery for NFL clubs to avail themselves of in the event a dispute arises over the result of a game. The investigation called for in this Section 2 will be conducted solely on the Commissioner's initiative to review an act or occurrence that he deems so extraordinary or unfair that the result of the game in question would be inequitable to one of the participating teams. The Commissioner will not apply his authority in cases of complaints by clubs concerning judgmental errors or routine errors of omission by game officials. Games involving such complaints will continue to stand as completed.

PENALTIES FOR UNFAIR ACTS

Article 3 The Commissioner's powers under this Section 2 include the imposition of monetary fines and draft-choice forfeitures, suspension of persons involved in unfair acts, and, if appropriate, the reversal of a game's result or the rescheduling of a game, either from the beginning or from the point at which the extraordinary act occurred. In the event of rescheduling a game, the Commissioner will be guided by the procedures specified in Rule 17, Section 1, Articles 5 through 11, above. In all cases, the Commissioner will conduct a full investigation, including the opportunity for hearings, use of game videotape, and any other procedure he deems appropriate.

Rule 18 Guidelines for Captains

Section 1 Guidelines for Captains

Article 1 One hour and thirty minutes prior to kickoff: Respective coaches designate the captain(s) a maximum of six per team.

COIN TOSS OPTION

Article 2 Coin toss:

- (a) Up to six captains per team can participate in the coin toss ceremony; only one captain from the visiting team (or captain designated by Referee if there is no home team) can declare the choice of coin toss.
- (b) The team that won the toss may then have only one captain declare its option.
- (c) The team that lost the coin toss may then have only one captain declare its option.

PENALTY OPTION

Article 3 Choice on Penalty Option: Only one captain is permitted to indicate the team's penalty option.

CHANGE OF CAPTAINS

Article 4 Change of Captains:

- (a) The coach has prerogative of informing Referee when he wishes to make a change in team captains; or
- (b) A captain who is leaving can inform the Referee which player will act as captain in his place when he is substituted for; or
- (c) When a captain leaves the game, the incoming substitute is permitted to inform the Referee which player the respective coach has designated as captain.

Note: A captain on the field has no authority to request a change of fellow team captain when that captain remains on the field.

PENALTY SUMMARY

Distance Penalties

Loss of Five Yards

Each time out in each half being in excess of three unless notified or unless a fourth time out for injured player as specified (see charged time out penalties)..... 4-5-4

Delay of game, i.e.

exceeding 40/20 seconds in putting ball in play..... 4-6-1

repeatedly snapping ball before Referee can assume normal position..... 4-6-5

runner remaining on ball or opponent remaining on runner to consume time..... 4-6-5

undue delay in assembling after a time out..... 4-6-5

defensive abrupt non-football movements..... 4-6-5

spiking or throwing the ball in the field of play..... 4-6-5

taking the ball from a downed runner causing delay..... 4-6-5

Illegal substitution, i.e.

Substitute entering during play, withdrawn player on field at snap or free kick (unless interference) or withdrawing on opponent's side or across endline..... 5-2-8

Illegal kick at free kick (ball remains dead and replay)..... 6-1-1

Violation of free kick formation (includes kickoff), i.e.

kickers failing to be behind ball or inbounds (except placekick holder)..... 6-1-3

receivers failing to be inbounds or behind their free kick line..... 6-1-3

Making short free kick..... 6-2-5

illegally touching free kick (a) before it goes 10 yards or (b) after being out of bounds..... 6-2-4

kicking free kick out of bounds between goal lines unless Team B last touches..... 6-2-3

Illegal position of Team A players at the snap, i.e.,

having fewer than seven players on line..... 7-5-1

Having player neither on nor one yard behind his line unless man under center..... 7-5-1

Illegally lining up over center..... 7-5-2

Player entering neutral zone contacts opponent, causes him to charge or be offside (encroaching) or repeatedly entering it after warning (when not otherwise encroaching)..... 7-4-3

Being offside at snap..... 7-4-5

Neutral zone infraction..... 7-4-4

Player not reporting change in eligibility..... 5-3-1

Illegal motion by Team A at snap, i.e.

player not being stationary (except) one only in motion clearly backwards..... 7-4-7

Single player not moving clearly backward at snap..... 7-4-7

Pausing less than one second after a shift..... 7-4-8

Being out of bounds at snap..... 7-5-1

Not snapping ball when prescribed..... 7-6-3

Illegally snapping ball i.e.,

failing to make backward pass..... 7-6-3

Failing to place ball on ground as specified..... 7-6-3

Failing to give impulse by continuous motion or sliding hands along ball before snap..... 7-6-3

Snapper restrictions..... 7-6-3

False start..... 7-4-2

Snap going to receiver on line..... 7-6-4

Making forward pass in field of play not from Scrimmage..... 8-1-2

Making forward pass beyond line of scrimmage (also loss of down)..... 8-1-2

Second forward pass..... 8-1-2

Players forming illegal wedge..... 6-1-3

Pass after ball crossed line of scrimmage and returned..... 8-1-2

Illegal touch of forward pass..... 8-1-8

Ineligible player downfield on pass..... 8-3-1

Illegal Forward Handling..... 8-7-4

Ineligible player downfield on kick..... 9-1-2

Kicking team player voluntarily out of bounds during a punt..... 9-1-4

Making invalid fair catch signal..... 10-1-2

Illegal use of hands or arms by defense, i.e.

to hold an opponent who is not the runner other than to ward off an opponent, to push or pull him, to get a runner or ball or to block..... 12-1-2

off an opponent, to push or pull him, to get a runner or ball or to block..... 12-1-2

Running into kicker behind his line (not roughing)..... 12-2-6

Loss of Ten Yards

Pass interference by Team A..... 8-5-4

Tripping, holding, illegal use of hands, arms or body on offense..... 12-1-5

Assisting runner..... 12-1-5

Batting or punching ball, when loose (unless a pass), towards opponents' goal line or in any direction if in end zone..... 12-1-8

Illegally kicking ball..... 12-1-9

Loss of Fifteen Yards

Not being able to start each half on scheduled time..... 4-2-1

Interfering with fair catch (and catch awarded)..... 10-1-1

Tackling or blocking maker of a fair catch or avoidable running into..... 10-2-3

Head Slap..... 12-2-2

Striking, kneeling and kicking (also disqualification)..... 12-2-1

Striking opponent below shoulders with forearm or elbow by turning or pivoting..... 12-2-4

Twisting, turning or pulling of opponent's facemask..... 12-2-5

Blocking below waist on kicks and change of possession..... 12-2-14

Roughing the kicker..... 12-2-6

Falling on or piling on a prostrate player..... 12-2-7

Unnecessary roughness (also disqualification when flagrant), i.e.

striking an opponent above knee with foot or shin..... 12-2-8

tackling runner who is out of bounds..... 12-2-8

running into, throwing body against a player obviously out of the play or after the ball is dead..... 12-2-8

running into from behind or dropping body across back of legs of opponent who is not the runner (clipping)..... 12-2-9

illegal crackback..... 12-2-11

peel-back block..... 12-2-12

blindside block..... 12-2-9

roughing the passer..... 12-2-13

Chop block..... 12-2-16

Illegal block after fair catch signal..... 10-2-2

Unsportsmanlike conduct by players (also disqualification when flagrant), i.e.

using abusive or insulting language or gestures to players or officials or continuing acts..... 12-3-1-b

taunting..... 12-3-1

player pushing, shoving, or laying hand on official..... 12-3-1 (Note 1)

attempting to disconcert Team A at snap by words or signals..... 12-3-1-i

concealing the ball under clothing or substituting article for ball..... 12-3-1

lingering..... 12-3-1-k

leverage..... o,p and q

repeatedly violating substitution rule in attempt to conserve time..... 5-2-2 and 12-3-1-m

violating 23-second rule more than twice (same down) after a warning..... 12-3-1-n

leaping to attempt to block a field goal or point after touchdown unless the player was lined up on the line of scrimmage when the ball was snapped..... 12-3-1-r

a punter, placekicker or holder who simulates being roughed or run into by a defensive player..... 12-3-1-t

Illegal conduct by non-players (also exclusion for flagrant violations), i.e.

player on field communicating other than to coach in prescribed area.....	13-1-1
team representatives using unsportsmanlike conduct during game or between halves or sitting on bench when not qualified.....	13-1-1
non-players going on field without permission (other than team attendants during a team time out).....	13-1-2
non-players moving along boundary lines (unless substitute warming up or coach in prescribed area).....	13-1-5

Loss of Half Distance to Goal Line

Pass interference by Team B in its end zone and previous spot is inside its 2-yard line.....	8-5-4
Distance penalty enforced from a spot between goal lines carrying ball more than half the distance to either goal line.....	14-2-1

Ball placed on 1-Yard Line

Pass interference by Team B in its end zone and previous spot is outside its 2-yard line.....	8-5-4
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Withdrawal Penalties

Excess time out.....	4-5-4
Player being disqualified, suspended (illegal equipment), or replaced.....	5-4-1
Illegal return (loss of five also).....	5-2-8

Disqualification Penalties

Disqualification always occurs in combination with a 15-yard penalty. Exceptions to distance penalties:

Both teams committing disqualifying fouls (double foul).....	14-3-1
Distance being declined.....	14-6

Loss of 15 yards

Flagrant striking, kicking, or kneeling an opponent or striking him on head or neck with heel, back or side of hand wrist, elbow, or forearm.....	12-2-1
Flagrant roughing of kicker.....	12-2-6
Flagrant roughing of passer.....	12-2-13
Flagrant unsportsmanlike conduct by players.....	12-3-1
Player using a helmet as a weapon.....	12-2-15
Disqualified player returning (exclusion from field enclosure).....	5-2-7
Suspended player illegally returning.....	5-2-7

Loss of Ball Penalties

Ball being behind necessary line at end of fourth down.....	7-1-1
Kickers first touching kick (not a free kick in field of play).....	9-2-2
Interfering with fair catch (also fair catch allowed).....	10-1-1

Disqualification for Entire Game

Repeat violation by player wearing or displaying illegal equipment.....	5-4-9
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Charged Time Out Penalties

Taking time out for injured player during last two minutes of either half (withdrawal only when fourth time out – also loss of five when fifth or more).....	4-5-4
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Time Penalty

Actions to conserve time.....	4-7-1
Fouling by defense, illegal touching or fair-catch interfering by offense or fouling by both teams at end of half during play in which time expires (extend quarter).....	4-8-2

Replay Penalties

Team B fouling on Try which fails.....	11-3-3
Committing double foul unless dead-ball fouls by both teams after ball is dead, the one only disqualifying foul is by Team B.....	14-1-8 and 9; 14-3-1; and 14-3-2

Scoring Penalties

Try Awarded

Team B committing a foul during a Try which would ordinarily result in a safety.....	11-3-3
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Score Awarded

Repeated fouling by defense to prevent score.....	12-3-2
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Touchdown Awarded

Committing palpably unfair act which deprives opponent of a touchdown.....	12-3-3 and 13-1-7
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Safety

Offense fouling anywhere, and spot of enforcement is behind its own goal line.....	11-5-1 and 14-1-11
Intentional grounding in own end zone.....	8-2-1
Making a forward pass (not from scrimmage) from within passer's end zone.....	8-1-2 and 14-1-11

Score Not Allowed

Offending team scores after foul during down in which time expires for half (also no extension of time).....	4-8-2
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Unsuccessful Try

Team A committing foul during a Try which would ordinarily result:	
in loss of down or in a touchback.....	11-3-2
in loss of ball in field of play (not during a kick).....	11-3-2
Team B recovering ball.....	11-3-2

New Series Penalties

Team B committing a foul during play from scrimmage giving Team A first down irrespective of distance penalty.....	14-8-5
Team B committing a foul not giving Team A first down unless enforcement places ball in advance of necessary line, i.e.,	
excess time out.....	4-5-4
delay of game.....	6-6-1
illegal substitution.....	5-2-8
illegal equipment (suspension).....	5-4-9
encroaching on neutral zone or being offside.....	7-2-3
Team B touching snapper or ball.....	7-4-3
Team B interfering in field of play with a pass from behind line (distance penalty in addition when personal foul).....	8-5-1 and 12-2-1

Combination Penalties

Loss of Down and Five

Making a forward pass from scrimmage from beyond the line..... 8-1-2

Loss of Down and Ten

Intentionally grounds pass (from behind line)..... 8-2-1

Loss of ball and Fifteen

Interfering with a possible fair catch in field of play (also fair catch)..... 10-1-1

Touchback

Kickers illegally touching kick (not free kick) in receiver's end zone..... 9-2-3

Fair-catch interfering or running into maker of in receiver's end zone..... 10-1-1

Score, Distance or Disqualification

Referee makes equitable ruling:..... 15-2-1

player committing palpably unfair act..... 12-3-3

non-player committing palpably unfair act..... 13-1-7

Miscellaneous Situations

Safety

Ball in possession of team behind or out of bounds behind own goal line and impetus which sent it in touch came from:
Player of that team – Safety..... 11-5-1

Kickoff Out of Bounds Between Goal Lines

Receiver's ball at inbounds spot when last touched by them..... 6-2-3

Receiver's ball 30 yards from previous spot..... 6-2-3

Ball Remains Dead

Actions which delay game..... 4-6-1

Snapping before Officials assume normal position..... 4-6-1

Ball Dead Immediately

Committing acts designed to consume time..... 4-7-1

Kickers recovering free kick..... 6-1-4

Kickers advancing after recovery of a scrimmage kick unless behind line other than a Try-kick..... 9-3-2

Any kick touching receiver's goal post or cross bar unless scoring field goal..... 6-1-5; 9-4-2; and 11-6-2

Official sounding whistle (even when accidental)..... 7-2-1

Any receiver catching after fair-catch signal unless touched in flight by kickers..... 10-2-3

Penalty Enforced From Goal Line

Defense fouling and spot of enforcement is behind goal line of offense..... 14-1-11

Runner crosses opponent's goal line and spot of enforcing foul by teammate during run is behind defense goal line..... 14-1-12

Penalty Enforced on Next Free Kick

A team scoring and opponents commit a personal or unsportsmanlike conduct foul or a palpably unfair act, during down..... 14-1-14

INDEX

APPROVED RULING		
Definition of	4	
BACK JUDGE		
Position and duties	96	
Position on field-goal attempt	97	
BACKWARD PASS		
Definition of	12	
Caught or recovered	43	
Enforcement spot during	53	
Muffed snap	44	
Out of bounds	44	
Pass backward anytime	51	
BALL		
Boys	2	
Dimensions	3	
Supply	3	
BALL IN PLAY		
Definition of	4	
Bat or punch, definition of	5	
Catch, definition of	5	
Dead ball declared	35	
Intent or location of touching, definition of	5	
Interception, definition of	5	
Loose, definition of	4	
Muff, definition of	4	
Player possession, definition of	5	
Pushed into a kick, definition of	5	
Recover, definition of	5	
Simultaneous touching, definition of	5	
Touching the ball, definition of	4	
BATTING THE BALL	71	
BLOCKING		
Definition of	6	
Legal/Illegal block	68	
Crackback block	75	
CHAIN CREW	2	
CHOICE OF PENALTIES	89	
CHUCKING		
Definition of	6	
CLIPPING		
Definition of	6	
COIN TOSS	103	
CONDUCT OF NON-PLAYERS	80	
Attendants on field only on team time outs	80	
Fouls	80	
Not allowed near sidelines	80	
Palpably unfair act	80	
Persons on bench	80	
DEAD BALL		
Definition of	4	
Ball put in play	35	
	36	
Ball touches official		
Contacted by defense	35	
Grabbing of ball from player	35	
Loose ball becomes dead	35	
Inadvertent whistle	36	
DEFINITION OF PRINCIPAL TERMS	4	
DELAY OF GAME	19	
DISCONCERTING	78	
DISQUALIFIED PLAYER		
Definition of	6	
DOUBLE FOULS	86	
DOWN		
Definition of	6	
Charged, Definition of	7	
First, Definition of	7	
Free kick, Definition of	7	
Scrimmage, Definition of	9	
Series of, Definition of	6	
DROP KICK		
Definition of	7	
EMERGENCY		
Field control	101	
Non-player on field	101	
Proper handling of	101	
ENCROACHING		
Definition of	10	
EQUIPMENT		
Confusing	26	
Facemasks	26	
Hard substances covered (casts, etc)	28	
Kicking toe	28	
Linemen gloves	29	
Logos	30	
Mandatory equipment	27	
Numbers, size and color	27	
Player towels	30	
Shoe cleats	28	
Sole leather covered	28	
Stockings and head protectors	27	
Team colors	26	
Tearaway jerseys	27	
Wearing apparel	27	
FAIR CATCH		
Definition of	7	
Choices after	60	
Dead ball on	57	
Fair-catch kick following	59	
In end zone	60	
Intentional muff prior to	59	
Interference on	59	
Mark of the catch, definition of	7	
Opportunity	59	
Receiver's rights on	59	
Receiver's right to ball	59	

Shielding Eyes	59	or interception	43
Valid	59	Pocket area	12
FALSE START	37	Simultaneous Catch	38
FIELD		FOUL	
Diagram of	iv	Definition of	7
Dimensions, playing lines	1	After touchdown	89
Field of play, definition of	1	Defensive foul behind line	85
Goal, crossbar	2	Defensive foul, dead ball	83
Goal posts	2	Disqualification foul removes player	89
Inbound lines	1	Double foul, definition of	86
Markings, line marking	1	Disqualification	81
Players' benches	2	With change of possession	87
FIELD GOAL		Without change of possession	86
Definition of	7	Foul between downs	90
Goal Tending	79	Half distance penalty	86
Kickoff team	22	Location of foul	86
Legal	68	Multiple, definition of	86
Leverage	79	Offensive foul behind goal	84
Missed	63	Post-possession	71
No tee	64	Special enforcement between downs	90
Touching kick attempt during, definition of	64	Spots of enforcement, definition of	82
FIELD JUDGE		Time of	89
Duties	95	FREE KICK	
FORWARD PASS		Definition of	8
Definition of	11	After free kick ends	33
Both feet inbounds	38	Behind goal line	33
Completed pass	38	Coin toss option	103
Defensive fouls and incomplete pass	48	Foul during a	34
Eligible receivers	44	Free kick lines, definition of	8
Eligibility for T-formation quarterback	39	Initial lines	32
Eligibility regained	39	Kickoff	32
Enforcement spot on forward pass fouls	50	Legal use of hands/Blocking	33
Failure to report eligibility	39	Onside kick	9
Forward, beyond, in advance,	42	Out of bounds	33
Grasp and control of quarterback	76	Player out of bounds during a	32
Illegal forward pass and	44	Recovery	32
incomplete forward pass	44	Running into free kicker	33
Illegal pass	42	Short	34
Illegal pass intercepted	42	Spot of	34
Illegal passes and pass interference	48	Touching free kick, definition of	4
Incomplete illegal passes	38	Types of	33
Incomplete pass	38	Whistle prior to a	36
Ineligible player touching a pass,	45	FUMBLE	
definition of	4	Definition of	4
Ineligible receivers	44	Caught or recovered	43
Ineligible receiver downfield	47	Dead ball on fourth down fumble	52
Intentional grounding	46	Enforcement spot during	50
Legal touching of forward pass	44	Fourth down fumble and legal advance	52
Muffed forward handoff	52	Fumble in last two minutes	53
Necessary yardage	35	Fumble out of bounds	51
One pass legal	42	Intentional	46
Pass and passer, definition of	11	Legal recovery	51
Pass interference penalties	49	Not recovered	51
Passer, passing team, definition of	11	Recovery	51

Try	61	Loss of coin-toss option	15
GAME		On schedule	15
Length of	15	LINE JUDGE	
Halftime	15	Duties	95
Kickoff on schedule	15	LINE OF SCRIMMAGE	
Length of game and intermissions	15	Definition of	9
Official time	15	Player on line, definition of	10
Sudden death	100	LINESMAN	
Timing the intermissions	15	Duties	95
GOAL LINES		Linesman's position	95
Definition of	2	Marking and chains	96
HUDDLE		LOOSE BALL	4
Definition of	8	Momentum	12
ILLEGAL KICKING	71	NECESSARY LINE	
ILLEGAL MOTION	39	Definition of	7
IMPETUS		Change of possession	35
Definition of	9	Defensive fouls	35
By pusher or blocker, definition of	8	Entire ball out of end zone	37
Impetus Attributed	65	Forward part of ball	37
INBOUNDS SPOT		Gain	7
Definition of	10	Kick recovered after touch	33
INSTANT REPLAY	98	New series	36
IN TOUCH		No first down for offense	37
Definition of	9	NEUTRAL ZONE	
Ball dead in touch, definition of	9	Definition of	10
KICKER		NON-PLAYERS CONDUCT	80
Definition of	9	NUMBER OF DOWN AFTER A PENALTY	91
KICK FROM SCRIMMAGE		Advance of necessary line, first-and-10	91
Blocked into	56	Combination penalty	91
Illegal blocks	68	Defensive foul and no first down	91
Illegal touching	56	Defensive foul, first-and-10 for offense	91
Illegal touching and foul	87	Enforcement and first-and-10	92
Kick crossing receivers' goal line	57	Foul after change of possession	92
Kickers' out of bounds	55	Foul and change of possession	91
Kickers recover kick made from	56	Loss of distance and down	91
behind line	56	OFFENSE AND DEFENSE	
Legal touching by kickers	56	Definition of	13
Offensive use of hands during	55	Hurry-Up Offense	25
Out of Bounds	57	OFFICIAL RULING	
Post-possession	57	Definition of	4
Punt	55	OFFICIALS	93
Rebounds behind line and is touched		Coin toss	94
by kickers	56	Crew errors	94
Receivers recover	57	Crew meeting	93
Recovered behind line by offensive team	57	Game officials	93
Recovery beyond line	57	Game Reports	93
Simultaneously recovered	57	Manual	93
Touched at or behind line by	57	Official signals	116
offensive team	56	Players numbers	27
Touching kickers' goal posts	57	Recording fouls	93
Touching receivers' goal posts	57	Responsibility and crew conference	93
KICKOFF		Sound whistle	93
Definition of	9	OFFSIDE	
Delay of half	15	Definition of	9

ON-SIDE KICK	9	Illegal pause after shift	40
OUT OF BOUNDS		Illegal return	25
Ball, definition of	10	Illegal return of suspended player	31
Player or official, definition of	10	Illegal substitution	23
OWN GOAL		Illegal touch of scrimmage kick	56
Definition of	14	Illegal use of forearm or elbow	72
PASS INTERFERENCE	48	Illegal use of hands by defense	69
By either team	48	Illegally kicking ball	71
Defensive interference	48	Illegally snapping ball	41
Ineligibles legally downfield	47	Ineligible downfield—kick	56
Legally downfield	47	Ineligible downfield—pass	47
Not pass interference	48	Intentional grounding	46
Offensive interference	48	Kickers leaving line before ball is kicked	56
Pass restrictions	48	Lineman off line at snap	10
PALPABLY UNFAIR ACT	81	Member of kicking team out of bounds	56
PENALTIES		Neutral zone infraction	39
Offsetting	87	Non-player fouls	80
Refusal	90	Not using snap when prescribed	41
PENALTY FOR:		Palpably unfair act (Player)	79
Actions interfering with snap	37	Piling on	73
Assisting runner	69	Player not reporting change in eligibility	23
Chop block	77	Player out of bounds at snap	40
Clipping	74	Return of disqualified player	31
Conserve or consume time	20	Roughing passer	75
Crackback (illegal)	75	Running/roughing kicker	72
Defensive foul during last 40 seconds of half	21	Snapping to ineligible receiver	41
Delay of Game	19	Spearing	73
Delay—start of half	15	Striking, kicking or kneeling	71
Deliberate fouls to prevent score	79	Taunting	78
Disconcerting	78	Unnecessary roughness	73
Encroaching or being offside	38	Unsportsmanlike conduct	78
Excess time out	17	Use of helmet as a weapon	77
Facemask—grasp of	72	Violation of snap formation	39
Fair-catch interference	59	PERIOD	
Fair catch—invalid signal	59	Starting each	15
Fair catch—unnecessary roughness after signal	60	Change of goals	16
False start	37	Second half choice	15
Forward pass from beyond line	42	Sudden death	100
Forward pass—ineligible touching	39	Toss of coin	15
Forward pass—interference by defense	42	PERSONAL FOUL	
Forward pass—interference by offense	42	Chop block	77
Forward pass not from scrimmage	42	Clipping	74
Forward pass—second one from behind line or after ball crosses line	42	Crackback (Illegal)	75
Free kick—illegal kick	32	Grasping facemask—twist, turn, pull	72
Free kick—illegally out of bounds	33	Head slap	71
Free kick—illegal touching	33	Illegal contact	70
Free kick—short	34	No piling on	73
Free kick—violation of formation	32	No striking	72
Holding, illegal use of hands by offense	68	Roughing passer	75
Illegal batting or punching ball	71	Spearing	73
Illegal block after fair-catch signal	59	Striking, kicking, or kneeling	71
Illegal equipment	28	Tackling runner out of bounds	73
Illegal motion	39	PILING ON	
		Definition of	73

PLACEKICK			
Definition of	12	Definition of	12
PLAY		RUNNING PLAY	
Clock—40/25 seconds	20	Definition of	12
Defense can't touch ball or snapper	39	SAFETY	
Extension of hands	37	Definition of	12
False start	37	Ball in play after	66
Free kick	32	Foul behind offensive goal	65
Kickoff	9	Impetus causes	65
Legal snap	41	Intercepting momentum	65
Movement of interior linemen	38	SCORE AND PERSONAL FOUL	85
No offensive movement	38	SCORING	61
No snap until enforcement	41	Value of	51
Putting ball in	40	Sudden death	100
Snap at inbounds spot	41	SCRIMMAGE DOWN	
Snap provisions	41	Definition of	13
Snapper restrictions	41	SCRIMMAGE LINE	
PLAYERS		Definition of	13
Change of captains	103	SHIFT	
Enforcement spot for illegal substitute	24	Definition of	13
Failure to report	25	SIDE JUDGE	
Number of	23	Duties	96
Numbered by position	23	SIDELINE MARKERS	2
Withdrawn and substituted	23	SNAP AND THE SNAPPER	
POSITION OF PLAYERS AT SNAP	40	Definition of	13
Complete stop—one second	39	SNAPPER RESTRICTIONS	41
Encroachment and offside	39	SPOT FROM WHICH PENALTY FOR	
Illegal motion	39	FOUL IS ENFORCED	82
Legal motion	39	Double foul after change of possession	87
Legal position changes	25	Foul enforcement on running play	84
Notify Referee on position change	25	with possession change	85
Out of bounds at snap	40	Foul on running play with no change of possession	85
Player movement at snap	40	Fouls between downs	82
Reporting change of	25	Fouls by non-players	82
Seven men on line	40	Fouls out-of-bounds	83
Whistle on contact	39	Not governed by general rule	82
POSSESSION OF BALL AFTER		Score and personal foul	85
OUT OF BOUNDS	51	Spot of enforcement behind goal lines	85
Backward pass or fumble	51	Spots of enforcement	82
Behind goal line	57	3 "3 and 1" method of enforcement	82
Forward pass	42	STRIKING	71
Fourth down	52	SUBSTITUTES	23
Kick	35	Conserving time	20
Runner	35	Illegal substitutions	23
PUNT		Legal substitution	23
Definition of	12	SUDDEN DEATH	
REFEREE	94	Procedure	100
Authority	94	Timing	100
Ball put in play	94	SUMMARY OF PENALTIES	104
Foul options	94	SUPPLEMENTAL NOTES	13
Position	95	Definition of	13
Spotting ball	95	SUSPENDED PLAYER	
REFUSAL OF PENALTIES	90	Definition of	13
RUNNER		TACKLING	
		Definition of	13

TEAM A and B	
Definition of	13
TEAM CAPTAINS	
Guidelines	103
TECHNICAL TERMS	
Definition of	4
TIME IN	
Definition of	14
After kickoff return	20
After out of bounds	20
Declined penalties	16
Game clock can start after penalty	16
Runner out of bounds	16
Start game clock	16
TIME OUT	
Definition of	14
Action to conserve time	20
Automatic Referee's	17
Backward pass out of bounds	17
Change of possession	14
Charged	17
Clock after penalties	17
Consecutive time outs	18
Defensive foul at end of period	21
Delay of game	19
Double foul at end of period	22
Equipment time out	18
Excess time outs during last two minutes	16
10-second hold	19
Excess time outs prior to last two minutes	18
Extension of first or third periods	22
Extension of period	21
Fair catch on last play	22
Feigning injuries	18
For injury not charged	18
Forty/Twenty-Five Second Count	19
Fumble out of bounds	52
Injury time out	18
Offensive foul at end of period	21
Referee's	19
Runner out of bounds	18
Safety on last play	22
Stop clock	17
Three time outs allowed	17
Timing after penalty in first and second half	15
Defensive foul last 40/25 seconds of half	21
TOUCHBACK	
Definition of	14
Fair-catch interference in end zone	59
First touching in end zone	66
New impetus	66
Touchback situations	66
TOUCHDOWN	

Definition of	61
Dead ball	61
Palpably unfair act	61
Plays	61
TRIPPING	
Definition of	14
TRY	
Definition of	14
Attempt	61
Defensive foul results in score	62
Double foul replayed	62
Kickoff after Try	63
No score for defense	62
Replay Try	62
Start of Try	62
Try good	62
Try no good	62
Try point awarded	62
Unsuccessful Try	62
UMPIRE	
Duties	96
Equipment inspection	95
UNIFORM CODE	26
UNNECESSARY ROUGHNESS	73
UNSPORTSMANLIKE CONDUCT	78
USE OF HANDS, ARMS AND BODY	68
Assisting runner	69
Blocking below waist on kick	76
Defensive holding	69
Illegal bat	71
Illegal kick	71
Interlocked interference	69
Legal and illegal block	68
Legal bat	71
Legal block	68
Legal use of hands	68
Pushing or lifting runner	69
Whistle on grasp and control	76
YARD LINE	
Definition of	15

Use of Third Quarterback

Third Quarterback. Provided that the club has two and only two quarterbacks on its 45-player Active List, one player who is deactivated on the day of the game may be designated as the Third Quarterback, who is eligible to dress for and participate in the game. He also is eligible to participate in all pregame and halftime warm-ups. The two quarterbacks on the 45-player Active List must be bona fide quarterbacks: a club is not permitted to designate as one of its two quarterbacks a player whose primary position is not quarterback.

If a club has three-or-more quarterbacks on its 45 player Active list for the game, it is prohibited from designating a player on the Inactive List as a Third Quarterback for that game.

Limitation of Participation of Third Quarterback. If the Third Quarterback enters the game, he must report to the Referee and may participate only at the quarterback position during the first play (i.e., under center or in the shotgun formation). If the quarterback lines up under center or in the shotgun formation, there is no limitation on what he may do during the first play, pursuant to customary playing rules; he may run, throw a pass, quick-kick, or catch a pass, if he becomes an eligible receiver. After the first play, he must continue to play quarterback, but he also is eligible to be used in kicking situations as a punter, kicker, or holder. However, he is prohibited from being used at a position other than quarterback.

Entry in First Three Periods. If the Third Quarterback initially enters the game during the first three periods, the club's other two quarterbacks become ineligible to participate and may not return at any time under any circumstances.

Entry in Fourth Period or Overtime. If the Third Quarterback initially enters the game during the fourth period or an overtime period, both of the club's other two quarterbacks remain eligible to return to the game and participate as a quarterback, punter, kicker, or holder. However, under no circumstances can the Third Quarterback participate in the game at the same time as either of the club's other two quarterbacks.

Re-entry of Third Quarterback. If the Third Quarterback initially enters the game during the fourth period or an overtime period and is removed, he remains eligible to return to the game. Since he has already participated in the game, on the first and any subsequent play of his return, he may participate as a quarterback, punter, kicker, or holder, but he is prohibited from being used at a position other than quarterback. However, under no circumstances can the Third Quarterback participate in the game at the same time as either of the club's other two quarterbacks.

Re-entry of First Two Quarterbacks. If either of the first two quarterbacks returns to the game, he can immediately be used on the first play and any subsequent play only as a quarterback, kicker, holder, or punter. It is permissible under these re-entry procedures for both of the club's first two quarterbacks to participate in the game at the same time only as a holder and kicker, but under no circumstances can the Third Quarterback participate in the game at the same time as either of the club's other two quarterbacks.

Reporting to Referee. Upon his initial entry into the game or his re-entry, the Third Quarterback must report to the Referee. If one of the club's other two quarterbacks returns to the game to replace the Third Quarterback, he also is required to report to the Referee.

Coaching Decision. It is not necessary that the club's first two quarterbacks be injured in order for the Third Quarterback to participate; his participation is purely a coaching decision. Likewise, if the Third Quarterback initially enters the game during the fourth period or an overtime period, the permissible return of either of the club's other two quarterbacks is purely a coaching decision, as is the subsequent return of the Third Quarterback, if removed during the fourth period or an overtime period.

Any violations of the provisions for participation by a Third Quarterback could result in an unsportsmanlike conduct penalty during the game and possible disciplinary action, depending upon the circumstances, by the Commissioner after the game.

2011 NFL ROSTER OF OFFICIALS

No.	Last	First	Position	College
20	Anderson	Barry	Field Judge	North Carolina State
66	Anderson	Walt	Referee	Texas
108	Arthur	Gary	Line Judge	Wright State
26	Baltz	Mark	Head Linesman	Ohio University
72	Banks	Michael	Side Judge	Illinois State
55	Barnes	Tom	Line Judge	Minnesota
56	Baynes	Allen	Side Judge	Auburn
59	Baynes	Rusty	Line Judge	Auburn-Montgomery
32	Bergman	Jeff	Line Judge	Robert Morris
91	Bergman	Jerry	Head Linesman	Robert Morris
34	Blakeman	Clete	Field Judge	Nebraska
23	Boger	Jerome	Referee	Morehouse College
18	Boston	Byron	Line Judge	Austin
74	Bowers	Derick	Head Linesman	Oklahoma
98	Bradley	Greg	Line Judge	Tennessee
31	Brown	Chad	Umpire	East Texas State
43	Brown	Terry	Field Judge	Tennessee
11	Bryan	Fred	Umpire	Northern Iowa
86	Buchanan	Jimmy	Field Judge	South Carolina State
134	Camp	Ed	Head Linesman	William Paterson
126	Carey	Don	Back Judge	UC Riverside
94	Carey	Mike	Referee	Santa Clara
59	Carlson	Don	Side Judge	Cal State-Chico
60	Cavaletto	Gary	Field Judge	Hancock
41	Cheek	Boris	Field Judge	Morgan State
51	Cheffers	Carl	Referee	UC Irvine
95	Coleman	James	Side Judge	Arkansas
65	Coleman	Walt	Referee	Arkansas
99	Corrente	Tony	Referee	Cal State-Fullerton
70	Dawson	Scott	Umpire	Virginia Tech
58	DeBell	Jimmy	Side Judge	SUNY-Brockport
53	DeFelice	Garth	Umpire	San Diego State
6	Dorman	Kirk	Back Judge	Central Washington
27	Dyer	Lee	Back Judge	Tennessee-Chattanooga
3	Edwards	Scott	Field Judge	Alabama
81	Elison	Roy	Umpire	Savannah State
61	Ferguson	Keith	Back Judge	San Jose State
64	Ferrell	Dan	Umpire	Cal State-Fullerton
71	Fowler	Ruben	Umpire	Huston-Tillotson
133	Freeman	Steve	Back Judge	Mississippi State
80	Gautreaux	Greg	Field Judge	Southwestern Louisiana
19	Green	Scott	Referee	Delaware
49	Hall	Richard	Umpire	Arizona
40	Hannah	Butch	Umpire	Middle Tennessee State
125	Hayes	Laird	Side Judge	Princeton
54	Hayward	George	Head Linesman	Missouri Western
93	Helverson	Scott	Back Judge	Iowa
29	Hill	Adrian	Head Linesman	Buffalo
97	Hill	Tom	Side Judge	Carson-Newman
28	Hittner	Mark	Head Linesman	Pittsburg State
85	Hochuli	Ed	Referee	Texas-El Paso
82	Horton	Buddy	Field Judge	Oregon State
37	Howey	Jim	Field Judge	Erskine College
35	Hussey	John	Line Judge	Idaho State
76	Jenkins	Darrell	Umpire	San Jose State
121	King	Paul	Umpire	Nicholls State
103	Lamberth	Jeff	Side Judge	Texas A&M
73	Larrew	Joe	Side Judge	St. Louis University
127	Leavy	Bill	Referee	San Jose State
130	Lewis	Darryll	Line Judge	Dartmouth
89	Lucivansky	Jon	Field Judge	Minnesota
106	Mackie	Wayne	Head Linesman	Colgate
52	Mapp	Alan	Head Linesman	Grand Valley
107	Mariucci	Ron	Line Judge	Glassboro State
77	McAulay	Terry	Referee	Louisiana State
5	McGrath	John	Head Linesman	Kentucky
8	McKenzie	Dana	Head Linesman	Toledo
110	McKinney	Phil	Head Linesman	UCLA
48	Mello	James	Head Linesman	Northeastern
118	Meslow	David	Field Judge	Augsburg
78	Meyer	Greg	Side Judge	Texas Christian
115	Michalek	Tony	Umpire	Indiana
111	Miles	Terrence	Back Judge	Arizona State
135	Morelli	Carl	Referee	St. Mary's College
124	Paganelli	Carl	Umpire	Michigan State
105	Paganelli	Dino	Back Judge	Aquinas College
46	Paganelli	Perry	Back Judge	Hope College
87	Parham	Keith	Side Judge	Howard
132	Parry	John	Referee	Purdue
15	Patterson	Rick	Side Judge	Wofford
79	Payne	Kent	Head Linesman	Nebraska-Wesleyan
9	Perلمان	Mark	Line Judge	Salem
10	Phares	Ron	Line Judge	Virginia Tech
47	Podraza	Tim	Line Judge	Nebraska
109	Pringle	Dyrol	Field Judge	Johnson C. Smith
30	Prukop	Todd	Back Judge	Cal State-Fullerton
63	Quirk	Jim	Side Judge	Middlebury College
83	Reels	Richard	Back Judge	Chicago State
44	Rice	Jeff	Umpire	Northwestern
57	Riveron	Alberto	Referee	Miami
128	Rose	Larry	Side Judge	Florida
67	Rosenbaum	Doug	Field Judge	Illinois Wesleyan
122	Schmitz	Bill	Back Judge	Colorado State
129	Schuster	Bill	Umpire	Alfred
45	Seeman	Jeff	Line Judge	Minnesota
2	Smith	Billy	Back Judge	East Carolina
90	Spanier	Michael	Line Judge	St. Cloud State
24	Stabile	Tom	Head Linesman	Slippery Rock
12	Steed	Greg	Back Judge	Howard
88	Steenerson	Scott	Field Judge	North Texas
84	Steinkerchner	Mark	Line Judge	Akron
22	Stelljes	Steve	Head Linesman	Friends University
Stephan	68	Tom	Line Judge	Pittsburg State
112	Steratore	Anthony	Back Judge	California (PA)
114	Steratore	Gene	Referee	Kent State
102	Stritesky	Bruce	Umpire	Embry-Riddle
100	Symonette	Thomas	Line Judge	Florida
62	Tolbert	Ronald	Field Judge	Michigan State
42	Triplette	Jeff	Referee	Wake Forest
75	Vernatchi	Robert	Field Judge	UC-Riverside
36	Veteri	Tony	Head Linesman	Manhattan College
25	Waggoner	Bob	Back Judge	Junia College
96	Wash	Undrey	Umpire	Texas-Arlington
7	Washington	Keith	Side Judge	Virginia Military
116	Weatherford	Mike	Side Judge	Oklahoma State
50	Weir	Mike	Field Judge	Missouri
119	Wilson	Greg	Back Judge	Southern California
14	Winter	Ron	Referee	Michigan State
4	Wroistad	Craig	Field Judge	Washington
16	Wyant	David	Side Judge	Virginia
38	Yette	Greg	Back Judge	Howard
33	Zimmer	Steve	Field Judge	Hofstra

Carl Johnson
Vice President
of Officials

David Coleman
Director of
Officiating

Ed Coukart
Supervisor of
Officials

Neely Dunn
Supervisor of
Officials

Johnny Grier
Supervisor of
Officials

Gary Slaughter
Supervisor of
Officials

Bill Vinovich
Supervisor of
Officials

No.	First	Last	Position
2	Billy	Smith	BJ
3	Scott	Edwards	FJ
4	Craig	Wroistad	FJ
5	John	McGrath	HL
6	Kirk	Dorman	BJ
7	Keith	Washington	SJ
8	Dana	McKenzie	HL
9	Mark	Perleman	LJ
10	Ron	Phares	LJ
11	Fred	Bryan	U
12	Greg	Steed	BJ
14	Ron	Winter	R
15	Rick	Patterson	SJ
16	David	Wyant	SJ
18	Byron	Boston	LJ
19	Scott	Green	R
20	Barry	Anderson	FJ
22	Steve	Stelljes	HL
23	Jerome	Boger	R
24	Tom	Stabile	HL
25	Bob	Waggoner	BJ
26	Mark	Baltz	HL
27	Lee	Dyer	FJ
28	Mark	Hittner	HL
29	Adrian	Hill	HL
30	Todd	Prukop	BJ
31	Chad	Brown	U
32	Jeff	Bergman	LJ
33	Steve	Zimmer	FJ
34	Clete	Blakeman	FJ
35	John	Hussey	LJ
36	Tony	Veteri	HL
37	Jim	Howey	FJ
38	Greg	Yette	BJ
39	Don	Carlson	SJ
40	Butch	Hannah	U
41	Boris	Cheek	FJ
42	Jeff	Triplette	R
43	Terry	Brown	FJ
44	Jeff	Rice	U
45	Jeff	Seeman	LJ
46	Perry	Paganelli	BJ
47	Tim	Podraza	FJ
48	James	Mello	LJ
49	Richard	Hall	U
50	Mike	Weir	FJ
51	Carl	Cheffers	R
52	Julian	Mapp	HL
53	Garth	DeFelice	HL
54	George	Hayward	U
55	Tom	Barnes	LJ
56	Allen	Baynes	SJ
57	Alberto	Riveron	R
58	Jimmy	DeBell	SJ
59	Rusty	Baynes	LJ
60	Gary	Cavaletto	FJ
61	Keith	Ferguson	BJ
62	Ronald	Tolbert	FJ
63	Jim	Quirk	SJ
64	Dan	Ferrell	U
65	Walt	Coleman	R
66	Walt	Anderson	R
67	Doug	Rosenbaum	FJ
68	Tom	Stephan	LJ
70	Scott	Dawson	U
71	Ruben	Fowler	U
72	Michael	Banks	SJ
73	Joe	Larrew	SJ
74	Derick	Bowers	HL
75	Robert	Vernatchi	FJ
76	Darrell	Jenkins	U
77	Terry	McAulay	U
78	Greg	Meyer	SJ
79	Kent	Payne	HL
80	Greg	Gautreaux	FJ
81	Roy	Elison	U
82	Buddy	Horton	FJ
83	Richard	Reels	BJ
84	Mark	Steinkerchner	LJ
85	Ed	Hochuli	R
86	Jimmy	Buchanan	FJ
87	Keith	Parham	FJ
88	Scott	Steenerson	SJ
89	Jon	Lucivansky	FJ
90	Michael	Spanier	LJ
91	Jerry	Bergman	HL
93	Scott	Helverson	BJ
94	Mike	Carey	R
95	James	Coleman	SJ
96	Undrey	Wash	U
97	Tom	Hill	SJ
98	Greg	Bradley	LJ
99	Tony	Corrente	R
100	Thomas	Symonette	LJ
102	Bruce	Stritesky	U
103	Jeff	Lamberth	SJ
105	Dino	Paganelli	BJ
106	Wayne	Mackie	HL
107	Ron	Mariucci	LJ
108	Gary	Arthur	LJ
109	Dyrol	Pringle	FJ
110	Phil	McKinney	HL
111	Terrence	Miles	BJ
112	Anthony	Steratore	BJ
114	Gene	Steratore	R
115	Tony	Michalek	U
116	Mike	Weatherford	SJ
118	David	Meslow	FJ
119	Greg	Wilson	BJ
121	Paul	King	U
122	Bill	Schmitz	BJ
124	Carl	Paganelli	U
125	Laird	Hayes	SJ
126	Don	Carey	BJ
127	Bill	Leavy	R
128	Larry	Rose	SJ
129	Bill	Schuster	U
130	Darryll	Lewis	LJ
132	John	Parry	R
133	Steve	Freeman	BJ
134	Ed	Camp	HL
135	Peter	Morelli	R

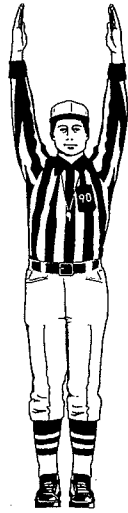
Table of Foul Codes

PENALTY	FOUL CODE	PENALTY	FOUL CODE
Chop Block	CHB	Illegal Substitution	ILS
Clipping	CLP	Illegal Touch—Kick	ITK
Defensive Delay of Game	DOD	Illegal Touch—Pass	ITP
Defensive Holding	DH	Illegal Use of Hands	ILH
Defensive Offside	DOF	Ineligible Downfield Kick	IDK
Defensive Pass Interference	DPI	Ineligible Downfield Pass	IDP
Defensive Too Many Men on Field	DTM	Intentional Grounding	ING
Delay of Game	DOG	Invalid Fair Catch Signal	IFC
Delay of Kickoff	DOK	Horse Collar	HC
Disqualification	DSQ	Kickoff Out of Bounds	KOB
Encroachment	ENC	Leaping	LEA
Facemask (15 Yards)	FMM	Leverage	LEV
Facemask (5 yards)	FMK	Low Block	LBL
Fair Catch Interference	FCI	Neutral Zone Infraction	NZI
False Start	FST	Offensive Holding	OH
Illegal Bat	BAT	Offensive Offside	OOF
Illegal Blindside Block	BLI	Offensive Pass Interference	OPI
Illegal Block Above the Waist	IBW	Offensive Too Many Men on Field	OTM
Illegal Contact	ICT	Offside on Free Kick	OFK
Illegal Crackback	ICB	Player Out of Bounds on Punt	POP
Illegal Cut	ICU	Roughing the Kicker	RRK
Illegal Formation	ILF	Roughing the Passer	RPS
Illegal Forward Handling	IFH	Running into the Kicker	RNK
Illegal Forward Pass	IFP	Short Free Kick	SFK
Illegal Kick	KIK	Taunting	TAU
Illegal Motion	ILM	Tripping	TRP
Illegal Peel Back	IPB	Unnecessary Roughness	UNR
Illegal Shift	ISH	Unsportsmanlike Conduct	UNS

Team Abbreviation Codes

Arizona Cardinals	ARZ	Miami Dolphins	MIA
Atlanta Falcons	ATL	Minnesota Vikings	MIN
Baltimore Ravens	BLT	New England Patriots	NE
Buffalo Bills	BUF	New Orleans Saints	NO
Carolina Panthers	CAR	New York Giants	NYG
Chicago Bears	CHI	New York Jets	NYJ
Cincinnati Bengals	CIN	Oakland Raiders	OAK
Cleveland Browns	CLV	Philadelphia Eagles	PHI
Dallas Cowboys	DAL	Pittsburgh Steelers	PIT
Denver Broncos	DEN	St. Louis Rams	SL
Detroit Lions	DET	San Diego Chargers	SD
Green Bay Packers	GB	San Francisco 49ers	SF
Houston Texans	HST	Seattle Seahawks	SEA
Indianapolis Colts	IND	Tampa Bay Buccaneers	TB
Jacksonville Jaguars	JAX	Tennessee Titans	TEN
Kansas City Chiefs	KC	Washington Redskins	WAS

Official Signals



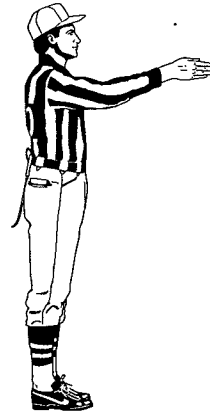
1

**TOUCHDOWN, FIELD GOAL,
or SUCCESSFUL TRY**
Both arms extended above head.



2

SAFETY
Palms together above head.



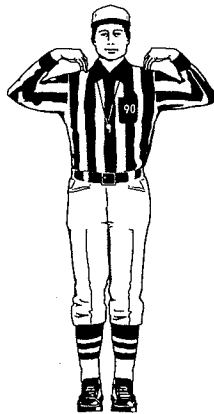
3

FIRST DOWN
Arms pointed toward defensive team's
goal.



4

**CROWD NOISE, DEAD BALL, or
NEUTRAL ZONE ESTABLISHED**
One arm above head
with an open hand.
With fist closed: **Fourth Down.**



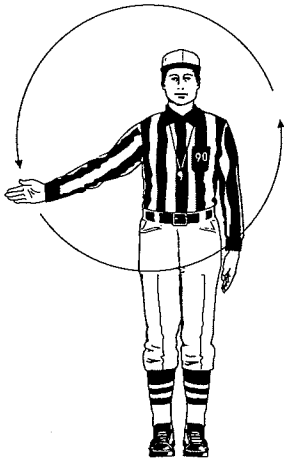
5

**BALL ILLEGALLY
TOUCHED, KICKED,
OR BATTED**
Fingertips tap both shoulders.



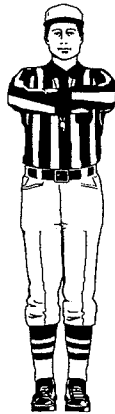
6

TIME OUT
Hands crisscrossed above head.
Same signal followed by placing one
hand on top of cap: **Referee's Time Out.**
Same signal followed by arm swung at
side: **Touchback.**



7

NO TIME OUT or TIME IN WITH WHISTLE
Full arm circled to simulate moving clock.



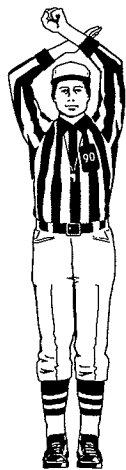
8

DELAY OF GAME OFFENSE/DEFENSE or EXCESS TIME OUT
Folded arms.



9

FALSE START, ILLEGAL FORMATION, KICKOFF OR SAFETY KICK OUT OF BOUNDS, or KICKING TEAM PLAYER VOLUNTARILY OUT OF BOUNDS DURING A PUNT
Forearms rotated over and over in front of body.



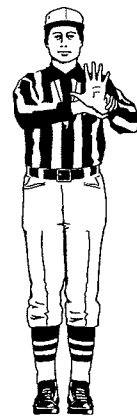
10

PERSONAL FOUL
One wrist striking the other above head.
Same signal followed by swinging leg: **Roughing Kicker.**
Same signal followed by raised arm swinging forward: **Roughing Passer.**
Same signal followed by grasping facemask: **MAJOR Facemask.**



11

HOLDING
Grasping one wrist, the fist clenched, in front of chest.



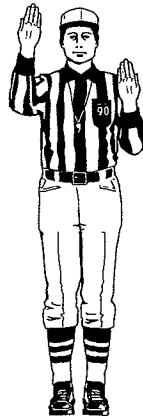
12

ILLEGAL USE OF HANDS, ARMS, OR BODY
Grasping one wrist, the hand open and facing forward, in front of chest.



13

**PENALTY REFUSED,
INCOMPLETE
PASS, PLAY OVER, or
MISSED GOAL**
Hands shifted in horizontal plane.



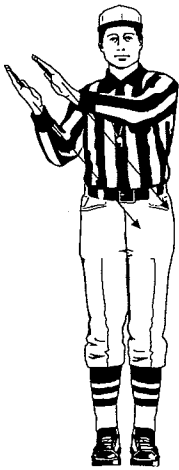
14

**PASS JUGGLED INBOUNDS AND
CAUGHT OUT OF BOUNDS**
Hands up and down in front of chest
(following incomplete pass signal).



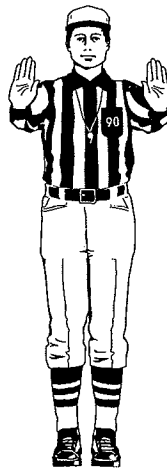
15

ILLEGAL FORWARD PASS
One hand waved behind back
followed by loss of down
signal (23) when appropriate.



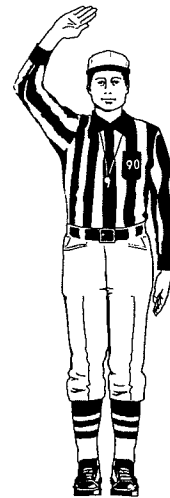
16

**INTENTIONAL
GROUNDING OF PASS**
Parallel arms waved in a diagonal
plane across body. Followed by loss
of down signal (23).



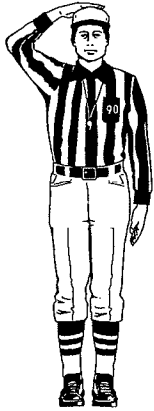
17

**INTERFERENCE WITH FORWARD
PASS or FAIR CATCH**
Hands open
and extended forward from
shoulders with hands vertical.



18

INVALID FAIR-CATCH SIGNAL
One hand waved above head.



19

**INELIGIBLE RECEIVER
or INELIGIBLE MEMBER
OF KICKING TEAM
DOWNFIELD**

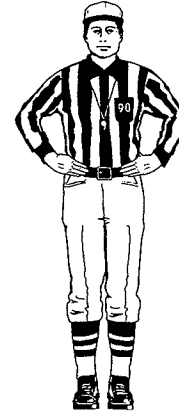
Right hand touching top of cap.



20

ILLEGAL CONTACT

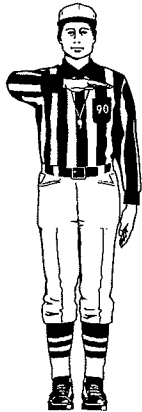
One open hand extended forward.



21

**OFFSIDE, ENCROACHMENT, OR
NEUTRAL ZONE INFRACTION**

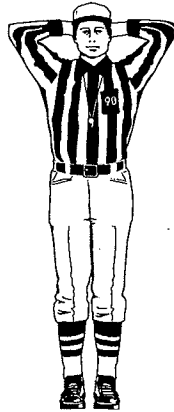
Hands on hips.



22

ILLEGAL MOTION AT SNAP

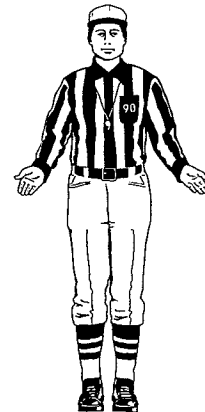
Horizontal arc with one hand.



23

LOSS OF DOWN

Both hands held behind head.



24

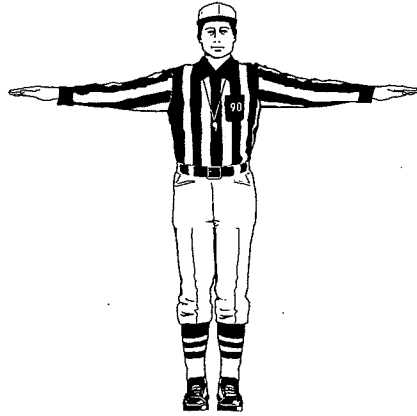
**INTERLOCKING
INTERFERENCE, PUSHING, or
HELPING RUNNER**

Pushing movement of hands
to front with arms downward.



25

TOUCHING A FORWARD PASS OR SCRIMMAGE KICK
Diagonal motion of one hand across another.



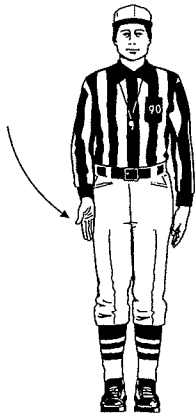
26

UNSPORTSMANLIKE CONDUCT
Arms outstretched, palms down.



27

ILLEGAL CUT
Both hands striking front of thigh.
ILLEGAL BLOCK BELOW THE WAIST
One hand striking front of thigh preceded by personal foul signal (10).
CHOP BLOCK
Both hands striking side of thighs preceded by personal foul signal (10).
CLIPPING
One hand striking back of calf preceded by personal foul signal (10).



28

ILLEGAL CRACKBACK
Strike of an open right hand against the right mid thigh preceded by personal foul signal (10).



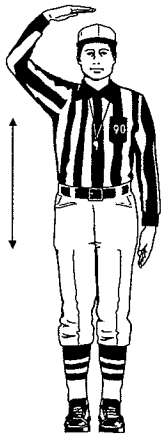
29

PLAYER DISQUALIFIED
Ejection signal.



30

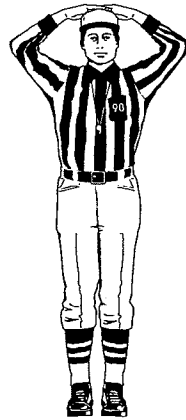
TRIPPING
Repeated action of right foot in back of left heel.



31

UNCATCHABLE FORWARD PASS

Palm of right hand held parallel to ground above head and moved back and forth.



32

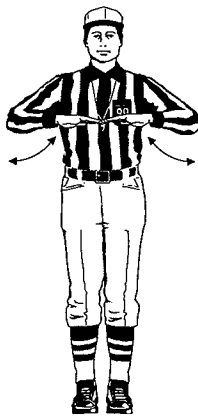
**ILLEGAL SUBSTITUTION,
12 MEN IN
OFFENSIVE HUDDLE,
or TOO MANY MEN
ON THE FIELD**
Both hands on top of head.



33

FACEMASK

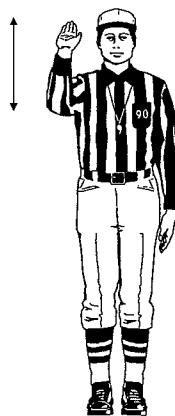
Grasping mask with one hand.



34

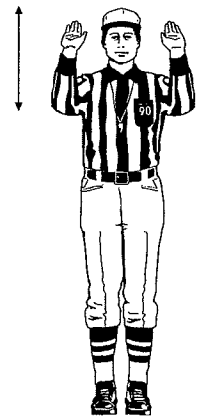
ILLEGAL SHIFT

Horizontal arcs with two hands.



35

**RESET PLAY CLOCK—
25 SECONDS**
Pump one arm vertically.



36

**RESET PLAY CLOCK—
40 SECONDS**
Pump two arms vertically.

2011 NFL SCHEDULE

KICKOFF WEEKEND, SEPTEMBER 8

1. NEW ORLEANS SAINTS AT GREEN BAY PACKERS7:30p

SUNDAY, SEPTEMBER 11

2. PITTSBURGH STEELERS AT BALTIMORE RAVENS1:00p
3. ATLANTA FALCONS AT CHICAGO BEARS12:00p
4. CINCINNATI BENGALS AT CLEVELAND BROWNS1:00p
5. INDIANAPOLIS COLTS AT HOUSTON TEXANS12:00p
6. TENNESSEE TITANS AT JACKSONVILLE JAGUARS1:00p
7. BUFFALO BILLS AT KANSAS CITY CHIEFS12:00p
8. PHILADELPHIA EAGLES AT ST. LOUIS RAMS12:00p
9. DETROIT LIONS AT TAMPA BAY BUCCANEERS1:00p
10. CAROLINA PANTHERS AT ARIZONA CARDINALS1:15p
11. MINNESOTA VIKINGS AT SAN DIEGO CHARGERS1:15p
12. SEATTLE SEAHAWKS AT SAN FRANCISCO 49ERS1:15p
13. N.Y. GIANTS AT WASHINGTON REDSKINS4:15p
14. DALLAS COWBOYS AT N.Y. JETS8:20p

MONDAY, SEPTEMBER 12

15. NEW ENGLAND PATRIOTS AT MIAMI DOLPHINS7:00p
16. OAKLAND RAIDERS AT DENVER BRONCOS.....8:15p

SUNDAY, SEPTEMBER 18 (SECOND WEEKEND)

17. OAKLAND RAIDERS AT BUFFALO BILLS1:00p
18. GREEN BAY PACKERS AT CAROLINA PANTHERS..... 1:00p
19. KANSAS CITY CHIEFS AT DETROIT LIONS1:00p
20. CLEVELAND BROWNS AT INDIANAPOLIS COLTS1:00p
21. TAMPA BAY BUCCANEERS AT MINNESOTA VIKINGS ..12:00p
22. CHICAGO BEARS AT NEW ORLEANS SAINTS12:00p
23. JACKSONVILLE JAGUARS AT N.Y. JETS..... 1:00p
24. SEATTLE SEAHAWKS AT PITTSBURGH STEELERS1:00p
25. BALTIMORE RAVENS AT TENNESSEE TITANS12:00p
26. ARIZONA CARDINALS AT WASHINGTON REDSKINS ...1:00p
27. DALLAS COWBOYS AT SAN FRANCISCO 49ERS1:05p
28. CINCINNATI BENGALS AT DENVER BRONCOS2:15p
29. HOUSTON TEXANS AT MIAMI DOLPHINS4:15p
30. SAN DIEGO CHARGERS AT NEW ENGLAND PATRIOTS ..4:15p
31. PHILADELPHIA EAGLES AT ATLANTA FALCONS8:20p

MONDAY, SEPTEMBER 19

32. ST. LOUIS RAMS AT N.Y. GIANTS8:30p

SUNDAY, SEPTEMBER 25 (THIRD WEEKEND)

33. NEW ENGLAND PATRIOTS AT BUFFALO BILLS1:00p
34. JACKSONVILLE JAGUARS AT CAROLINA PANTHERS ...1:00p
35. SAN FRANCISCO 49ERS AT CINCINNATI BENGALS ...1:00p
36. MIAMI DOLPHINS AT CLEVELAND BROWNS1:00p
37. DETROIT LIONS AT MINNESOTA VIKINGS12:00p
38. HOUSTON TEXANS AT NEW ORLEANS SAINTS12:00p
39. N.Y. GIANTS AT PHILADELPHIA EAGLES1:00p
40. DENVER BRONCOS AT TENNESSEE TITANS12:00p
41. N.Y. JETS AT OAKLAND RAIDERS1:05p
42. BALTIMORE RAVENS AT ST. LOUIS RAMS3:05p
43. KANSAS CITY CHIEFS AT SAN DIEGO CHARGERS1:05p
44. GREEN BAY PACKERS AT CHICAGO BEARS3:15p
45. ARIZONA CARDINALS AT SEATTLE SEAHAWKS1:15p
46. ATLANTA FALCONS AT TAMPA BAY BUCCANEERS4:15p
47. PITTSBURGH STEELERS AT INDIANAPOLIS COLTS ..8:20p

MONDAY, SEPTEMBER 26

48. WASHINGTON REDSKINS AT DALLAS COWBOYS7:30p

SUNDAY, OCTOBER 2 (FOURTH WEEKEND)

49. CAROLINA PANTHERS AT CHICAGO BEARS12:00p
50. BUFFALO BILLS AT CINCINNATI BENGALS1:00p
51. TENNESSEE TITANS AT CLEVELAND BROWNS1:00p
52. DETROIT LIONS AT DALLAS COWBOYS12:00p
53. PITTSBURGH STEELERS AT HOUSTON TEXANS12:00p
54. NEW ORLEANS SAINTS AT JACKSONVILLE JAGUARS ..1:00p
55. MINNESOTA VIKINGS AT KANSAS CITY CHIEFS12:00p
56. SAN FRANCISCO 49ERS AT PHILADELPHIA EAGLES ..1:00p
57. WASHINGTON REDSKINS AT ST. LOUIS RAMS12:00p
58. N.Y. GIANTS AT ARIZONA CARDINALS1:05p
59. ATLANTA FALCONS AT SEATTLE SEAHAWKS1:05p
60. DENVER BRONCOS AT GREEN BAY PACKERS3:15p
61. NEW ENGLAND PATRIOTS AT OAKLAND RAIDERS1:15p
62. MIAMI DOLPHINS AT SAN DIEGO CHARGERS1:15p
63. N.Y. JETS AT BALTIMORE RAVENS8:20p

MONDAY, OCTOBER 3

64. INDIANAPOLIS COLTS AT TAMPA BAY BUCCANEERS ..8:30p

SUNDAY, OCTOBER 9 (FIFTH WEEKEND)

65. PHILADELPHIA EAGLES AT BUFFALO BILLS1:00p
66. NEW ORLEANS SAINTS AT CAROLINA PANTHERS1:00p
67. OAKLAND RAIDERS AT HOUSTON TEXANS12:00p

68. KANSAS CITY CHIEFS AT INDIANAPOLIS COLTS ...1:00p
69. CINCINNATI BENGALS AT JACKSONVILLE JAGUARS ..1:00p
70. ARIZONA CARDINALS AT MINNESOTA VIKINGS12:00p
71. SEATTLE SEAHAWKS AT N.Y. GIANTS1:00p
72. TENNESSEE TITANS AT PITTSBURGH STEELERS1:00p
73. TAMPA BAY BUCCANEERS AT SAN FRANCISCO 49ERS ..1:05p
74. SAN DIEGO CHARGERS AT DENVER BRONCOS2:15p
75. N.Y. JETS AT NEW ENGLAND PATRIOTS4:15p
76. GREEN BAY PACKERS AT ATLANTA FALCONS8:20p

MONDAY, OCTOBER 10

77. CHICAGO BEARS AT DETROIT LIONS..... 8:30p

SUNDAY, OCTOBER 16 (SIXTH WEEKEND)

78. CAROLINA PANTHERS AT ATLANTA FALCONS1:00p
79. INDIANAPOLIS COLTS AT CINCINNATI BENGALS ...1:00p
80. SAN FRANCISCO 49ERS AT DETROIT LIONS1:00p
81. ST. LOUIS RAMS AT GREEN BAY PACKERS12:00p
82. BUFFALO BILLS AT N.Y. GIANTS 1:00p
83. JACKSONVILLE JAGUARS AT PITTSBURGH STEELERS 1:00p
84. PHILADELPHIA EAGLES AT WASHINGTON REDSKINS .1:00p
85. HOUSTON TEXANS AT BALTIMORE RAVENS4:05p
86. CLEVELAND BROWNS AT OAKLAND RAIDERS1:05p
87. DALLAS COWBOYS AT NEW ENGLAND PATRIOTS4:15p
88. NEW ORLEANS SAINTS AT TAMPA BAY BUCCANEERS .4:15p
89. MINNESOTA VIKINGS AT CHICAGO BEARS7:20p

MONDAY, OCTOBER 17

90. MIAMI DOLPHINS AT N.Y. JETS8:30p

SUNDAY, OCTOBER 23 (SEVENTH WEEKEND)

91. WASHINGTON REDSKINS AT CAROLINA PANTHERS ...1:00p
92. SEATTLE SEAHAWKS AT CLEVELAND BROWNS1:00p
93. ATLANTA FALCONS AT DETROIT LIONS1:00p
94. DENVER BRONCOS AT MIAMI DOLPHINS1:00p
95. SAN DIEGO CHARGERS AT N.Y. JETS1:00p
96. CHICAGO BEARS AT TAMPA BAY BUCCANEERS (LONDON)6:00p
97. HOUSTON TEXANS AT TENNESSEE TITANS12:00p
98. PITTSBURGH STEELERS AT ARIZONA CARDINALS ...1:05p
99. KANSAS CITY CHIEFS AT OAKLAND RAIDERS1:05p
100. ST. LOUIS RAMS AT DALLAS COWBOYS3:15p
101. GREEN BAY PACKERS AT MINNESOTA VIKINGS3:15p
102. INDIANAPOLIS COLTS AT NEW ORLEANS SAINTS ...7:20p

MONDAY, OCTOBER 24

103. BALTIMORE RAVENS AT JACKSONVILLE JAGUARS ..8:30p

SUNDAY, OCTOBER 30 (EIGHTH WEEKEND)

104. ARIZONA CARDINALS AT BALTIMORE RAVENS1:00p
105. MINNESOTA VIKINGS AT CAROLINA PANTHERS1:00p
106. JACKSONVILLE JAGUARS AT HOUSTON TEXANS12:00p
107. MIAMI DOLPHINS AT N.Y. GIANTS1:00p
108. NEW ORLEANS SAINTS AT ST. LOUIS RAMS12:00p
109. INDIANAPOLIS COLTS AT TENNESSEE TITANS ...12:00p
110. WASHINGTON REDSKINS AT BUFFALO BILLS (TORONTO)4:05p
111. DETROIT LIONS AT DENVER BRONCOS2:05p
112. NEW ENGLAND PATRIOTS AT PITTSBURGH STEELERS 4:15p
113. CLEVELAND BROWNS AT SAN FRANCISCO 49ERS ...1:15p
114. CINCINNATI BENGALS AT SEATTLE SEAHAWKS1:15p
115. DALLAS COWBOYS AT PHILADELPHIA EAGLES8:20p

MONDAY, OCTOBER 31

116. SAN DIEGO CHARGERS AT KANSAS CITY CHIEFS ...7:30p

SUNDAY, NOVEMBER 6 (NINTH WEEKEND)

117. N.Y. JETS AT BUFFALO BILLS1:00p
118. SEATTLE SEAHAWKS AT DALLAS COWBOYS12:00p
119. CLEVELAND BROWNS AT HOUSTON TEXANS12:00p
120. ATLANTA FALCONS AT INDIANAPOLIS COLTS1:00p
121. MIAMI DOLPHINS AT KANSAS CITY CHIEFS12:00p
122. TAMPA BAY BUCCANEERS AT NEW ORLEANS SAINTS 12:00p
123. SAN FRANCISCO 49ERS AT WASHINGTON REDSKINS .1:00p
124. DENVER BRONCOS AT OAKLAND RAIDERS1:05p
125. CINCINNATI BENGALS AT TENNESSEE TITANS3:05p
126. ST. LOUIS RAMS AT ARIZONA CARDINALS2:15p
127. N.Y. GIANTS AT NEW ENGLAND PATRIOTS4:15p
128. GREEN BAY PACKERS AT SAN DIEGO CHARGERS ...1:15p
129. BALTIMORE RAVENS AT PITTSBURGH STEELERS ...8:20p

MONDAY, NOVEMBER 7

130. CHICAGO BEARS AT PHILADELPHIA EAGLES8:30p

THURSDAY, NOVEMBER 10 (TENTH WEEKEND)

131. OAKLAND RAIDERS AT SAN DIEGO CHARGERS5:20p

SUNDAY, NOVEMBER 13

132. NEW ORLEANS SAINTS AT ATLANTA FALCONS1:00p

133. TENNESSEE TITANS AT CAROLINA PANTHERS1:00p
 134. DETROIT LIONS AT CHICAGO BEARS..... 12:00p
 135. PITTSBURGH STEELERS AT CINCINNATI BENGALS ..1:00p
 136. ST. LOUIS RAMS AT CLEVELAND BROWNS1:00p
 137. BUFFALO BILLS AT DALLAS COWBOYS12:00p
 138. JACKSONVILLE JAGUARS AT INDIANAPOLIS COLTS ..1:00p
 139. DENVER BRONCOS AT KANSAS CITY CHIEFS12:00p
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 141. ARIZONA CARDINALS AT PHILADELPHIA EAGLES ...1:00p
 142. HOUSTON TEXANS AT TAMPA BAY BUCCANEERS1:00p
 143. BALTIMORE RAVENS AT SEATTLE SEAHAWKS1:05p
 144. N.Y. GIANTS AT SAN FRANCISCO 49ERS1:15p
 145. NEW ENGLAND PATRIOTS AT N.Y. JETS..... *8:20p

MONDAY, NOVEMBER 14
 146. MINNESOTA VIKINGS AT GREEN BAY PACKERS.... 7:30p

THURSDAY, NOVEMBER 17 (ELEVENTH WEEKEND)
 147. N.Y. JETS AT DENVER BRONCOS6:20p

SUNDAY, NOVEMBER 20
 148. TENNESSEE TITANS AT ATLANTA FALCONS1:00p
 149. CINCINNATI BENGALS AT BALTIMORE RAVENS1:00p
 150. JACKSONVILLE JAGUARS AT CLEVELAND BROWNS ..1:00p
 151. CAROLINA PANTHERS AT DETROIT LIONS1:00p
 152. TAMPA BAY BUCCANEERS AT GREEN BAY PACKERS 12:00p
 153. BUFFALO BILLS AT MIAMI DOLPHINS1:00p
 154. OAKLAND RAIDERS AT MINNESOTA VIKINGS12:00p
 155. DALLAS COWBOYS AT WASHINGTON REDSKINS1:00p
 156. SEATTLE SEAHAWKS AT ST. LOUIS RAMS3:05p
 157. ARIZONA CARDINALS AT SAN FRANCISCO 49ERS ..1:05p
 158. SAN DIEGO CHARGERS AT CHICAGO BEARS3:15p
 159. PHILADELPHIA EAGLES AT N.Y. GIANTS*8:20p

MONDAY, NOVEMBER 21
 160. KANSAS CITY CHIEFS AT NEW ENGLAND PATRIOTS 8:30p

THURSDAY, NOVEMBER 24 (TWELFTH WEEKEND)
 161. GREEN BAY PACKERS AT DETROIT LIONS12:30p
 162. MIAMI DOLPHINS AT DALLAS COWBOYS3:15p
 163. SAN FRANCISCO 49ERS AT BALTIMORE RAVENS ...8:20p

SUNDAY, NOVEMBER 27
 164. MINNESOTA VIKINGS AT ATLANTA FALCONS1:00p
 165. CLEVELAND BROWNS AT CINCINNATI BENGALS1:00p
 166. CAROLINA PANTHERS AT INDIANAPOLIS COLTS ...1:00p
 167. HOUSTON TEXANS AT JACKSONVILLE JAGUARS ...1:00p
 168. BUFFALO BILLS AT N.Y. JETS1:00p
 169. ARIZONA CARDINALS AT ST. LOUIS RAMS12:00p
 170. TAMPA BAY BUCCANEERS AT TENNESSEE TITANS ..12:00p
 171. CHICAGO BEARS AT OAKLAND RAIDERS1:05p
 172. WASHINGTON REDSKINS AT SEATTLE SEAHAWKS ...1:05p
 173. NEW ENGLAND PATRIOTS AT PHILADELPHIA EAGLES4:15p
 174. DENVER BRONCOS AT SAN DIEGO CHARGERS1:15p
 175. PITTSBURGH STEELERS AT KANSAS CITY CHIEFS *7:20p

MONDAY, NOVEMBER 28
 176. N.Y. GIANTS AT NEW ORLEANS SAINTS7:30p

THURSDAY, DECEMBER 1 (THIRTEENTH WEEKEND)
 177. PHILADELPHIA EAGLES AT SEATTLE SEAHAWKS ...5:20p

SUNDAY, DECEMBER 4
 178. TENNESSEE TITANS AT BUFFALO BILLS1:00p
 179. KANSAS CITY CHIEFS AT CHICAGO BEARS12:00p
 180. BALTIMORE RAVENS AT CLEVELAND BROWNS1:00p
 181. ATLANTA FALCONS AT HOUSTON TEXANS12:00p
 182. OAKLAND RAIDERS AT MIAMI DOLPHINS1:00p
 183. DETROIT LIONS AT NEW ORLEANS SAINTS12:00p
 184. CINCINNATI BENGALS AT PITTSBURGH STEELERS ..1:00p
 185. CAROLINA PANTHERS AT TAMPA BAY BUCCANEERS ..1:00p
 186. N.Y. JETS AT WASHINGTON REDSKINS1:00p
 187. DENVER BRONCOS AT MINNESOTA VIKINGS3:05p
 188. DALLAS COWBOYS AT ARIZONA CARDINALS2:15p
 189. GREEN BAY PACKERS AT N.Y. GIANTS4:15p
 190. ST. LOUIS RAMS AT SAN FRANCISCO 49ERS1:15p
 191. INDIANAPOLIS COLTS AT NEW ENGLAND PATRIOTS*8:20p

MONDAY, DECEMBER 5
 192. SAN DIEGO CHARGERS AT JACKSONVILLE JAGUARS 8:30p

THURSDAY, DECEMBER 8 (FOURTEENTH WEEKEND)
 193. CLEVELAND BROWNS AT PITTSBURGH STEELERS ..8:20p

SUNDAY, DECEMBER 11
 194. INDIANAPOLIS COLTS AT BALTIMORE RAVENS1:00p
 195. ATLANTA FALCONS AT CAROLINA PANTHERS1:00p
 196. HOUSTON TEXANS AT CINCINNATI BENGALS1:00p
 197. MINNESOTA VIKINGS AT DETROIT LIONS1:00p
 198. OAKLAND RAIDERS AT GREEN BAY PACKERS12:00p
 199. TAMPA BAY BUCCANEERS AT JACKSONVILLE JAGUARS 1:00p

200. PHILADELPHIA EAGLES AT MIAMI DOLPHINS1:00p
 201. KANSAS CITY CHIEFS AT N.Y. JETS1:00p
 202. NEW ORLEANS SAINTS AT TENNESSEE TITANS ..12:00p
 203. NEW ENGLAND PATRIOTS AT WASHINGTON REDSKINS:00p
 204. SAN FRANCISCO 49ERS AT ARIZONA CARDINALS ..2:05p
 205. CHICAGO BEARS AT DENVER BRONCOS2:05p
 206. BUFFALO BILLS AT SAN DIEGO CHARGERS1:15p
 207. N.Y. GIANTS AT DALLAS COWBOYS* 7:20p

MONDAY, DECEMBER 12
 208. ST. LOUIS RAMS AT SEATTLE SEAHAWKS5:30p

THURSDAY, DECEMBER 15 (FIFTEENTH WEEKEND)
 209. JACKSONVILLE JAGUARS AT ATLANTA FALCONS ...8:20p

SATURDAY, DECEMBER 17
 210. DALLAS COWBOYS AT TAMPA BAY BUCCANEERS8:20p

SUNDAY, DECEMBER 18
 211. MIAMI DOLPHINS AT BUFFALO BILLS1:00p
 212. SEATTLE SEAHAWKS AT CHICAGO BEARS12:00p
 213. CAROLINA PANTHERS AT HOUSTON TEXANS12:00p
 214. TENNESSEE TITANS AT INDIANAPOLIS COLTS1:00p
 215. GREEN BAY PACKERS AT KANSAS CITY CHIEFS ...12:00p
 216. NEW ORLEANS SAINTS AT MINNESOTA VIKINGS ...12:00p
 217. WASHINGTON REDSKINS AT N.Y. GIANTS1:00p
 218. CINCINNATI BENGALS AT ST. LOUIS RAMS12:00p
 219. DETROIT LIONS AT OAKLAND RAIDERS1:05p
 220. CLEVELAND BROWNS AT ARIZONA CARDINALS2:15p
 221. NEW ENGLAND PATRIOTS AT DENVER BRONCOS2:15p
 222. N.Y. JETS AT PHILADELPHIA EAGLES 4:15p
 223. BALTIMORE RAVENS AT SAN DIEGO CHARGERS ...*5:20p

MONDAY, DECEMBER 19
 224. PITTSBURGH STEELERS AT SAN FRANCISCO 49ERS .5:30p

THURSDAY, DECEMBER 22 (SIXTEENTH WEEKEND)
 225. HOUSTON TEXANS AT INDIANAPOLIS COLTS8:20p

SATURDAY, DECEMBER 24
 226. CLEVELAND BROWNS AT BALTIMORE RAVENS1:00p
 227. DENVER BRONCOS AT BUFFALO BILLS..... 1:00p
 228. TAMPA BAY BUCCANEERS AT CAROLINA PANTHERS ...1:00p
 229. ARIZONA CARDINALS AT CINCINNATI BENGALS ...1:00p
 230. OAKLAND RAIDERS AT KANSAS CITY CHIEFS12:00p
 231. MIAMI DOLPHINS AT NEW ENGLAND PATRIOTS ...1:00p
 232. N.Y. GIANTS AT N.Y. JETS1:00p
 233. ST. LOUIS RAMS AT PITTSBURGH STEELERS1:00p
 234. JACKSONVILLE JAGUARS AT TENNESSEE TITANS ..12:00p
 235. MINNESOTA VIKINGS AT WASHINGTON REDSKINS ...1:00p
 236. SAN DIEGO CHARGERS AT DETROIT LIONS4:05p
 237. PHILADELPHIA EAGLES AT DALLAS COWBOYS3:15p
 238. SAN FRANCISCO 49ERS AT SEATTLE SEAHAWKS ...1:15p

SUNDAY, DECEMBER 25
 239. CHICAGO BEARS AT GREEN BAY PACKERS7:20p

MONDAY, DECEMBER 26
 240. ATLANTA FALCONS AT NEW ORLEANS SAINTS7:30p

SUNDAY, JANUARY 1 (SEVENTEENTH WEEKEND)
 241. TAMPA BAY BUCCANEERS AT ATLANTA FALCONS ...1:00p
 242. BALTIMORE RAVENS AT CINCINNATI BENGALS1:00p
 243. PITTSBURGH STEELERS AT CLEVELAND BROWNS ...1:00p
 244. DETROIT LIONS AT GREEN BAY PACKERS12:00p
 245. TENNESSEE TITANS AT HOUSTON TEXANS12:00p
 246. INDIANAPOLIS COLTS AT JACKSONVILLE JAGUARS 1:00p
 247. N.Y. JETS AT MIAMI DOLPHINS..... 1:00p
 248. CHICAGO BEARS AT MINNESOTA VIKINGS12:00p
 249. BUFFALO BILLS AT NEW ENGLAND PATRIOTS1:00p
 250. CAROLINA PANTHERS AT NEW ORLEANS SAINTS ..12:00p
 251. DALLAS COWBOYS AT N.Y. GIANTS1:00p
 252. WASHINGTON REDSKINS AT PHILADELPHIA EAGLES 1:00p
 253. SAN FRANCISCO 49ERS AT ST. LOUIS RAMS12:00p
 254. SEATTLE SEAHAWKS AT ARIZONA CARDINALS2:15p
 255. KANSAS CITY CHIEFS AT DENVER BRONCOS2:15p
 256. SAN DIEGO CHARGERS AT OAKLAND RAIDERS1:15p

Saturday, January 7
 AFC and NFC Wild Card Playoffs (NBC)
 Sunday, January 8
 AFC and NFC Wild Card Playoffs (CBS and FOX)
 Saturday, January 14
 AFC and NFC Divisional Playoffs (CBS and FOX)
 Sunday, January 15
 AFC and NFC Divisional Playoffs (CBS and FOX)
 Sunday, January 22
 AFC and NFC Championship Games (CBS and FOX)
 Sunday, January 29
 AFC-NFC Pro Bowl in Hawaii (NBC)
 Sunday, February 5
 Super Bowl XLVI in Indianapolis (NBC)

**2011
OFFICIAL
CASEBOOK
OF THE
NATIONAL
FOOTBALL
LEAGUE**

**Devised, Amended, and Authenticated
by the National Football League**

Roger Goodell, Commissioner

**National Football League
280 Park Avenue, New York, N.Y. 10017
(212) 450-2000**

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Order of Approved Rulings

Rule 3 –Definitions	3
Rule 4 –Game Timing	6
Rule 5 –Players, Substitutions, and Equipment	19
Rule 6 –Free Kick	23
Rule 7 –Ball in Play, Dead Ball, Scrimmage	28
Rule 8 –Forward Pass, Backward Pass, Fumble	35
Rule 9 –Scrimmage Kicks	50
Rule 10 –Fair Catch	60
Rule 11 –Scoring	64
Rule 12 –Player Conduct	72
Rule 13 –Non-Player Conduct	87
Rule 14 –Penalty Enforcement	89
Rule 16 –Sudden Death	111

RULE 3—DEFINITIONS

A.R. 3.1 INTENTIONAL FUMBLE FORWARD—ILLEGAL FORWARD PASS

Second-and-6 on A40. A1 runs to the A47 and pretends to fumble but throws the ball forward out of bounds. Seven minutes remain in the game.

Ruling: A's ball, third-and-4 on A42. The clock starts on the snap. (3-2-4-Note, 8-1-1-S.N. 5)

A.R. 3.2 INTENTIONAL FUMBLE FORWARD—ILLEGAL FORWARD PASS

Fourth-and-10 on B35. With 0:17 left in the game, and Team B ahead 21-20, A1 scrambles to the B21 and intentionally fumbles the ball forward to the B20 where it is recovered by B1 who returns it to the B22.

Ruling: B's ball, first-and-10 on B26. (This illegal forward pass is dead and incomplete when it hits the ground, but the five-yard penalty takes the ball back to a spot that is short of the line to gain. There is also a 10 second run-off (if Team B so chooses). The loss of down results in the ball going over to Team B on downs). (3-2-4-Note, 8-1-1-S.N. 5)

A.R. 3.3 FUMBLE RECOVERY—FOURTH DOWN

Fourth-and-6 on 50. Punter A1 is rushed and scrambles to the B45 where he is tackled and fumbles. The ball rolls to the B40 where A2 recovers.

Ruling: B's ball, first-and-10 on B45. (3-2-4, 8-4-2-Exc. 3)

A.R. 3.4 FUMBLE—OUT OF BOUNDS

Third-and-4 on A35. A1 runs to the A41, is tackled near the sideline, and fumbles the ball. B1 gains control of the ball at the sideline at the A39 with one foot inbounds, and then his second foot hits out of bounds.

Ruling: A's ball, first-and-10 on A39. B1 did not possess the ball with two feet inbounds. The clock starts on the ready. (3-2-6, 3-2-7).

A.R. 3.5 DOT THE I—COMPLETED CATCH

Second-and-10 on A35. A1 throws a forward pass to A2 at the A47 sideline. While A2 is stretched out over the sideline, he controls the ball and “hangs” over the sideline with both feet contacting the ground inbounds, a) the first thing to hit the ground out of bounds is the point of the ball, but he retains possession, or b) as he lands on his shoulder out of bounds, he loses possession of the ball.

Rulings: a) First-and-10 on A47. Completed catch. (3-2-7-Note 1)

b) Third-and-10 on A35. Incomplete pass. (3-2-7)

A.R. 3.6 NO POSSESSION—LEGS

Second-and-10 on B40. A1 runs with the ball to the B30 where he fumbles. In the scramble for the loose ball, B1 ends up on the ground with the ball securely held between his legs, although his hands/arms are not controlling the ball. A2 reaches down and pulls the ball from B2 and runs for a touchdown.

Ruling: Touchdown. Kickoff A35. Possession requires control with the hands or arms. (3-2-7)

A.R. 3.7 NO INTERCEPTION—FORCE OUT

First-and-10 on A30. A1 throws a pass for A2 near the sideline at the 50. B1 leaps near the sideline to intercept, controls the ball, and comes down with one foot inbounds. His second foot would have come down inbounds, but A2 shoves him out of bounds.

Ruling: Second-and-10 on A30. Incomplete pass. (3-2-6, 8-4-7-S.N. 5)

A.R. 3.8 CHUCK—LEGAL—OUT OF THE POCKET

Third-and-4 on B35. Tight end A2 goes downfield and is chucked by defender B1 at the B3 as quarterback A1 is directly behind the original position of the tight end. The pass is complete to eligible A3 who is downed at the B32.

Ruling: Fourth-and-1 on B32. No foul by B1, as the quarterback was out of the pocket. (3-4, 12-1-6-Note 1)

A.R. 3.9 DISQUALIFICATION

In the third quarter, A2 is disqualified from the game for slugging. The Referee properly advises the head coach that the player must be removed from the bench area. Near the end of the third quarter, the Referee notices the player in street clothes in the bench area after having been told to leave.

Ruling: Fifteen-yard penalty for Unsportsmanlike Conduct, and the disqualified player is removed from the playing area. (3-6)

A.R. 3.10 FAIR-CATCH SIGNAL—BEHIND THE LINE

Fourth-and-7 on A40. A1's punt is blocked and it goes straight up in the air behind the line of scrimmage. B1 signals for a fair catch on the A36 and is tackled immediately by A3.

Ruling: B's ball, first-and-10 on A36. No foul by A3 since a fair catch cannot occur behind the line of scrimmage. (3-9)

A.R. 3.11 TOUCHDOWN—DEAD-BALL FOUL

Second-and-goal on B2. After A3 scores a touchdown, A4 clips B1 in the end zone.

Ruling: Touchdown. Kickoff A20. (3-11-1-Exc.)

A.R. 3.12 DEAD-BALL FOUL—AFTER FIRST DOWN MADE

Second-and-6 on A38. A1 runs to the 50 and is tackled. Immediately after the whistle blows, A3 clips B4 at the A48.

Ruling: First-and-10 on A35. A dead-ball foul is enforced from the succeeding spot. However, A made the line to gain, thus it is a first down after a 15-yard penalty. (3-11-2-a, 14-1-7)

A.R. 3.13 IMPETUS—TOUCHBACK

Third-and-6 on B24. B1 intercepts a pass in his end zone and attempts to run it out. He is tackled in the end zone and fumbles the ball out of bounds over the end line.

Ruling: B's ball, first-and-10 on B20. Touchback. (3-15-3, 7-5-6-e)

A.R. 3.14 IMPETUS—TOUCHBACK

Fourth-and-5 on A44. A1 punts and the ball is nearly at rest when A2 blocks B3 (high) into the ball (new impetus). The ball goes into the end zone where A3 falls on it.

Ruling: B's ball, first-and-10 on B20. Touchback. (3-15-3-Note, 9-2-4 Exc.)

A.R. 3.15 IMPETUS—BLOCKED PUNT—END ZONE

Fourth-and-10 on A7. A's punt is blocked by B1. B2 muffs the ball at the A10, and the ball rebounds into A's end zone where: a) A2 falls on the ball; b) A3 and B3 simultaneously recover the ball; c) the ball rolls over the end line.

Rulings: a) Safety. (3-15-3)
b) Touchdown. (3-1-5, 3-15-3)
c) Safety. (3-15-3, 11-4-1)

NOTE: If A had recovered in the field of play, it would have been A's ball, first-and-10.

A.R. 3.16 PYLON—GOAL LINE

Third-and-goal on B3. A1 runs and hits the pylon with his body as the ball is in his right arm at the B½-yard line and he continues into the end zone without going out of bounds.

Ruling: Touchdown. Kickoff A35. (3-21-1-b)

A.R. 3.17 PYLON—GOAL LINE EXTENDED

Second-and-goal on B5. A2, running to his right, is contacted by B2, and as he is going down at the B1, he dives toward the pylon. The ball is held in his right hand extended over the out of bounds area but beyond the extended goal line, when his chest hits: a) the ground, just short of the goal line (A2's chest is the first thing to hit the ground), b) the pylon, after which he lands out of bounds beyond the goal line extended, or c) the ground in the end zone. The ball crossed the sideline at the B½-yard line, but it never went over the top of the pylon.

Rulings: a) Third-and-goal on B½. Since the runner was down short of the goal line, the ball must break the goal-line plane, hit the pylon, or go over the top of the pylon for a touchdown.
b) Third-and-goal on B½. Since the runner was out of bounds (beyond the goal line), the ball must break the goal-line plane, hit the pylon, or go over the top of the pylon for a touchdown.
c) Touchdown, as the ball broke the plane of the extended goal line, and the runner was not down until he was in the end zone. (3-39, 11-2-1-a)

A.R. 3.18 FUMBLE—OUT OF BOUNDS

First-and-goal on B8. A2 catches a pass near the sideline at the 5-yard line and runs toward the goal line. He is tackled at the B2-yard line and fumbles. B3 falls on ball at the 3-yard line with his back foot on the 2-yard line, out of bounds.

Ruling: A's ball, second-and-goal on B3. The clock starts on the ready. (3-21-2-c, 7-5-6-Note)

A.R. 3.19 RUNNER TOUCHING—OUT OF BOUNDS PLAYER

Third-and-goal on B7. Runner A2 runs toward the sideline and is inbounds at the B1-yard line when he touches A3 who is out of bounds at the time. A2 then scores.

Ruling: Touchdown. (3-21-1-b)

A.R. 3.20 RUNNER TOUCHING—OUT OF BOUNDS OFFICIAL

On a kickoff, B1 catches the ball near the sideline and then touches the Line Judge who is standing on the sideline at the B10. B1 goes out of bounds at the B18.

Ruling: B's ball, first-and-10 on B18. (3-21-1-b)

A.R. 3.21 BALL OUT OF BOUNDS

Third-and-4 on A43. A1 runs to the A49 where B1, who is standing out of bounds, strips or knocks the ball loose from A1. B2 recovers at the B48.

Ruling: A's ball, first-and-10 on A49. This is considered a loose ball touching a player out of bounds. (3-21-2-c)

A.R. 3.22 PLAYER OUT OF BOUNDS—TOUCHING LOOSE BALL

On a kickoff from the A35, the ball is rolling near the sideline at the B15. B2's right foot steps on the sideline, his left foot then steps down inbounds at the B15, and B2 then bats the ball forward and out of bounds at the B25.

Ruling: B's ball, first-and-10 on B0. Kickoff out of bounds. B2 never re-established possession inbounds. The ball was out of bounds when B2 touched it before the forward bat. (3-21-2-c)

A.R. 3.23 FUMBLE—HANDOFF

Second-and-7 on B45. Shotgun quarterback A1 hands the ball forward to running back A2 at the B48. A2 muffs the handoff, and B3 recovers it and runs for a touchdown. After the touchdown, B4 slugs A3.

Ruling: Touchdown for Team B. Kickoff from B20. Disqualify B4. (3-2-5, 14-1-7)

A.R. 3.24 ILLEGAL FORWARD PASS

Third-and-5 on A40. A2 is running with the ball at the B30, and he laterals the ball to A3 who is at the B31 when A2 releases the ball from the B30. However, due to the momentum of A2 and A3 and the ball, the ball is touched and caught by A3 when A3 is at the B29. A3 continues on for an apparent touchdown.

Ruling: A's ball, first-and-10 on B35. This is an illegal forward pass. (3-22-2-b)

A.R. 3.25 BATTING BACKWARD PASS—SAFETY

Third-and-5 on A7. Quarterback A1 attempts a backward pass to A3 from the A4. B1 bats the pass in flight over the end line.

Ruling: Safety. Safety kick from A20. (3-15-3, 3-22-4-S.N. 3, 12-1-8)

A.R. 3.26 ILLEGAL SCRIMMAGE KICK—BEYOND THE LINE

Fourth-and-6 on A35. Punter A1 runs to the A37 and punts the ball. It is blocked by B1 and rolls behind the line to the A33. A2 picks up the ball and runs to the 50.

Ruling: Fourth-and-14 on A27. Enforce the illegal kick foul. (3-27)

A.R. 3.27 ILLEGALLY KICKING A MUFFED SNAP

Fourth-and-5 on B30. Quarterback A1 muffs the hand-to-hand snap, and while the ball is loose on the ground at the B31, A1 deliberately kicks it, causing it to go out of bounds at the B24.

Ruling: Fourth-and-15 on B40. Team B must accept the penalty for illegal kicking, or Team A would get the ball at the spot that the backward pass went out of bounds. (8-4-1-Note)

NOTE: This ruling is the same at any time during the game or overtime.

A.R. 3.28 FUMBLE END ZONE—TOUCHBACK

Third-and-7 on A11. A1 fumbles the ball on the A8 where B1 picks up the ball and is tackled on the A2. On the tackle, B1 fumbles the ball out of bounds through the end zone.

Ruling: A's ball, first-and-10 on A20. Touchback. (3-38, 7-5-6-c)

A.R. 3.29 MUFFED PUNT IN FIELD OF PLAY—TOUCHBACK

Fourth-and-5 on 50. A1 punts the ball to the B5 where A2 touches the ball. B3 then muffs the ball, and it continues into and out of the end zone.

Ruling: B's ball, first-and-10 on B20. Touchback. (3-38, 11-6-1)

A.R. 3.30 MUFFED SNAP—TRY

During a Try, the ball is muffed by holder A1. In attempting to recover, A1 or A2 muffs the ball into the end zone where A5 recovers.

Ruling: Try good. Award two points. Kickoff A35. (3-32, 3-41, 8-4-1-Note)

A.R. 3.31 TRY—5 VS. 15

Before the ball is snapped on a Try, A2 false starts, and B2 then roughs quarterback A1.

Ruling: Retry B2. Kickoff from 50, or retry B1, **kick off A35.** (3-41, 14-3-1-Exc. 1)

A.R. 3.32 TRY—5 VS. 15

Before the ball is snapped on a Try, B1 encroaches and A3 then slugs B2.

Ruling: Retry B17. Disqualify A3. (3-41, 14-3-1-Exc. 1)

A.R. 3.33 BALL HITS INDOOR SCOREBOARD OR SKYCAM

Fourth-and-4 on A30. The game is being played in a stadium with a scoreboard gondola hanging from the ceiling or a Skycam. Back A2 is moving illegally forward at the snap. The punt is a very high kick that hits the scoreboard or Skycam and comes down at the B45 where B1 catches it and returns it to the A15 where he is downed.

Ruling: Fourth-and-4 on A30. Void the play. No foul. The ball is dead. (7-4-4) (Same ruling on any play. If the ball hits the scoreboard or Skycam, the down is replayed and only personal fouls or unsportsmanlike conduct fouls are enforced.)

RULE 4—GAME TIMING

1) GENERAL TIMING RULES

A.R. 4.1 BETWEEN PERIODS—NON-PLAYER ON FIELD

During the intermission between the first and second periods, while the Referee and Umpire are preparing to move the ball to the other end of the field, the Referee suddenly discovers Team A's head coach in the middle of the field arguing about the last play of the quarter.

Ruling: Penalize Team A 15 yards from the succeeding spot for the coach illegally entering the field.

A.R. 4.2 COIN TOSS

At the coin toss, a coach refuses to send any captains to the middle of the field to participate in the coin-toss ceremony.

Ruling: Loss of coin-toss option for both halves and loss of 15 yards from spot of opening kickoff.

A.R. 4.3 COIN TOSS

At the coin toss, a coach sends out his entire team to the middle of the field to participate in the ceremony.

Ruling: Loss of coin-toss option for both halves and loss of 15 yards on the opening kickoff. Captains are limited to six per team, all in uniform and on the active list.

A.R. 4.4 COIN TOSS

A coach sends out his six team captains to the middle of the field to participate in the coin toss. Two of these captains are injured and are not in uniform for this game.

Ruling: Loss of coin-toss option for both halves and loss of 15 yards from spot of the opening kickoff. All six team captains must be in uniform and on the active list. The officials should not allow this to occur.

A.R. 4.5 FUMBLE—OUT OF BOUNDS

Third-and-7 on A45. A2 runs to the 50 and fumbles the ball out of bounds at the A47.

Ruling: Fourth-and-5 on A47, game clock starts on the ready. (7-5-6)

A.R. 4.6 FUMBLE—LAST TWO MINUTES

Second-and-10 on B40 with 1:30 left in the game. A1 fumbles at the B36 and the fumble is recovered by A2 at the B34 where he picks up the ball and runs with it.

Ruling: Third-and-6 on B36. Blow the play dead when A2 recovers and stop the game clock if the ball does not remain in the vicinity of the fumble. After the ball is spotted at the B36, the Referee declares it ready for play and restarts the game clock. (The Referee should advise the quarterback that the game clock will start.) (8-4-2-Exc. 3)

A.R. 4.7 FUMBLE INSIDE TWO MINUTES

Second-and-goal on B6. Thirty seconds remain in the game. A2 takes a handoff behind the line and runs to the left. A2 is tackled at the B4 and fumbles with the ball going into the end zone. A3 recovers the ball in the end zone.

Ruling: Third-and-goal on B4. The clock will stop upon the recovery if it is not in the vicinity of the fumble, but it restarts on the Referee's ready-for-play signal at the B4. (7-4-1-o, 8-4-2-S.N.)

A.R. 4.8 BACKWARD PASS OUT OF BOUNDS—OUTSIDE TWO MINUTES

Second-and-5 on A35. Quarterback A1 throws a backward pass to A3 at the A32 and the ball goes out of bounds there. Four minutes remain in the second half.

Ruling: Third-and-8 on A32. The game clock starts on the ready.

A.R. 4.9 BACKWARD PASS OUT OF BOUNDS—LAST TWO MINUTES

Third-and-8 on A30. A1 pitches back to A2 at the A25. A2 muffs the pitch and the ball goes out of bounds at the A35 with 30 seconds left to play in the second quarter.

Ruling: Fourth-and-3 on A35. The game clock starts when the ball is spotted at the inbounds spot. (Advise quarterback that clock will start).

A.R. 4.10 RUNNER OUT OF BOUNDS—OUTSIDE FIVE MINUTES

Third-and-6 on A21. Runner A2 goes out of bounds at the A31 with exactly five minutes (or more) remaining in the fourth quarter.

Ruling: A's ball, first-and-10 on A31. The game clock starts when the ball is placed at the inbounds spot, and the Referee declares the ball ready for play.

A.R. 4.11 RUNNER OUT OF BOUNDS—INSIDE LAST FIVE MINUTES

Second-and-4 on B32. Runner A3 goes out of bounds at the B30 with 4:59 remaining in the fourth quarter.

Ruling: Third-and-2 on B30. The game clock starts on the snap.

A.R. 4.12 SAFETY KICK

A safety kick occurs with 1:47 left in the first half.

Ruling: The game clock starts when the ball is legally touched in the field of play, or when the receivers advance the ball from the end zone into the field of play.

A.R. 4.13 CLOCKS—QUARTERBACK SACK

First-and-10 on A40. Quarterback A1 is sacked at the A30.

Ruling: Second-and-20 on A30. When the quarterback is sacked outside of the two-minute warning, the Referee's timeout signal stops the game clock and starts the 40-second play clock. The Referee restarts the game clock when the ball is spotted ready for play.

A.R. 4.14 CLOCKS—HOLDER FOR FIELD GOAL SACKED

Third-and-2 on B15 with the clock stopped with 15 seconds left in the game. Team A, with no timeouts left and behind by two points, decides to attempt a field goal on third down. The ball is snapped to the holder, but he is tackled before the kick can be made.

Ruling: The Referee allows the game clock to run since the time is inside the two-minute warning.

A.R. 4.15 DELAY BY THE DEFENSE

Third-and-10 on B15 with 13 seconds left in the first half. A2 catches a pass near the sideline but is tackled inbounds at the B8 with six seconds left in the half. Defensive players B1 and B2 lie on A2 not allowing him to get up. Time runs out in the half.

Ruling: A's ball, first-and-goal on B4. Delay of game. Extend.

A.R. 4.16 SUBSTITUTE IMMEDIATELY CALLS TIMEOUT

Second-and-10 on A20. Just prior to the snap, entering substitute A12 steps onto the field in front of the Field Judge at the A40 and calls timeout.

Ruling: Legal. Charge Team A with a timeout. (A12 is on the field "when the snap is imminent," and therefore he is a legal substitute and eligible to call timeout.)

A.R. 4.17 PLAY CLOCK STOPPED

Second-and-2 on B30 with the game clock running. As Team A breaks the huddle, Team B head coach throws the red flag to challenge the prior play. The Referee stops both clocks with 14 seconds left on the play clock. After discussion with the coach, it is determined that a challenge of the Ruling is not permitted, so no challenge is granted, and no timeout is charged.

Ruling: Second-and-2 on B30. After advising both teams and giving them a reasonable opportunity to get ready, the Referee starts the play clock at 14 seconds and winds the game clock.

A.R. 4.18 PLAY CLOCK STOPPED

Third-and-10 on A45. With the game clock stopped due to an incomplete pass on the prior play, and the play clock at 28 seconds, the Head Linesman stops the game because the chains have gotten tangled and are not set.

Ruling: Third-and-10 on A45. After fixing the chains, and advising both teams and giving them a reasonable opportunity to get ready, the Referee starts the play clock at 28 seconds. The game clock starts on the snap.

A.R. 4.19 PLAY CLOCK STOPPED

Fourth-and-1 on B35 with 3:33 remaining in the game and the game clock running or stopped as quarterback A1 is under center and calling signals, B2 suddenly collapses, apparently injured. The play clock is at seven seconds when the game is stopped for the injured player.

Ruling: Fourth-and-1 on B35. B2 must leave the game (or call a timeout). After B2 leaves the game, and after the Referee has advised both teams and given them a reasonable opportunity to get ready, the Referee starts the play clock at 10 seconds, (unless either team takes a time out, in which case it would start at 25 seconds). The game clock starts as normal.

A.R. 4.20 CLOCK STATUS AFTER BLOCKED FIELD GOAL

Third-and-5 on B10. With eight seconds remaining in a tied game, Team A attempts a field goal from the B17. The attempt is blocked, and A1 recovers and downs the ball at the B12. Team A has used all of its timeouts.

Ruling: Fourth-and-7 on B12. The clock continues to run, as there has been no change of possession.

A.R. 4.21 CLOCK STATUS AFTER CHANGE OF POSSESSION ON PUNT

Fourth-and-10 on 50. Team A is in an illegal formation. A1's punt at 10:00 of the first quarter, rolls dead untouched at the B1.

Ruling: Fourth-and-15 on A45. The clock will start on the snap, because it was stopped as a result of the change of possession.

A.R. 4.22 CLOCK STATUS AFTER APPARENT CHANGE OF POSSESSION—FOUL ON PLAY

Fourth-and-5 on B25. With 6:00 remaining in the first quarter, A1 is tackled at the B21. B2 was offside on the play.

Ruling: A's ball, first-and-10 on B20. The clock starts on the snap, because it was stopped as a result of the apparent change of possession.

A.R. 4.23 CLOCK STATUS AFTER APPARENT CHANGE OF POSSESSION—FOUL ON PLAY

Second-and-10 on A35. With 8:30 remaining in the third quarter, A1 fumbles the ball at the A30, where it is recovered and downed by B1. B1 was offside on the play.

Ruling: A's ball, second-and-5 on A40. The clock starts on the snap, because it was stopped as a result of the apparent change of possession.

A.R. 4.24 ADMINISTRATIVE STOPPAGE LAST TWO MINUTES

Third-and-4 on B25. Runner A1 is downed inbounds after a gain of two yards. Immediately after the play, B1 pushes A2, and the Umpire throws his flag for unnecessary roughness. After discussion with the Referee, the Umpire picks up his flag, as there was no foul on the play. Time on the game clock is 1:06.

Ruling: Fourth-and-2 on B23. The play clock is frozen and then restarted at the spot it was at the time the Umpire threw his flag and blew the play dead. Start the game clock and play clock on the Referee's ready-for-play signal.

A.R. 4.25 ONSIDE KICK—NO RETURN—TIMING

With 0:03 remaining in the second quarter, A1 attempts an onside kick from the A35. The kick is caught or recovered legally at the A46: a) by A2, b) by B1 who signals for and completes a fair catch, c) by B1 on his feet and he immediately goes to the ground, or d) by B1 on the ground and he makes no effort to get up or advance.

Rulings: a) A's ball, first-and-10 on A46. 0:03 on the clock. (No time runs off the clock).
b) B's ball, first-and-10 on A46. 0:03 on the clock. (No time runs off the clock).
c) B's ball, first-and-10 on A46. 0:02 on the clock. (One second runs off the clock).
d) B's ball, first-and-10 on A46. 0:02 on the clock. (One second runs off the clock).

2) EXCESS TIMEOUTS

A.R. 4.26 EXCESS TIMEOUT—TEAM A AHEAD IN THE SCORE

First-and-10 on B36. Forty seconds remain in the first half. Team A leads 17-14 and has used three timeouts previously in the half. Ball carrier A1 runs to the B31 and is downed inbounds. A2 is injured.

Ruling: Second-and-5 on B31. Charge Team A with its fourth timeout, and after the injured player has left the field, start the clock on the ready-for-play signal. If Team B chooses, run 10 seconds off the game clock. The score is immaterial.

A.R. 4.27 EXCESS TIMEOUT REQUEST—DENIED

Prior to the two-minute warning of either half, Team A gains 15 yards and a first down at the B40. Team A requests their fourth timeout.

Ruling: A's ball, first-and-10 on B40. The request for a timeout is denied.

A.R. 4.28 FIFTH TIMEOUT—TEAM B

Third-and-4 on B22. Forty seconds remain in the game. A1 throws an incomplete pass. B1 is injured and Team B had previously used four team timeouts in the half.

Ruling: A's ball, first-and-10 on B17. Charge Team B with their fifth team timeout which requires a five-yard penalty. Set the play clock to 40 seconds, and the game clock starts on the snap. B1 is suspended for one play.

A.R. 4.29 EXCESS TIMEOUT—10-SECOND RUN OFF

Second-and-3 on B22. The score is tied with 1:48 to play in the game. A1 runs to the B15 and is downed inbounds. A3 is injured, and Team A had used three timeouts previously in the half.

Ruling: A's ball, first-and-10 on B15. Charge Team A with their fourth timeout, and after the injured player has left the field, start the clock on the ready-for-play signal. If Team B chooses, run 10 seconds off the game clock.

A.R. 4.30 EXCESS TIMEOUT—10-SECOND RUN OFF

Third-and-2 on B17. A1 runs to the B13 and is downed inbounds with 30 seconds remaining in the game. A2 is injured on the play, and Team A, trailing 14-7, had used four timeouts previously in the half.

Ruling: A's ball, first-and-10 on B18. Charge Team A with their fifth timeout. Five-yard penalty, run 10 seconds, and start the clock on the ready-for-play signal.

A.R. 4.31 EXCESS TIMEOUT—POTENTIAL 10-SECOND RUN OFF

Second-and-3 on B15. A1 runs to the B10 and is downed inbounds with eight seconds remaining in the game and the score is tied. A3 is injured on the play, and Team A had used three timeouts previously in the half.

Ruling: Ten-second run off. Go to overtime. The score is immaterial.

A.R. 4.32 INJURY CAUSED BY FOUL—NO 10-SECOND RUN OFF

Second-and-7 on B15. A1 runs to the B12 and is leg whipped on the tackle by B2. There is 0:55 left in the game. Team A had previously used three timeouts in the half, and A1 is injured on the play.

Ruling: A's ball, first-and-goal on B6. No charged timeout since the injury was caused by a foul. A1 can remain in the game. The game clock starts on the snap.

A.R. 4.33 CLOCK STOPPED BY FOUL—INJURY ON THE PLAY

Fourth-and-10 on B20. Twenty seconds remain in the game with the clock running. Team A has no timeouts remaining and is behind 21-17. At the snap, (a) Team A, or (b) Team B is offside, and A1 runs to the B17 and is downed inbounds. A2 is injured and attendants must enter the field.

Rulings: a) B's ball, first-and 10 on B17. There is no timeout charged (due to the change of possession).

b) Fourth-and-5 on B15. **By rule, the failure to make a first down on fourth down is a change of possession. Therefore, there is no time out charged, although A2 must leave the game for one play unless a time out is called.** There is no 10-second run off, because the clock was stopped for the penalty.

A.R. 4.34 CLOCK RUNNING—INJURY ON THE PLAY

Fourth-and-2 on B20. Twenty seconds remain in the game with the clock running. Team A has one timeout remaining and is behind 21-17. A1 runs to the B17 and is downed inbounds. A2 is injured and attendants must enter the field.

Ruling: A's ball, first-and-10 on B17. Charge Team A with its final timeout. There is no run off, and A2 can remain in the game, because of the charged timeout. (There is no option to run 10 instead of using the timeout.)

A.R. 4.35 LAST 40 SECONDS—INJURED TEAM B PLAYER

Third-and-7 on A28. Team B has used three timeouts and is behind in the score 20-18 with 48 seconds remaining in the fourth quarter. A1 runs to A32 and is tackled inbounds. The 40-second play clock begins and it is then discovered that B3 is injured. Thirty-five seconds remain on the play clock and 37 seconds on the game clock.

Ruling: The game is over since the play clock must be reset to 40 seconds and the game clock starts on the Referee's ready-for-play signal.

NOTE: If Team B's injury was caused by a Team A foul, the play clock would be reset to 25 seconds and the game clock would start on the snap.

A.R. 4.36 TEAM TIMEOUT AND INJURY

Third-and-10 on B40. A1 runs to the B25 where he is tackled inbounds with 30 seconds left in the game. Team A calls timeout, and significantly later, B1 drops to the ground, injured. Trainers come on the field and assist B1 off the field.

Ruling: First-and-10 on B25. Team A is charged with the timeout. Team B is not charged with a timeout.

A.R. 4.37 INJURIES—TEAM A AND TEAM B

First-and-10 on A41. Thirty seconds remain in the game. A1 runs to the B40. A3 and B4 are both injured on the play.

Ruling: First-and-10 on B40. Charge each team with a timeout; the play clock is set to 25 seconds; and the game clock is started with the snap, unless both timeouts were excess, in which case the clock starts on the ready for play. No excess timeout fouls are enforced.

A.R. 4.38 INJURIES—TEAM A AND TEAM B

Thirty seconds remain in the game. A1 is injured and charged with a timeout. B2 is injured downfield but discovered significantly after Team A was charged with the injury timeout.

Ruling: Team A and Team B are both charged with injury timeouts. No excess timeout fouls are enforced.

A.R. 4.39 INJURIES—TWO PLAYERS FROM SAME TEAM

Third-and-3 on A35 in the third quarter. Quarterback A1 throws a pass over the middle to the 50. B1 and B2 are both hurt on the play and helped by trainers. An injury timeout is called. B1 gets up on his own. B2 is carried off the field.

Ruling: Both B1 and B2 must leave for one play or take a team timeout.

A.R. 4.40 INJURY—AFTER CHANGE OF POSSESSION/TOUCHDOWN

Second-and 10 on B25. With 1:10 remaining in the fourth quarter, A1's pass is a) intercepted by B2 and returned to the 50, or b) caught by A2 for a touchdown. A3 is injured on the play, and trainers come on the field after the play to attend to him.

Rulings: a) B's ball, first-and-10 on 50. Because of the change of possession, Team A is not charged with an injury timeout.

b) Touchdown Team A. Team A is charged a timeout because of the injury. If the injury had occurred after the Try, no timeout would be charged.

NOTE: The score is irrelevant.

A.R. 4.41 INJURY—AFTER FIELD-GOAL ATTEMPT

Fourth-and-15 on B25. With 1:35 remaining in the fourth quarter, A1's field-goal attempt from the B32 is a) good, b) blocked and recovered by B2 and returned for a touchdown, or c) blocked and recovered behind the line by A2 who runs and is downed at the B5. B3 is injured on the play, and trainers come on the field after the play to attend to him.

Rulings: a) Because of the field goal, no injury timeout is charged to Team B.

b) Because of the change of possession, no injury timeout is charged to Team B.

c) A's ball, first-and-goal on B5. Team B is charged a timeout, because there was no change of possession.

A.R. 4.42 TWO-MINUTE WARNING—NO FOUL FOR DELAY OF GAME

Third-and-1 on B45. Quarterback A1 tries a sneak and is legally tackled at the line of scrimmage for no gain, and is injured on the play. The Referee signals timeout and the clock is stopped at exactly 2:25 in the fourth quarter. Substitute quarterback A2 enters the game and the Referee "winds" the clock. However, quarterback A2 allows the play clock to run down to:00, with the game clock showing 2:00.

Ruling: Two-minute warning. No foul. The injured player (A1) may return after the two-minute warning.

A.R. 4.43 SUCCESSIVE TIMEOUTS—INJURED PLAYER RETURNS

Second-and-14 on B40 (third quarter). A2 runs to the B35 where he is downed, and he is hurt on the play. The Referee takes an injury timeout for A2. After two minutes, the Referee declares the ball ready for play after A2 is removed from the game. Team B then calls a timeout. The Referee grants a 30-second timeout. After the timeout, Team A calls a timeout, and A2 re-enters the game.

Ruling: Legal 30-second timeout for Team A, and legal return by A2. A2 may legally return after either Team A's or Team B's timeout.

A.R. 4.44 FOUL ON THE PLAY PLUS EXCESS TIMEOUT FOR INJURY

Fourth-and-10 on 50. With 0:35 remaining in the fourth quarter, Team A has previously been charged with four timeouts (one of them a charged injury timeout). The pass falls incomplete. Defensive pass interference is called at the B10 on the play. While the foul is being reported to the Referee, he notices attendants have come on the field because Tackle A3 was hurt at the line of scrimmage.

Ruling: A's ball, first-and-10 on B15. (There is not a charged injury time out, due to the apparent change of possession – failure to make a first down on fourth down. However, A3 must leave for one play unless a time out is called)

A.R. 4.45 FOUL ON THE PLAY PLUS EXCESS timeout FOR INJURY

Third-and-10 on 50. With 0:35 remaining in the fourth quarter, Team A has previously been charged with four timeouts (one of them a charged injury timeout). The pass is complete to A2 for a touchdown. Offensive pass interference is called on the play. While the foul is being reported to the Referee, he notices attendants have come on the field because Tackle A3 was hurt at the line of scrimmage.

Ruling: A's ball, third-and-25 on A35. Both fouls are enforced, as the foul for a fifth timeout would be enforced as a foul between downs. There is no possible 10-second run off, as the pass interference foul and the apparent touchdown both stopped the clock.

3) ATTEMPTS TO CONSERVE TIME

A.R. 4.46 FALSE START—POSSIBLE 10-SECOND RUN OFF

Second-and-5 on B15. The score is tied with 15 seconds remaining in the game and the game clock running. Team A is set at the line of scrimmage and A3 false starts. Quarterback A1 throws the ball down in front of him to stop the clock. Team A has a) used its 3 timeouts, or b) has one remaining timeout.

Rulings: a) Second-and-10 on B20. Penalize five yards and run off 10 seconds since the false start by A3 stopped the game clock prior to the action of the quarterback. The clock starts on the ready-for-play signal.

b) Second-and-10 on B20. Penalize five yards, but if Team A chooses, it can prevent the 10-second run off by using its final timeout. The clock would start on the snap.

A.R. 4.47 FALSE START—TEAM B OFFSIDE—10-SECOND RUN OFF

Third-and-6 on B15. Team A is set at the line of scrimmage with B1 still in the offensive backfield. A false start by A5 kills the play. Team A has already used its three timeouts.

Ruling: Third-and-11 on B20. Blow whistle. Penalize only the false start. (7-3-4). Ten-second run off if less than one minute remains in the half, and the clock would start on the ready-for-play signal.

A.R. 4.48 FALSE START AFTER A PAUSE—10-SECOND RUN OFF

Third-and-3 on B14. Team A is legally set with 18 seconds remaining in the game, and the score is tied. The game clock goes to eight seconds when the right guard false starts. Team A has already used its three timeouts.

Ruling: Ten-second run off. Regulation game over. Go to overtime.

A.R. 4.49 TWELVE MEN IN TEAM A HUDDLE—10-SECOND RUN OFF

Second-and-5 on B15. Fifty-five seconds remain in the first half and Team A is behind in the score. Team A has been hurrying to get off as many plays as possible during the drive, although they have been briefly huddling between plays. Team A is flagged for 12 men in the offensive huddle. Team A has already used its three timeouts.

Ruling: Second-and-10 on B20. Run 10, if in the Referee's judgment Team A was attempting to conserve time. There could be situations in which this would not be a 10-second run off, if the team is not hurrying to get plays off and thereby conserving time.

A.R. 4.50 BACK FAILS TO SET BEFORE SNAP – CLOCK RUNNING

Second-and-10 on B35. The score is tied, the clock is running, and a) 50 seconds; or b) 1:50 remains in the game. As Team A hurries to the line, the ball is snapped before tailback A2 gets set. **A1 gets sacked at the B41.** Team A has already used its three timeouts.

Rulings: a) Second-and-15 on B40. False start. Run 10, and the clock starts on the ready-for-play signal. (7-3-4).

Note: If the clock had not been running, this would be an illegal shift rather than a false start, and there would not be a 10-second run off.

b) **Third-and-16 on B41. Decline penalty. Clock starts on the snap.** Let the play go through. The foul is illegal shift. There is no 10-second run off.

A.R. 4.51 BACK FAILS TO SET BEFORE SNAP – CLOCK STOPPED

Second-and-10 on B35. The score is tied, the clock is stopped due to an incomplete pass on the prior play. There are 50 seconds remaining in the game. As Team A goes up to the line, the ball is snapped before tailback A2 gets set. Team A has already used its three timeouts. **A1's pass falls incomplete.**

Ruling: Third-and-10 on B35 or second-and-10 on B40. Since the clock was stopped prior to the snap, the "conserving time rules" were not in effect. It was an illegal shift, rather than a false start, so the foul did not prevent the snap. The clock starts on the snap for the next play.

A.R. 4.52 PLAYERS MOVING AT THE SNAP

Third-and-10 on B30. With the clock running **anytime during the game.** All members of the offense get fully set for one second, but as the ball is snapped, a) left guard A2, b) tight end A3, c), wingback A5, or d) tailback A6, is going from a two-point stance to a three-point stance, or e) wide receiver A4 is moving from one yard off the line up to the line of scrimmage. A1's pass falls incomplete.

- Rulings:** a) Third-and-15 on B35. False start. Run 10.
b) Fourth-and-10 on B30, or third-and-15 on B35. Illegal motion.
c) Fourth-and-10 on B30, or third-and-15 on B35. Illegal motion.
d) Fourth-and-10 on B30, or third-and-15 on B35. Illegal motion.
e) Fourth-and-10 on B30, or third-and-15 on B35. Illegal motion. (7-3-4)

A.R. 4.53 ILLEGAL SHIFT AFTER LEGAL SET—NO 10-SECOND RUN OFF

Second-and-5 on B30. The score is tied with 35 seconds remaining in the game. Team A, in a hurry-up offense, moves to the line, and the entire team is set for more than one second. A2 then goes in motion, but A3 on the other side of the formation also goes in motion. While they are both moving, the ball is snapped and A1 runs for a touchdown.

Ruling: Second-and-10 on B35. This is an illegal shift, but there is no 10-second run off, as the foul did not prevent the snap. (7-2-6)

A.R. 4.54 FALSE START—NO 10-SECOND RUN OFF

Second-and-3 on B25. The clock is running with 1:12 remaining in the second quarter. Team A has no timeouts remaining while in a hurry-up offense. Team A is called for a false start.

Ruling: Second-and-8 on B30. Penalize five yards. There is no 10-second run off, because there is more than one minute left in the half. The clock starts on the snap.

A.R. 4.55 ILLEGAL FORMATION—NO 10-SECOND RUN OFF

Second-and-3 on B42. Fifty seconds remain in the game. Team A is in a hurry-up offense. The ball is snapped and the runner is downed on the B15. Team A had only six men on the line of scrimmage.

Ruling: Second-and-8 on B47. No 10-second run off since A's penalty did not prevent the snap. The clock starts on the snap.

A.R. 4.56 DELAY OF GAME BY TEAM A—NO 10-SECOND RUN OFF

Third-and-10 on B45. Fifty seconds remain in the game and Team A is behind in the score. A1 gets confused on what play to call and Team A is called for delay of game.

Ruling: Third-and-15 on 50. There is no 10-second run off, because Team A is not attempting to conserve time. The clock starts on the snap.

A.R. 4.57 ILLEGAL MOTION—TEAM B OFFSIDE

Second-and-10 on B35. With 0:50 remaining in a tied game, Team A is in a hurry-up offense and B1 is set and lined up offside. a) Back A2 never gets set before the ball is snapped, or b) back A2 gets set but then goes in motion and is moving toward the line of scrimmage at the snap.

Rulings: a) Second-and-15 on B40. Ten-second run-off. The action by A2 is treated as a false start, so the play is blown dead immediately after the snap (and the subsequent offside is eliminated by the false start).

b) Second-and-10 on B35. Let the play go through, and the penalties offset.

A.R. 4.58 BACKWARD PASS OUT OF BOUNDS—CONSERVING TIME

Third-and-8 on B28. A1 runs to the B20 and sees he is about to be tackled, so he throws the ball deliberately backward toward the sideline with no teammate in position to catch the pass. The ball hits B2 and ultimately rolls out of bounds at the B15. There was 0:55 left in the fourth quarter when the ball was snapped.

Ruling: Third-and-5 on B25. Since the ball ultimately went out of bounds in advance of the spot of the foul, enforce from the spot of the backward pass. Ten seconds would also be run off the clock if the defense so chooses and wind the clock. If the foul is declined, the clock would start on the snap.

A.R. 4.59 BACKWARD PASS OUT OF BOUNDS—OPTION FOR RUN OFF

Third-and-10 on B30. Fifty seconds remain in a tied game, and Team A is out of timeouts, A1 runs the ball to the B14 where he throws a backward pass to conserve time with no player in a position to catch the ball. The ball goes out of bounds at the B21.

Ruling: Option for Team B: Fourth-and-1 on B21, clock starts on snap (decline penalty, and therefore no run off), or third-and-6 on B26 with a 10-second run off and wind the clock.

A.R. 4.60 BACKWARD PASS OUT OF BOUNDS—CONSERVING TIME

Second-and-20 on 50. A1 scrambles, and while at the A40, intentionally throws the ball backward and out of bounds at the A35 to conserve time. Team A has already used its three timeouts. Team B leads 17-14. The time left in the fourth quarter is: a) 1:05, or b) 35 seconds.

- Rulings:** a) Third-and-35 on A35. No foul. The clock starts on the ready-for-play signal.
b) Third-and-35 on A35 with no 10-second run off and the clock starts on the snap (decline the penalty), or second-and-40 on A30, and a 10-second run off with the clock starting on the ready-for-play. The penalty is enforced from the spot where ball goes out of bounds, even if it occurs behind the line of scrimmage.

A.R. 4.61 FALSE START—OPTION FOR RUN OFF

Fourth-and-10 on A30. With 35 seconds left in a tie game, left tackle A3 false starts. Team A is out of timeouts.

Ruling: Fourth-and-15 on A25. The defense can choose not to take the 10-second run off, in which case the clock would start on the snap.

A.R. 4.62 TEAM B CONSERVING TIME—AFTER INTERCEPTION

Third-and-10 on B45. Twenty-five seconds remain in a tied game. A1's pass is intercepted by B2 at the B30. As B2 returns the interception, he sees that time is about to expire, so when he is at the A25, he throws a forward pass out of bounds to stop the clock with 12 seconds left.

Ruling: B's ball, first-and-10 on A30. No 10-second run off, as this is a change of possession which will result in a stopped clock, thus it is not an attempt to conserve time. The clock starts on the snap.

A.R. 4.63 INTENTIONAL GROUNDING—OPTION FOR RUN OFF

Third-and-20 on 50. There are 50 seconds remaining in a tied game, and Team A is out of timeouts. A1 drops back to pass, and at the A35 intentionally grounds the pass to avoid a sack.

Ruling: Fourth-and-35 on A35. Team B has the option of accepting the foul and declining the 10-second run off, or accepting the foul and the 10-second run off as would be the normal enforcement.

NOTE: It is never possible to decline a foul and still have 10 seconds run off.

A.R. 4-64 CONSERVING TIME - INTERCEPTION

Third-and-10 on B45. Team B leads 21-20 with 1:05 in the fourth quarter. A1 is pressured in the pocket at the A43, and to avoid a sack, throws the ball deep down the left side. There are no eligible A players in the area, although B1 intercepts at the B2 and runs out of bounds there with 0:55 on the clock. Team A is out of time outs.

Ruling: B's ball, first-and-10 on B2. Clock at 0:55. Or, A's ball, fourth-and-22 on A43. Run 10. 0:45 on the clock.

Note: To keep the ball, B would have to decline the penalty and run-off for intentional grounding.

A.R. 4.65 ILLEGAL FORWARD PASS BEYOND LINE

Third-and-5 on B31. With 10 seconds remaining in the game, and Team B ahead, quarterback A1 scrambles to his right and throws a pass at the a) B30, or b) B20, toward end A2 who is standing in the end zone. The pass is deflected by B1 and falls incomplete with two seconds remaining on the clock. Team A has already used its three timeouts.

Rulings: a) and b): 10-second run off. Game over.

NOTE: Under 1 minute in the half, an illegal pass thrown from beyond the line is considered illegally conserving time, and a 10-second run off is an option.

A.R. 4.66 ILLEGALLY CONSERVING TIME—10-SECOND RUN OFF

There are six seconds remaining in the game, and Team A is out of timeouts and trails by one point. A1 catches a long pass and is downed at the B12. A1, realizing that time is about to expire, throws the ball in the face of B2, slugs B2, or takes his helmet off in an attempt to foul to stop the clock.

Ruling: Ten-second run off. Game over.

A.R. 4.67 DEFENSIVE FOUL—LAST MINUTE OF THE HALF

Third-and-10 on 50. There are 50 seconds left in the game and Team A is ahead. The clock is running, and B1 a) slaps the ball out of center A2's hands; or b) misjudges the snap count and encroaches.

Rulings: Third-and-5 on the B45 in both a) and b). Set the play clock to 40, and start the game clock on the ready-for-play signal, because the game clock was running with less than one minute in the half and Team B committed a foul that prevented the snap.

NOTE: If there were less than 40 seconds left in the game, and Team A chooses, the half is over. However, if Team B had remaining timeouts, they could use one to prevent the end of the half.

4) EXTENSION OF PERIODS

A.R. 4.68 OFFENSIVE FOUL ON PUNT—LAST PLAY

Fourth-and-5 on A25. Team A is leading 21-17 with three seconds remaining in the game. Team A lines up in punt formation with 13 players on the field. A1 punts the ball to B1 at the B30 who returns it to the A40. Time runs out on the play.

Ruling: B's ball, first-and-10 on the A35. Extend for an untimed down.

A.R. 4.69 OFFENSIVE FOUL ON PUNT—LAST PLAY

Fourth-and-10 on A30. With eight seconds remaining in the game and Team B down by one point, Team A must punt. Team B rushes 11 players, but A1 gets off a good punt to the B10 where A2 downs it. Just after the snap, A3 head-slaps B2. Time expires on the play.

Ruling: B's ball, first-and-10 on B25. Extend for an untimed down.

A.R. 4.70 OFFENSIVE FOUL ON FIELD-GOAL ATTEMPT—LAST PLAY

Fourth-and-10 on B30. On the last play of regulation in a tied game, A1 attempts a field goal from the B37. A2 and A3 illegally chop block B1 on the play. The field-goal attempt is short and a) hits in the end zone or goes through the back of the end zone, b) is caught by B2 in the end zone or field of play and returned to the B22, or c) is caught by B2 in the end zone or field of play and returned to the B40.

Rulings: In a), b), and c): Go to overtime. Since A's foul cannot be enforced from the dead-ball spot, but would instead require enforcement at the previous spot with the down replayed, there is no option to extend.

A.R. 4.71 OFFENSIVE FOUL PRIOR TO INTERCEPTION—LAST PLAY

Third-and-10 on 50. The score is tied with three seconds left in the first half. A1 drops back to pass, and as B1 rushes the passer, tackle A2 puts his hand on B1's facemask and: a) continues to push B1's head back without grasping the mask; or b) grabs B1's facemask and twists it. A1 then throws a pass which is intercepted by B2 and returned to the A16.

Rulings: a) Half over. The illegal hands penalty by A2 is not carried over, so there is no opportunity for an extension. To keep the ball, that penalty has to be declined.

b) B's ball, first-and-goal on A8. Extend for an untimed down.

A.R. 4.72 DOUBLE FOUL—INTERCEPTION—LAST PLAY

First-and-10 on 50. A1 is illegally in motion. B1 is offside at the snap. B2 intercepts the pass and is downed on the B40. On the play, time expires in the: a) first quarter, or b) either half.

Rulings: a) A's ball, first-and-10 on 50. Quarter over. Replay the down to begin the second quarter.

b) A's ball, first-and-10 on 50. Replay the down and extend.

A.R. 4.73 DOUBLE FOUL—INTERCEPTION—LAST PLAY

First-and-10 on 50. B1 is offside at the snap, and the pass is then intercepted by B2. During the interception return, A1 tackles B2 by the facemask. Time in the half expires on the play.

Ruling: A's ball, first-and-10 on 50. Replay and extend for one play.

A.R. 4.74 DOUBLE FOUL WITH A CHANGE—LAST PLAY

First-and-10 on 50. A1 is illegally in motion. B1 intercepts the pass and during the return B2 clips. Time in the half expires on the play.

Ruling: Half over. No extension.

A.R. 4.75 DOUBLE FOUL WITH A CHANGE—PUNT—LAST PLAY

Fourth-and-10 on 50. With six seconds remaining in the fourth quarter of a tied game, Team A's scrimmage kick is fielded by B1 at the B25 and returned to the A15. Prior to the kick, A4 held B4, and during the kick, B5 held A5 at the B40. Time ran out on the play.

Ruling: Fourth-and-10 on 50, extend; or go to overtime. Team B has the option.

A.R. 4.76 DOUBLE FOUL AFTER A CHANGE—LAST PLAY

Second-and-10 on A30. B1 intercepts at midfield on the last play of the first half. On the runback, B2 clips at A30. A1 piles on runner B1 who was tackled and downed at the A20.

Ruling: B's ball, first-and-10 on A30. Extend the period by an untimed down from the A30 the spot of Team B's foul (the offense).

A.R. 4.77 LAST PLAY OF GAME—DOUBLE FOUL—DEAD BALL FOUL BY DEFENSE

Second-and-goal at B4. With 0:03 remaining in the game, and Team B leading 21-14, A1 pitches to A2 who runs wide and is tackled at the B1. A3 cracks back at the B4, and B2 a) piled on late after the tackle, or b) stood over and taunted A2 after the tackle.

Rulings: a) and b): Second-and-goal at B4. Replay and extend.

Note: Live ball and dead ball fouls combine to create double fouls, except for 5 vs. 15 on the last play of the half where the major foul is a dead ball foul by the defense

A.R. 4.78 LAST PLAY OF GAME—5 VS. 15—DEAD BALL FOUL BY DEFENSE

Second-and-goal at B1. With 0:03 remaining in the game, and Team B leading 21-14, A1 runs and is tackled at the B1. Team A had six men on the line, and B2 a) piled on late after the tackle, or b) stood over and taunted A1 after the tackle.

Rulings: a) and b): Game over.

NOTE: If the game had been tied, the dead ball personal foul would be enforced on the overtime kickoff, (or second half kickoff, if appropriate). The dead ball taunt or unsportsmanlike conduct foul would not be enforced in either event.

A.R. 4.79 LAST PLAY—MAJOR DEAD BALL FOUL ON DEFENSE

Second-and-5 on 50. On the last play of the game with the score tied, A1 runs to the B10. a) Team A was in an illegal formation, or b) A2 grabbed and twisted B1's face mask as he pursued A1. After A1 is tackled, B1 piles on or taunts.

Ruling:

a) There is no extension. Go to overtime. The illegal formation penalty is declined by rule, and the dead ball personal foul by B1 will be enforced on the overtime kickoff.

b) Second-and-5 on 50. Extend. The double fouls offset, and the down is replayed.

NOTE: Live ball and dead ball fouls combine to create double fouls, except for 5 vs. 15 on the last play of the half where the major foul is a dead ball foul by the defense

A.R. 4.80 5 VS. 15—LAST PLAY—MAJOR FOUL ON OFFENSE

Second-and-5 on 50. On the last play of the game with the score tied, A1 runs to the B10. A2 cracked back at the B48, and B1 was offside on the play.

Ruling: 5 vs. 15 with the major foul on the offense. No extension. Go to overtime.

A.R. 4.81 DOUBLE FOUL—LAST PLAY

Fourth-and-5 on A25. Team A is leading 21-17 with three seconds remaining in the game. Team A has 13 men on the field, and A1 punts the ball to B1 at the A45 where he signals for a fair catch. B1 muffs the punt, and as the ball is rolling at the 50, B1 blocks A2 low at the A48. A3 recovers, and time runs out on the play.

Ruling: Fourth-and-5 on A25. Extend for an untimed down. Offsetting fouls with no post-possession.

NOTE: There is no 5 vs. 15, because A3's legal recovery of the ball after Team B touched it beyond the line, is considered a change of possession.

A.R. 4.82 DEAD-BALL PERSONAL FOUL—LAST PLAY

First-and-10 on 50. A1 runs to the B20 where he is tackled inbounds or out of bounds, and B1 hits A1 late. Time in the first quarter expires on the play.

Ruling: First-and-goal on B10 to start the second quarter. There is no option to extend the first or third quarter.

A.R. 4.83 DEAD-BALL PERSONAL FOUL—LAST PLAY OF HALF

First-and-10 on 50. A1 runs to the B20 where he is tackled inbounds or out of bounds, and B1 piles on late. Time in the half expires on the play.

Ruling: Half over. The dead ball personal foul by B1 will be enforced on the second half kickoff. If the action by B1 was a disqualifying act, he would be ejected.

A.R. 4.84 LAST PLAY OF HALF – 5 VS. 15

First-and-10 on 50. A1 runs to the B20 where he is tackled, and B1 piles on or hits him late out of bounds. Team A only had six men on the line at the snap. Time in the half expires on the play.

Ruling: Half over. Team A's illegal formation penalty is declined, and the dead ball personal foul by Team B will be enforced on the opening kick-off of the second half (or overtime).

A.R. 4.85 FIRST TOUCH LAST PLAY AND DEAD BALL FOUL

Fourth-and 10 on A15. A1's punt is rolling on the 50 where A2 downs it, after which B2 hits the punter helmet to helmet at the A15. Time in the half expires on the play.

Ruling: B's ball, first-and-10 on A35. Extend for a play from scrimmage. The extension for the first touch also allows the dead ball foul to be enforced.

A.R. 4.86 DEAD-BALL FOUL AFTER MISSED FIELD GOAL—EXTENSION OR NOT

Fourth-and-5 on B30. On the last play of regulation in a tied game, A1's field-goal attempt is short. a) The ball hits in the end zone, and A1 then slugs B1; or b) B2 catches the kick in the end zone and downs it there or returns it to the B20. Immediately after B2 is down, A1 slugs B1.

Rulings: a) and b): Go to overtime. Enforce penalty on overtime kickoff. Disqualify A1.

A.R. 4.87 EXTENSION ON TRY AT END OF HALF

Third-and-10 on B40. Team B leads 21-13. On the last play of regulation, A1's pass is complete to A2 for a touchdown. On the ensuing Try, A1's passes to A3 in the end zone, and A3 pushes off to make the catch. A3 is called for offensive pass interference.

Ruling: Retry on B12. The Try is an untimed down, so the extension rules do not apply.

A.R. 4.88 DEAD-BALL UNSPORTSMANLIKE CONDUCT FOUL AFTER TOUCHDOWN

Fourth-and-12 on B20. Team B is leading 21-14 with three seconds remaining in the game. Quarterback A1 throws a pass to A2 who catches the ball at the B6 and scores. Following the touchdown, A2 spikes the ball at B2 lying on the ground.

Ruling: Touchdown Team A. Try at B2. The penalty does not carry over to the Try or the overtime, and there is no extension (beyond the Try) for unsportsmanlike conduct or taunting.

A.R. 4.89 FAIR-CATCH OPTION

Fourth-and-12 on A15. A1 punts to B1 as time for the half expires. B1 signals and makes a valid fair catch at the 50.

Ruling: The receiving team may only extend for a fair-catch kick.

A.R. 4.90 FOUL AND FAIR CATCH ON LAST PLAY

Fourth-and-Five on A25. With 0:05 remaining in the game Team A leads 23-20. Kicker A1 gets off a poor punt and B1 signals for a fair catch at the B48, and muffs the ball into the air. B1 catches the ball at the 50 (0:00). Team A had six players on the line of scrimmage at the snap.

Ruling: B's ball at A45 .Extend for a fair catch kick (due to the valid fair catch), or extend for a play from scrimmage (due to Team A's foul).

A.R. 4.91 FAIR CATCH ON LAST PLAY—PERSONAL FOUL AFTER CATCH

Fourth-and-10 on A10. A1 punts the ball and B1 signals for a fair catch on A45. After B1 completes the fair catch, A2 tackles B1. Time in the half expires on the play.

Ruling: Extend for a fair-catch kick from the A30. The extension occurs due to the valid fair catch, and the dead ball personal foul by A2 is therefore enforced. (10-2-5)

NOTE: Had the contact occurred before the catch, there would also be an option to run a play from scrimmage.

A.R. 4.92 SAFETY—LAST PLAY OF HALF

Fourth-and-10 on A45. Team A is ahead 17-10 with eight seconds remaining in the game. Punter A1 gets the snap and runs backward into A's end zone where he throws the ball over the end line in an attempt to consume time. During the play, A2 held B1 at the line of scrimmage. Time expires on the play.

Ruling: Safety. Game over. Team A wins 17-12. The foul by A2 on the last play of the game does not extend the period, because the ball was never punted. Throwing the ball over the end line by A1 is not a foul.

A.R. 4.93 SAFETY—LAST PLAY OF HALF

Fourth-and-10 on A45. Team A is ahead 17-14 with eight seconds remaining in the game. Punter A1 gets the snap and runs backward into A's end zone where he fumbles the ball. B1 is attempting to recover the ball when A1 bats the loose ball over the end line. Time expires on the play.

Ruling: Safety. Team B can elect to have an untimed down for a safety kick from the A20, because of A's illegal bat in the end zone. (4-3-11-j).

NOTE: If the ensuing safety kick illegally goes out of bounds, the receiving team can elect to extend the period for an untimed down after enforcement of the penalty for the kickoff out of bounds.

A.R. 4.94 SAFETY—LAST PLAY OF HALF

Fourth-and-10 on A3. Team A is ahead 21-16 on the final play of the game, with two seconds remaining. The ball is snapped to punter A4 who begins to scramble and runs out of the back of the end zone as time expires on the game clock. During A4's scramble, a) A5 clips in the end zone, or b) A5 holds in the end zone.

Rulings: a) Safety. Extend the half. Safety kick from the A20. To permit an extension, the foul must be used to get the safety, and it therefore cannot be carried over and enforced from the A20.

b) Safety. Extend the half. Safety kick from the A20.

NOTE: Team B can elect to have an untimed down for a safety kick from the A20 when the safety is caused by a foul. If the ensuing safety kick illegally goes out of bounds, the receiving team can elect to extend the period for an untimed down after enforcement of the penalty for the kickoff out of bounds.

A.R. 4.95 FOUL DURING HALFTIME OR OVERTIME INTERMISSION

As the teams are walking to the locker room at the end of the first half, or while awaiting the overtime coin toss, A1 a) slugs; or b) taunts B1.

Ruling: In both a) and b), the 15-yard penalty will be assessed against Team A on the succeeding kickoff. A1 would also be ejected for the slug, if appropriate.

A.R. 4.96 PERSONAL FOUL IN THE CONTINUING ACTION AFTER TRY ATTEMPT

A1 scores on the last play of the fourth quarter to make the score 34-33 in favor of Team B. On the ensuing Try, A2 is driven out of bounds at the B½ yard line, and B2 hits him late out of bounds.

Ruling: Game over. Team B wins 34-33. There is no extension or enforcement of the foul, as it would be enforced on the kickoff. There would be no replay of the Try attempt, regardless of the remaining time on the clock.

A.R. 4.97 DELAY OF GAME AT END OF PLAY—SPIKE

Third-and-10 on B20. With 0:03 left in a tied game, A1's pass is knocked down by B1 at the B7. B1 immediately scoops the ball up and forcibly throws it downfield in celebration. Time expires on the play.

Ruling: Go to overtime. Foul is not enforced. This is a dead-ball foul, but not a personal foul that would be enforced on the overtime kickoff.

A) MISCELLANEOUS

A.R. 4.98 FAILURE TO ENFORCE PENALTY YARDAGE

Second-and-10 on B30. On the last play of the first half, quarterback A1 throws an incomplete pass, but B2 was offside on the play. The penalty is accepted and the half is extended for an untimed down, on which Team A attempts a field goal from the B30 that is no good. It is then discovered that the officials did not mark off the five-yard penalty.

Ruling: Half over.

A.R. 4.99 DELAY OF GAME AT END OF PLAY—SPIKE

Third-and-10 on B45. A2 runs to the B34 after which he jumps up and spikes the ball (away from opponents) to celebrate the first down.

Ruling: A's ball, first-and-10 on B39. Dead-ball foul.

A.R. 4.100 DELAY OF GAME AT END OF PLAY—SPIKE

First-and-10 on B40. A1's pass is intercepted by B1 who runs it back to the A40. After being tackled, while still on the ground, B1 forcefully throws the ball downfield.

Ruling: B's ball, first-and-10 on A45. Dead-ball foul.

A.R. 4.101 DELAY OF GAME AT END OF PLAY—SPIKE

Third-and-5 on B30. A1 is sacked at the B35 after which A1 forcibly spikes the ball in disgust at having been sacked.

Ruling: Fourth-and-15 on B40. Dead-ball foul.

A.R. 4.102 DELAY OF GAME AT END OF PLAY—SPIKE

First-and-10 on B20. A1 throws a pass into the end zone, where a) A2 , or b) B2, almost catches the pass but drops it. In disgust, a) A2, or b) B2, picks the ball up off the ground and forcibly spikes it into the ground in the end zone.

Rulings: a) and b): Second-and-10 on B20. No foul when done by either A or B in the end zone or out of bounds.

RULE 5—PLAYERS, SUBSTITUTIONS, AND EQUIPMENT

1) PLAYERS

A.R. 5.1 TWELVE MEN—KICKOFF

Receiving team has 12 players on the field during a kickoff that results in a touchback.

Ruling: Touchback, or rekick from the A40.

A.R. 5.2 TEN PLAYERS—OFFENSE

Third-and-5 on A14. Runner A1 goes to the B30. Team A had 10 players on the field, seven on the line of scrimmage.

Ruling: A's ball, first-and-10 on B30. No foul. (7-2-1-a)

A.R. 5.3 POSITION CHANGE—END OF PERIOD

Third-and-7 on B9. At the start of the second period, tackle A3, who had reported that he was playing end on the last play of the first period, left the field at the end of the first period, returned for the second period, and lined up in tackle position without reporting. Runner A2 goes to the B1.

Ruling: A's ball, first-and-goal on B1. Legal return. (7-2-4-Exc.)

A.R. 5.4 POSITION CHANGE—AFTER SCORE

Fourth-and-8 on B37. Lineman number 76 enters the game and reports to the Referee that he will play right end, an eligible position. On a fake punt, number 76 catches a pass for a touchdown. On the subsequent Try, number 76 lines up at tackle. The Try is good.

Ruling: Touchdown, as number 76 was eligible to catch the pass. Number 76 may line up in his original position (tackle) for the Try because of the touchdown. (7-2-4-Exc.)

A.R. 5.5 POSITION CHANGE—AFTER FOUL

Second-and-goal on B7. A5 right guard number 57 reports as an eligible receiver and lines up at tight end. On the play, he is interfered with in the end zone by B5. The ball is placed at the B1, first and goal. On the next play, without reporting, number 57 returns to his original position at guard and Team A scores a touchdown.

Ruling: Touchdown. Legal for A5 to return to his original position because of the foul on the previous play. (7-2-4-Exc.)

A.R. 5.6 PLAYER WITHDRAWN—ILLEGAL RETURN

First-and-10 on B40. Guard A1 asks the Umpire to check for silicone on B2's jersey. The Umpire finds silicone on B2's jersey and suspends him for at least one play to replace the jersey. He comes back three plays later, when A2 again requests a check of B2's jersey. B2 is found to have silicone on his jersey.

Ruling: Five yards from succeeding spot. Suspend B2 until corrected. (5-2-8-h)

2) SUBSTITUTES

A.R. 5.7 ILLEGAL FORMATION—SHIFT

On a Try for point, Team A lines up in a "swinging gate" formation with the center (#67) on the end of the line. Before the snap, Team A shifts to a normal formation and successfully kicks the Try. At the time of the kick, all players are in positions correctly corresponding to their numbers.

Ruling: Retry on A7. (This would be an illegal formation regardless of whether the center "reported." On all scrimmage downs, the offense must present a legal formation both before and after any shifts. (7-2-4)

A.R. 5.8 PLAYER OFF—WRONG SIDE

Third-and-12 on A40. A1 gains five yards. At the end of the down, it is discovered that: a) withdrawn offensive player A2 had cleared the field on the opponents' side, or b) withdrawn defensive player B1 had cleared the field on the opponents' side.

Rulings: a) Option: Third-and-17 on A35, or fourth-and-7 on A45. Previous spot foul.

b) Third-and-7 on A45. Previous spot foul.

A.R. 5.9 SUBSTITUTION AFTER THE SNAP—INTERFERENCE WITH PLAY

Third-and-14 on A35. Team B makes a situation substitution sending four players into the game, however five players leave the field. Following the snap, B11 realizes he should be in the game and re-enters after the snap. **Shortly after B11 enters the game**, A1 passes into B11's area, and B11 breaks up the pass at the 50-yard line.

Ruling: First-and-10 on 50, or whatever result the crew determines to be appropriate. Palpably unfair act.

NOTE: Since B11 entered the field and had an immediate affect on the play, it is a palpably unfair act. If B11 had covered a different receiver and had not had a direct and immediate affect on the play, a 5 yard penalty for illegal substitution would be called.

A.R. 5.10 SUBSTITUTE BECOMES PLAYER—OFFENSE

Third-and-3 on A40. The offense has 10 players on the field prior to the snap. Just before the snap, player A11 enters the field to participate in the play and: a) enters past the numbers and stops for one second before the snap; b) stays in motion backward as the ball is snapped, and he is behind the tight end at the snap. A2 runs to the A45.

Rulings: a) A's ball, first-and-10 on A45. Legal play if Team A has seven players on the line of scrimmage.

b) Third-and-8 on A35. Illegal shift. (7-2-7)

A.R. 5.11 SUBSTITUTE BECOMES PLAYER—DEFENSE

Third-and-3 on A35. The defense has 10 players on the field prior to the snap: a) Just prior to the snap, B11 enters the field and makes the tackle on runner A3 at the A37; b) B11 enters the field just after the ball is snapped, and after the play develops, B11 tackles A3 at the A37; or c) B11 enters the field well after the ball is snapped and immediately tackles A3 as he is running near the Team B sideline at the A37.

Rulings: a) Fourth-and-1 on A37. Legal play.

b) First-and-10 on A42. Illegal substitution.

c) First-and-10 on B48 (or whatever the Referee deems equitable). Palpably unfair act. (12-3-3)

A.R. 5.12 SUBSTITUTES ENTER FIELD ON PUNT PLAY—BEFORE POSSESSION

Fourth-and-10 on A30. A1's punt is rolling at the B10. Before B1 picks up the punt at the B10, substitutes from: a) Team A, b) Team B, or c) both teams, come on the field at the B35 thinking the play is over. B1 returns the ball to the 50.

Rulings: a) B's ball, first-and-10 on A45, or fourth-and-15 on A25.

b) B's ball, first-and-10 on B5. The post-possession foul is enforced from the end of the kick.

c) B's ball, first-and-10 on B5, or Team B has the option to replay—fourth-and-10 on A30. This is a double foul with a change of possession. (14-3-2)

A.R. 5.13 SUBSTITUTES ENTER FIELD ON PUNT PLAY—AFTER POSSESSION

Fourth-and-10 on A30. A1's punt is rolling at the B10. After B1 picks up the punt at the B10, substitutes from: a) Team A, b) Team B, or c) both teams, come on the field at the B35 thinking the play is over. B1 returns the ball to the 50.

Rulings: a) B's ball, first-and-10 on A45. (14-1-12)

b) B's ball, first-and-10 on B30. Enforcement is from the spot of the foul. (14-1-12)

c) B's ball, first-and-10 on B35. Enforcement is a double foul after a change. (14-3-3)

A.R. 5.14 SUBSTITUTION—QUICK SNAP

First-and-10 on B45. A1 substitutes and quickly snaps the ball without huddling. Team B is caught with 12 men on the field, and illegal motion is called on A3. There are more than two minutes left in the half.

Ruling: A's ball, first-and-10 on B45. Play is voided by rule. No foul for 12 men on the field or illegal motion. Warn the offense.

NOTE: The officials should prevent this from happening, by standing over the ball while Team B "matches up." If the ball is snapped, though, only personal fouls or unsportsmanlike conduct fouls would be enforced.

A.R. 5.15 SUBSTITUTION—QUICK SNAP on field-goal attemptThirty-three seconds remain in the game. With the game clock running and both teams out of timeouts, Team A trails 17-16. Team A sends in its field goal kicker A2. Then with five seconds left, A2 goes back off the field, and A1 (who was not on the field for the previous play) rushes onto the field. Team A sets, and the ball is snapped to A1, who throws a touchdown pass to A3 as time runs out. Team B had 12 men on the field, as they tried to match up first to A's field goal team and then to A's offense as A1 entered.

Ruling: No score. Team B wins. This illegal substitution foul is penalized as unsportsmanlike conduct. (5-2-8-e). There is no extension for this 5 vs. 15 foul, with the major foul on the offense.

A.R. 5.16 PLAYER LEAVES FIELD AND RETURNS

Fourth-and-11 on A35. A4, who left the field after third down, realizes he should be in the game for the punt. He does not come inside the numbers before the snap. a) A4 is covered by the defense when he lines up on the line; or b) A4 is not covered by the defense at the snap. The punt goes out of bounds at the B10.

Rulings: a) B's ball, first-and-10 on B10. No foul, since A4 was not a substitute entering the game.
b) Fourth-and-26 on A20, or B's ball, first-and-10 on B25. Substitution to deceive. (12-3-1-k). The foul by the kicking team can be enforced from the previous spot or the dead-ball spot.

A.R. 5.17 SUBSTITUTION—12 MEN IN OFFENSIVE HUDDLE

Second-and-10 on B35. While Team A is in the huddle, A12 enters the huddle. The player for whom A12 was substituting is confused and doesn't realize that he is to leave the field, and therefore he remains in the huddle.

Ruling: Second-and-15 on B40. Illegal substitution. The Referee blows the whistle immediately.

A.R. 5.18 SUBSTITUTION—12 MEN IN OFFENSIVE HUDDLE ON KICKOFF

After a score, Team A lines up for a kickoff and huddles before the kickoff. There are 12 men in Team A's huddle. The twelfth man runs off the field a) before, or b) after the Back Judge starts the play clock. The ball is kicked from the A35, and B2 fields the ball and is tackled at the B5.

Rulings: a) B's ball, first-and-10 on B5. There is no foul for 12 men in the huddle.
b) Kickoff A30. Illegal substitution. The officials should kill the play before the kick.

NOTE: Every attempt should be made by officials to prevent this foul from happening.

A.R. 5.19 SUBSTITUTION—INELIGIBLE NUMBER

Fourth-and-goal on B2. Team A player number 99 enters the game and lines up at the tight end position. He does not report as an eligible player. A1 scores on the play.

Ruling: Fourth-and goal on B7. Numbers 90-99 are for ineligible players who must report if playing an eligible position. (7-2-4)

A.R. 5.20 THIRD QUARTERBACK

First-and-10 on 50. Both quarterbacks A1 and A2 are hurt, so the "third quarterback" A3 enters the game in a) the third quarter, or b) in the fourth quarter. A1 returns to the game with six minutes to play in the fourth quarter.

Rulings: a) First-and-25 on A35. Unsportsmanlike conduct. A1 and A2 are prohibited from returning any time in the game or overtime. (The Referee should not permit this to happen).
b) Legal return. The first and second quarterbacks can legally return in the fourth quarter or overtime if the "third quarterback" first entered the game in the fourth quarter or overtime period.

3) EQUIPMENT & UNIFORMS

A.R. 5.21 ILLEGAL EQUIPMENT

First-and-10 on 50. A1 starts to come into the game wearing illegal equipment when the Umpire sees him.

Ruling: A's ball, first-and-10 on 50. Umpire should not allow A1 into the game.

A.R. 5.22 ILLEGAL UNIFORM

Third-and-5 on 50. Quarterback A1 cannot spot an open receiver, scrambles, and runs to the B46. The Umpire reaches for the ball after the tackle and spots A1 wearing an illegally torn jersey.

Ruling: Fourth-and-1 on B46. Suspend A1 for one play, or Team A may take a charged timeout to correct the equipment.

A.R. 5.23 ALTERED JERSEY

Third-and-2 on B35. A1 runs to the B30 where he is downed. At the end of the down, the Umpire notes that A3's jersey is cut off and altered.

Ruling: A's ball, first-and-10 on B30. A3 must leave the game for one play and replace the jersey. The player can remain in the game by taking a timeout and replacing the jersey.

A.R. 5.24 ILLEGAL EQUIPMENT

Fourth-and-10 on B25. A field-goal attempt is good, and the Referee then discovers the kicker wearing an illegal kicking shoe.

Ruling: Kick is good. Kickoff A35. The kicker must replace the illegal shoe and is suspended for the succeeding play, unless a charged timeout is taken to replace the shoe.

A.R. 5.25 GLOVES

Second-and-8 on B45. A1 passes complete to A7 who is downed at the B42. A7 participated wearing bright orange gloves.

Ruling: Third-and-5 on B42. No foul—colored glove restriction applies only to interior linemen.

A.R. 5.26 SLIPPERY SUBSTANCE ON JERSEY—HURRY-UP OFFENSE

With less than one minute remaining in the first half, after several prior checks, the Umpire possibly detects silicone on the jersey of A6. Team A is in a hurry-up offense.

Ruling: Umpire does not interrupt the hurry-up offense. At a normal game break or at halftime, he checks A6.

A.R. 5.27 JERSEY—SILICONE

Third-and-5 on A15. A2 runs to the A20 where he is tackled by the facemask and slammed to the ground by defensive lineman B1. At the end of the down, it is noticed that B1 has silicone on the front of his jersey.

Ruling: A's ball, first-and-10 on A35. B1 must be suspended for one down, and his jersey must be replaced. The team cannot allow the player to remain in the game by taking a charged timeout and replacing the jersey. Officials should confiscate the jersey.

A.R. 5.28 ILLEGAL UNIFORM

Third-and-6 on A21. A1 passes to the tight end who runs out of bounds at the A45. At the completion of the play, it is noticed that A2 has a towel that is approximately 20 inches long attached to the back of his belt. Written on the towel is "Superstar."

Ruling: A's ball, first-and-10 on A45. A2 must be suspended for at least one down and the towel removed. He can remain in the game by taking a charged timeout if the equipment is repaired.

RULE 6—FREE KICK

1) ONSIDE KICKS

A.R. 6.1 ONSIDE KICK—LEGAL RECOVERY AND ADVANCE

A1 tries an onside kick. The ball goes to the A43 where B1 touches the ball. B2 picks up the ball and runs to the A20, fumbles, and A1 recovers there and runs to the A24.

Ruling: A's ball, first-and-10 on A24. Legal recovery and advance.

A.R. 6.2 ONSIDE KICK—ILLEGAL TOUCH

On an onside kick from the A35, A1 **illegally** touches the ball at the A43. B1 picks up the ball, runs to the A20, fumbles, and A2 recovers there.

Ruling: B's ball, first-and-10 on A43. Team B has the option to take the ball at the spot of illegal touching by Team A, however, the five-yard penalty for illegal touching cannot be enforced from the illegal touch spot, unless that is also the dead-ball spot.

A.R. 6.3 ONSIDE KICK—ILLEGAL TOUCH—TEAM B RECOVERS

On an onside kick from the A35, A1 **illegally** touches the ball at the A44. The ball continues to roll to the A48 where a) B1 recovers and is tackled; or b) B1 touches the ball and it then rolls out of bounds there.

Rulings: a) and b): B's ball, first-and-10 on A43.

NOTE: Team B could also take the ball at the illegal touch spot (A44), but the five yard penalty for the illegal touch can only be enforced from the dead ball spot.

A.R. 6.4 ONSIDE KICK

On an onside kick from the A35: a) A2 illegally recovers the ball at the A42; b) the kick goes out of bounds untouched at the 50; or c) A2 illegally touches the kick at the A42, after which B1 picks up the kick at the A46 and returns it to the A21.

Rulings: a) B's ball, first-and-10 on A37. Illegal touch and recovery by Team A, so the penalty can be accessed from the dead-ball spot.

b) B's ball, first-and-10 on the 50.

c) B's ball, first-and-10 on A16. **The five yard penalty for illegal touching can be enforced from the dead ball spot, provided Team B has possession at that spot.**

A.R. 6.5 ONSIDE KICK—KICKER CATCHES

Team A tries an onside kick which goes into the air and is caught by A2 at the A47: a) No Team B -player was near the ball; or b) B2 could have caught ball.

Rulings: a) A's ball, first-and-10 on A42. Legal catch **and recovery**.

b) B's ball, first-and-10 on A32. Interference with the opportunity to catch a kick.

A.R. 6.6 ONSIDE KICK—INVALID FAIR-CATCH SIGNAL

On an onside kick from the A35, the ball is kicked down into the ground and bounces high into the air coming down at the A47 where B1 signals for a fair catch. A1 blocks him out of the way before the ball arrives, and A1 catches the ball there.

Ruling: A's ball, first-and-10 on A47. (B1's foul for invalid fair-catch signal after the ball hit the ground is declined.)

A.R. 6.7 ONSIDE KICK—FAIR-CATCH INTERFERENCE

On a surprise onside kick in the third quarter from the A35, Kicker A1 pops the ball into the air, not into the ground. B1 **is in position to catch the kick at that** A44, but A2 interferes with the ball (or B1), and touches the ball at the A44. The ball then goes out of bounds at the A46, last touched by A2.

Ruling: B's ball, first-and-10 on A29. Team B will decline the illegal touching foul and the kickoff out-of-bounds foul and accept the fair-catch interference foul.

A.R. 6.8 ONSIDE KICK—FORCE OUT

A1 attempts an onside kick from the A35. The ball bounces and goes into the air. As the ball is airborne near the sideline at the A46, A2 jumps up and controls the ball at the A41. Before A2 comes to the ground, he is pushed out of bounds where he completes the **recovery**. A2 would have landed inbounds.

Ruling: B's ball, first-and-10 on A46. Not a force out unless A2 is held up and carried out of bounds. (8-4-7-S.N. 5)

A.R. 6.09 ONSIDE KICK—ILLEGAL BLOCK BY TEAM A

On an onside kick from the A35, A1 blocks B1 above the waist at the A43 while the ball was at the A42. A2 falls on the ball at the A46.

Ruling: Rekick A25. Illegal block. Kickers may not block an opponent in the first 10 yards until either the kick has gone 10 yards or it has been touched by a Team B player.

A.R. 6.10 ONSIDE KICK—LEGAL BLOCK BY TEAM A

On an onside kick from the A35, A2 falls on the ball at the A47. While the ball was at the A44, A1 blocks B1 high at the A46.

Ruling: A's ball, first-and-10 on A47. Legal block **and recovery**.

A.R. 6.11 ONSIDE KICK—MULTIPLE FOULS BY TEAM A

On an onside kick from the A35, A1 blocks B1 high at the A44 while the ball is at the A42. The ball goes out of bounds untouched at the A48.

Ruling: B's ball, first-and-10 on A38. Team B also has the option of a rekick from the A25, but they would choose to enforce the penalty from the dead-ball spot.

A.R. 6.12 ONSIDE KICK—LEGAL BAT BY TEAM B

On an onside kick **from the A35**, the ball rolls toward the sideline at the A44 where B1 bats the ball backward toward the A46, and it goes out of bounds there.

Ruling: B's ball, first-and-10 on A46. No foul.

A.R. 6.13 ONSIDE KICK—FOUL BY TEAM A

On an onside kick from the A35, A3 is offside, and A4 then recovers the kick at the A47.

Ruling: Rekick from A30, **after the five yard penalty**.

A.R. 6.14 ONSIDE KICK—OUT OF BOUNDS

On an onside kick from the A35, the ball is touched by B2 at the A43 and muffed to the A44 where A2 then muffs it causing the ball to go out of bounds at the B48.

Ruling: B's ball, first-and-10 on B48. **The only yardage penalty for a kickoff out of bounds is 25 yards from the spot of the kick.**

A.R. 6.15 ONSIDE KICK—DOUBLE AND MULTIPLE FOULS

On an onside kick from the A35, the ball rolls to the A43 where A1 muffs it, and the ball then rolls out of bounds at the A44. After A1 muffed the ball and before it went out of bounds, B2 blocked A3 below the waist at the A42.

Ruling: Rekick A35.

A.R. 6.16 ONSIDE KICK—DOUBLE FOUL (5 VS. 15)

On an onside kick from the A35, A2 is offside. A1 recovers at the A47, and B1 tackles A1 by the facemask.

Ruling: Rekick 50. Double foul (5 vs. 15) applies, as there was no change of possession. Enforce B's foul from the previous spot and rekick. (14-3-1-Exc. 1)

A.R. 6.17 ONSIDE KICK—DOUBLE FOUL (NOT 5 VS. 15)

On an onside kick from the A35, the ball goes out of bounds at the A48. B1 clips while the ball is rolling toward the sideline.

Ruling: Rekick A35. Double foul, offset. This is not a 5 vs.15 enforcement, as the result of the play is a change of possession, **and because a kickoff out of bounds is not a five yard penalty**. (14-3-1)

A.R. 6.18 ONSIDE KICK—DOUBLE FOUL

On an onside kick from the A35, B3 is offside, and A4 then recovers the kick at the A44.

Ruling: Rekick A35. Double foul.

2) FREE KICK—BALL GOING OUT OF BOUNDS

A.R. 6.19 KICKOFF OUT OF BOUNDS—LAST TOUCHED BY TEAM B

On a kickoff from the A35, the ball rolls out of bounds on the B12 after first touching A1 and then B1.

Ruling: B's ball, first-and-10 on B12. Receivers last touched the ball, and A's touch was legal.

A.R. 6.20 KICKOFF OUT OF BOUNDS—LAST TOUCHED BY TEAM A

A1 free kicks from the A20 following a safety. The kick is muffed at the B40 by B1, is touched by A3, and it then rolls out of bounds at the B35.

Ruling: B's ball, first-and-10 on 50, which is 30 yards in advance of the spot of the kick.

A.R. 6.21 KICKOFF OUT OF BOUNDS

A kickoff from the A35 goes out of bounds, untouched, at the B42.

Ruling: B's ball, first-and-10 on B42. The foul for kickoff out of bounds is 25 yards from the spot of the kick, so it would be declined.

A.R. 6.22 KICKOFF OUT OF BOUNDS—DOUBLE FOUL

The kickoff from the A35 is muffed by B1 at the B6. A1 tries to recover but muffs the ball out of bounds at the B5. While the ball was loose, B2 blocked A2 low at the B15.

Ruling: Rekick A35. This is a double foul but not a 5 vs. 15.

A.R. 6.23 KICKOFF OUT OF BOUNDS

B1 commits a personal foul on a touchdown run by A1, and then during the subsequent Try, B2 also commits a personal foul. Team A elects to have both personal fouls enforced on the kickoff. On the ensuing kickoff from the B35, (30 yards of penalty), A attempts an onside kick, but the ball goes out of bounds, untouched, at the B16.

Ruling: B's ball, first-and-10 on B16. The penalty for a kickoff out of bounds is 25 yards from the spot of the kick, not a 25 yard penalty. Therefore, there is no option to go "half the distance to the goal" and give B the ball at the B17 ½.

3) FREE KICK—BALL INTO RECEIVER'S END ZONE

A.R. 6.24 KICK INTO END ZONE -- FUMBLED

On a kickoff from the A35, B1 catches the ball in the end zone and drops the ball after he starts to run. The ball rolls out to the B4 where B2 falls on the ball. There is a) 3:22, or b) 1:55 left in the fourth quarter.

Ruling:

- a) B's ball, first-and-10 on B4.
- b) B's ball, first-and-10 on B20. Inside two minutes, the ball returns to the spot of the fumble, which is a touchback.

A.R. 6.25 KICK INTO END ZONE—KICKER RECOVERS

On a kickoff from the A35, B1 muffs the ball at the B4. It rolls into the end zone where A2 falls on it.

Ruling: Touchdown Team A. Kickoff A35.

A.R. 6.26 KICK INTO END ZONE—REBOUNDS INTO FIELD OF PLAY

On a kickoff, the ball hits in the end zone untouched and rebounds to the B4 where A1 recovers and advances for a touchdown.

Ruling: A's ball, first-and-goal on B4. Kickers can recover but not advance.

A.R. 6.27 KICK INTO END ZONE—REBOUNDS OUT OF BOUNDS

On a kickoff, B1 muffs the ball at the 4-yard line, and the ball rolls into the end zone and rebounds out of bounds at the B2-yard line.

Ruling: B's ball, first-and-10 on B2.

A.R. 6.28 KICK INTO END ZONE—REBOUNDS OUT OF BOUNDS

On a kickoff, the untouched ball hits in the end zone. B1 then muffs the ball (in the end zone or the field of play) and it then rolls out of bounds at the B2-yard line.

Ruling: B's ball, first-and-10 on B2. There is no touchback option for a free kick hitting in the end zone, as there would be for a scrimmage kick, even if the ball was untouched by Team B.

A.R. 6.29 KICK INTO END ZONE—TEAM B FOULS

During a kickoff from the A35, B2 clips on the B10. B1 touches the ball at the B2, and it then rolls over the end line.

Ruling: Rekick from 50, or B's ball, first-and-10 on B20.

A.R. 6.30 TEAM B BATS THE BALL IN ITS END ZONE

Kickoff from the A35. B1 tries to catch the kick in his end zone, but muffs it there. While the ball is still in the end zone, B1 bats it over the end line.

Ruling: B's ball, first-and-10 on B20 (decline foul), or rekick from A45. (11-6-1, 12-1-8-b)

A.R. 6.31 KICKOFF—PERSONAL FOUL PRIOR TO POSSESSION

On a kickoff from the A35, A2 grabs and pulls the facemask of B3 before Team B gains possession, and B1 then downs the ball in the end zone for a touchback.

Ruling: Rekick from A20, or B's ball, first-and-10 on B35.

A.R. 6.32 FOULS DURING FREE KICK

On A1's kickoff from the A35, B1 muffs the kick at the B10, and the ball rolls into the end zone. In the scramble for the loose ball, a) A2 holds B2; or b) B2 holds A2, to allow a teammate to recover the ball. The ball is ultimately recovered and downed by B3 in the end zone.

Rulings: a) Rekick A25, or B's ball, first-and-10 on B30. Fouls by the kicking team during the kick are enforced from the previous spot (rekick) or the dead-ball spot.

b) Rekick A45, or B's ball, first-and-10 on B20. The only option for enforcing fouls by the receiving team during the kick, is the previous spot (rekick).

NOTE: Fouls by both teams during the kick are treated as offensive fouls.

4) MISCELLANEOUS FREE KICK PLAYS

A.R. 6.33 KICKOFF—LEGAL BAT BY TEAM A

On a kickoff, the untouched ball bounces at the B10 and is airborne out over the sideline. A2 jumps from the field of play and bats the ball backward into the field of play. A3 recovers the ball at the B15 and advances to the B1-yard line.

Ruling: A's ball, first-and-10 on B15. The ball is dead when A3 recovers.

A.R. 6.34 FAIR CATCH ON FREE KICK—EXTENSION OF PERIOD

On a kickoff from the A35, B1 signals for a fair catch at the B22. A1, not seeing the signal, tackles B1 just after he touches the ball. The ball rolls to the B20 where A2 recovers. Time for the half expired on the play.

Ruling: B's ball, first-and-10 on B37. Extend the period for a fair-catch kick or a snap from scrimmage.

A.R. 6.35 KICKOFF—DELAY OF GAME FOUL

The Back Judge hands the ball to the kicker for a kickoff at the B35 and winds the 25-second play clock. The kicker does not begin to move towards the ball before the play clock hits zero.

Ruling: Kickoff A30. Delay of kickoff.

Note: If the kicker has started toward the ball before the play clock hits 00:00, delay of game should not be called.

A.R. 6.36 TWELVE MEN ON THE FIELD AT THE TIME OF THE READY FOR PLAY

Team A lines up for a kickoff from the A35. The Back Judge starts the play clock, and the Referee blows the ball ready for play. Officials then discover that Team A or Team B has 12 men lined up for the kickoff, although the extra player runs off his side of the field just before the ball is kicked. The kick goes through the end zone.

Ruling: B's ball, first-and-10 on B20. No foul.

A.R. 6.37 KICKOFF—DOUBLE FOUL WITH A CHANGE

On an onside kick from the A35, A1 blocks B1 at the A43 while the ball is at the A44. B2 then recovers the ball at the A43 and returns it to the A20. During the return, B3 blocks A3 below the waist at the A30.

Ruling: B's ball, first-and-10 on A45, or Team B can choose to replay the down. (14-3-2)

A.R. 6.38 KICKER GOES OUT OF BOUNDS—LEGAL RECOVERY

With 1:30 remaining in the game, A1 punts a safety kick from the A20. B1 signals for a fair catch at the B40 and muffs the ball, which rolls to the B46. A2 steps on the sideline at the 50, returns inbounds with both feet, pushes B1 in the back, and recovers the ball at the B46.

Ruling: A's ball, first-and-10 on B46. A punt on a safety kick is a "free ball" after it goes 10 yards. A2's touching is legal, because the kicked ball has been touched by an opponent.

A.R. 6.39 KICKER GOES OUT OF BOUNDS—ILLEGAL RECOVERY

On an onside kick from the A35, A2 legally touches the ball at the A46, and A2 then recovers the ball at the A44. A2 had stepped on the sideline at the A40 and then re-established himself inbounds before touching the ball.

Ruling: Rekick A30. On free kicks, a member of the kicking team who has been out of bounds cannot touch the kick until the ball has been touched by a member of the receiving team.

A.R. 6.40 KICKING TEAM OFFSIDE ON KICKOFF

On a kickoff from the A35, A7 is offside. B1 catches the kick and returns it to the B30 where he is downed.

Ruling: Rekick A30, or B's ball, first-and-10 on B35.

A.R. 6.41 KICKING TEAM OFFSIDE ON KICKOFF—KICK OUT OF BOUNDS

On a kickoff from the A35, A5 is offside. The kick goes out of bounds, untouched, at the B32.

Ruling: Rekick A30, or B's ball, first-and-10 on B40.

NOTE: The five-yard penalty for the offside can not be added on from the B40. This is a multiple foul—kickoff out of bounds and kicking team offside. Only one can be enforced.

A.R. 6.42 KICKING TEAM OFFSIDE ON KICKOFF—KICK OUT OF BOUNDS

On a second-quarter kickoff from the A35, the untouched kick goes out of bounds at the B38. A2 was offside.

Ruling: B's ball, first-and-10 on B43. Multiple foul. The kickoff out of bounds foul is declined (B's ball 30 yards from the spot of the kick), and the offside penalty is enforced from the dead-ball spot.

A.R. 6.43 KICKING TEAM OFFSIDE ON KICKOFF—TOUCHBACK

On a kickoff from the A35, the ball is downed in B's end zone for a touchback. During the kickoff, A2 was offside.

Ruling: Rekick from the A30, or B's ball, first-and-10 on B25.

A.R. 6.44 KICKOFF—ILLEGAL FORMATION BY TEAM A

On a kickoff from the A35, Team A lines up with six players on one side of the ball, and four plus the kicker on the other side. As the kicker starts toward the ball, one of the players goes in motion behind the kicker, so that when the ball is kicked, Team A has seven players on one side of the ball. B1 catches the ball at the B15 and returns it to the B30.

Ruling: Rekick A30, or B's ball, first-and-10 on B35. Team B has the option to enforce Team A fouls that occur before Team B gets possession of the free kick, from either the previous spot or the dead-ball spot.

A.R. 6.45 KICKOFF—ILLEGAL FORMATION BY TEAM A

On A's kickoff from the A35, all members of Team A are within 5 yard of the A35 when the referee blows the ball ready for play, but after the ready, as the kicker is running forward to kick the ball, A3 loops behind kicker A1 to the A28, and he is at the A37 when the ball is kicked. The ball is kicked thru the end zone.

Ruling: Rekick A30, or B's ball, first-and-10 on B25.

RULE 7—BALL IN PLAY, DEAD BALL, SCRIMMAGE

1) ENCROACHMENT/OFFSIDE/ILLEGAL FORMATION

A.R. 7.1 DELAY BY THE DEFENSE—ABRUPT MOVEMENT

Third-and-10 on B30. While Team A is at the line of scrimmage, and A1 is calling signals, defensive tackle B1 a) abruptly moves in an effort to cause A2 to false start, or b) misjudges the snap signal and moves forward into the neutral zone, but backs out before the snap. There is no reaction by Team A players.

Rulings: a) Third-and-5 on B25. Blow whistle immediately, regardless of whether A2 or any offensive player reacts.
b) No foul.

A.R. 7.2 ENCROACHMENT

First-and-10 on 50. Tight end A2, in a three-point stance, lifts his hand and moves slowly to a wider position. As he resets, B2 comes across and contacts A2.

Ruling: A's ball, first-and-5 on B45. No foul by A2. (7-2-3-a)

A.R. 7.3 ENCROACHMENT

Fourth-and-5 on 50. Nose guard B1 is lined up legally on the defensive line of scrimmage. Center A1 moves the ball forward a couple of inches in a normal snapping motion and contacts B1's hand.

Ruling: A's ball, first-and-10 on B45. Team B is not allowed to interfere with the normal snapping motion of the ball by the center. If, in the opinion of the officials, this is not a normal snapping motion, the foul would be on the offense for an illegal snap. (7-3-3)

A.R. 7.4 OFFSIDE—UNABATED

Fourth-and-1 on B40. Defensive end B2 penetrates deep beyond the neutral zone and has an unabated path toward the quarterback, punter, or field-goal kicker.

Ruling: A's ball, first-and-10 on B35. Blow whistle. Offside-unabated. (7-2-3-Note)

A.R. 7.5 DEFENSIVE ALIGNMENT OVER CENTER – PUNT OR FIELD GOAL

Fourth-and 7 on A27. Team A lines up in an apparent punting formation, with B1 on the line of scrimmage and directly over snapper A2. The ball is snapped to the punter A1. A) A1 muffs the snap, picks up the ball and runs to the B23 where he is downed; or b) A1 shanks the punt out of bounds at the 50.

Rulings: a) Fourth-and-2 on B22. Illegal formation. The foul happens at the snap, due to the scrimmage kick formation.
b) Fourth-and-2 on B22. Illegal formation. (7-2-2)

A.R. 7.6 DEFENSIVE ALIGNMENT OVER CENTER—PUNT OR FIELD GOAL

Fourth-and 5 on B25. Team A lines up in a field-goal formation with B1 on the line of scrimmage and directly over snapper A2. Just before the ball is snapped, B1 moves back one-and-a-half yards off the line of scrimmage, although he is still directly over the center. The field-goal attempt from the B32 is missed.

Ruling: B's ball, first-and-10 on B32. There is no foul, as B1 was not within one yard of the line of scrimmage at the snap. (7-2-2)

A.R. 7.7 DEFENSIVE ALIGNMENT OVER CENTER—PUNT OR FIELD GOAL FORMATION

Fourth-and-5 on A25. Team A lines up in a punt formation, however personal protector A2 is, a) lined up behind the right guard, 2 yards behind the line of scrimmage, or b) initially sets 7 yards deep, steps 3 yards forward to call signals, and then returns to a position 7 yards deep before the ball is snapped. B1 is lined up on the line of scrimmage directly over center A3. The ball is snapped to punter A1 who shanks the punt out of bounds at the A45.

Ruling:

- a) B's ball, first-and-10 on A45. A2 was not in a normal scrimmage kick formation, thus making B1's position legal.
- b) B's ball, first-and-10 on A45. Motion by Team A removes the restriction on Team B relative to lining up over the center on the line of scrimmage.

2) NEUTRAL-ZONE INFRACTION

A.R. 7.8 NEUTRAL-ZONE INFRACTION

Second-and-4 on B40. As quarterback A1 is calling signals, right offensive guard A3 pulls back or moves forward in reaction to movement by B1 into the neutral zone. B1 was positioned a) two-and-a-half positions away from A3; or b) three positions away from A3.

Rulings: a) First-and-10 on B35. Blow dead. Neutral-zone infraction. (7-2-3-Note 2)

b) Second-and-9 on B45. Blow dead. False start. B1 was not in close proximity to A3. (7-2-3-Note 2, 7-2-6)

A.R. 7.9 FALSE START—NOT NEUTRAL-ZONE INFRACTION

Third-and-8 on B24. Linebacker B6 fakes a charge but does not enter the neutral zone. Tackle A5 who is directly opposite immediately reacts and charges into B6.

Ruling: Third-and-13 on B29. Blow dead. False start. (7-3-4)

A.R. 7.10 FALSE START OR NEUTRAL-ZONE INFRACTION

Second-and-7 on A30. Defensive right end B1 jumps into the neutral zone **outside the tight end**, causing A3 to flinch. A3 is a) a wingback located directly opposite B1; b) a fullback; c) a slotback located seven yards outside B1 with no offensive player in between them; (d) a wide receiver located 15 yards outside B1 and outside slotback A2 with no one other than A2 located between them, **or e) the quarterback (who takes a half-step back as a result of B1's action).**

Rulings: a) Second-and-2 on A35. Neutral-zone infraction. (7-2-3-Note 2)

b) Second-and-12 on A25. False start. (7-3-4)

c) Second-and-2 on A35. Neutral-zone infraction. (7-2-3-Note 2)

d) Second-and-2 on A35. Neutral-zone infraction. (7-2-3-Note 2)

e) **Second-and-12 on A25. False start. (7-3-4). Although the QB is "protected", the action by B1 occurred more than 2 ½ positions outside the QB.**

A.R. 7.11 FALSE START OR NEUTRAL-ZONE INFRACTION

Second-and-10 on A40. B1 jumps into the neutral zone causing wideout A3 to flinch. A3 is the widest receiver in a trips formation on the left side of the line, making him at least four players removed from B1. B1 enters the neutral zone a) between the offensive left guard and the center, or b) between the offensive right guard and center.

Rulings: a) Second-and-5 on A45. Neutral-zone infraction, because B1 entered the neutral zone between the wideout and the ball. (7-2-3-Note 2)

b) Second-and-15 on A35. False start. (7-2-4)

3) FALSE START—LEGAL AND ILLEGAL MOTION—ILLEGAL SHIFT

A.R. 7.12 ILLEGAL MOTION OR FALSE START

Second-and-10 on B40. At any time in the game, as the ball is snapped, a) right tackle A2 is going from a two-point to a three-point stance; b) eligible receiver A3 is going from a two-point to a three-point stance; or c) deep back A4 is rolling forward as the ball is snapped. A1 is sacked at the B46.

Rulings: a) Second-and-15 on B45. False start. (Run 10, if the other criteria are satisfied)

b) Third-and-16 on B46. Let the play go through. Illegal motion.

c) Second-and-15 on B45. False start. (Run 10, if the other criteria are satisfied) (7-2-6, 7-3-4)

A.R. 7.13 QUARTERBACK TAKES POSITION UNDER GUARD -- SNAP

Second-and-5 on A35. Quarterback A1 accidentally takes a position under his guard, and the center then snaps the ball. B2 recovers the ball on the A25 and is downed there.

Ruling: A's ball, second-and-10 on A30. False start. (7-3-6, 7-2-1)

A.R. 7.14 QUARTERBACK TAKES POSITION UNDER GUARD—CALLS SIGNALS

Second-and-4 on B36. Quarterback A1 extends his hands under the right guard and starts calling signals. Team B does not react. A1 then realizes his mistake and moves to the center, and ultimately throws an incomplete pass.

Ruling: Third-and-4 on B36. There is no foul on A1 while he is behind someone other than the center (regardless of any reaction by Team B), unless the ball is snapped while A1 is behind someone other than the center (which would be a false start). (7-3-4)

A.R. 7.15 BALL SNAPPED WHEN QUARTERBACK NOT BEHIND CENTER

Second-and-10 on B40. While quarterback A1 is behind the guard calling audibles, the ball is snapped and recovered by B2 who runs for a touchdown.

Ruling: Second-and-15 on B45. If the ball is snapped when there is not a player in position to receive the snap—either in a shotgun formation or under center—it is a false start. However, a quarterback under center can go in motion, and if he comes to a complete stop clearly in the backfield for at least one second, the snap need not be to him and is legal. (8-4-1-Note)

A.R. 7.16 BALL SNAPPED WITH QUARTERBACK BEHIND CENTER

Second-and-10 on B40. While quarterback A1 is standing immediately behind the center, or has his hands under center, calling audibles, the ball is snapped and a) glances off A1's leg, or b) does not touch the quarterback, and rolls into the backfield where A2 recovers at the B45 and runs for a touchdown.

Rulings: a) and b): Touchdown Team A. Kickoff A35. If the ball is snapped when there is a player in position to receive the snap—either in a shotgun formation or under center—it is a backward pass, and the ball continues in play, regardless of the time remaining in the game. (8-4-1-Note)

A.R. 7.17 BALL SNAPPED THROUGH QUARTERBACK'S LEGS

Third-and-10 on B40. Quarterback A1 lines up under center with his hands in position to receive a hand-to-hand snap, when the center snaps the ball through A1's legs to tailback A2. A2 runs with the ball to the B25.

Ruling: First-and-10 on B25. Legal play. If the quarterback is behind the center, the ball need not be snapped to him. (8-4-1-Note)

A.R. 7.18 T-FORMATION QUARTERBACK GOES IN MOTION

Third-and-10 on A30. T-formation quarterback A1 is up at the line calling signals with his hands under center. Before the ball is snapped, he walks away from under center calling to the bench as though he has the wrong personnel in the game. When he is several yards away from the center, and clearly more than a yard behind the line of scrimmage, the ball is snapped to tailback A2 who runs for a touchdown.

When the ball is snapped, A1 a) is still moving or has just stopped, or b) has come to a complete stop for a full second before the ball is snapped.

Rulings: a) Third-and-15 on A25. False start.

b) Touchdown Team A. Kickoff A35. If the quarterback sets for a full second, he has legally changed to a backfield position, and the snap is legal.

A.R. 7.19 ILLEGAL MOTION

Fourth-and-1 on A40. Team A legally sets in punt formation. Back A2 then moves in behind the center, and without stopping, receives the snap and runs to the A42.

Ruling: Fourth-and-6 on A35. Illegal motion. (7-2-6-Note 1)

A.R. 7.20 PLAYER IN MOTION – TEAMMATE GIVES ARM SIGNALS

Third-and-2 on A23. Prior to the ball being snapped, back A2 legally goes in motion. Back A4, who is lined up as the deep back, gives signals by moving his arms while A2 is in motion. A3 runs to the A31.

Ruling: A's ball, first-and-10 on A31. Action of A4 is legal. (7-2-6)

A.R. 7.21 ILLEGAL SHIFT

First-and-10 on B30. Team A breaks the huddle. A2 is the wideout but goes to the wrong side of the formation, and before he sets, Quarterback A1 tells him to go to the other side of the formation. All other Team A players had been set for one second. Before A2 ever sets, the ball is snapped while A2 is moving two yards outside of the tackle. The pass is complete to A2 at the B5.

Ruling: A's ball, first-and-15 on B35. Illegal shift. All Team A players must come to a complete stop simultaneously for one second after a shift or huddle. (7-2-7)

A.R. 7.22 FORMATION—LEGAL BEFORE AND AFTER SHIFT

Third-and-10 on B40. As Team A comes to the line, split end A2 is clearly two yards off the line of scrimmage, leaving ineligible A4 as the end man on the line of scrimmage. As quarterback A1 calls signals, a) Team A executes a designed shift, moving A2 up to the line "covering" ineligible A4, and tailback A3 moves into the slot, two yards off the line of scrimmage; or b) before the ball is snapped, A2 realizes that he is lined up in the wrong place, so he moves up to the line, "covering" ineligible A4. After a full second, the ball is snapped, and A1 scrambles to the B20.

Rulings: a) Third-and-15 on B45. Illegal formation. The offense must present a legal formation both before and after a shift.

b) A's ball, first-and-10 on B20. When the offense has clearly just **mistakenly lined up in the wrong place**, and it is corrected before the snap, there is no foul. (7-2-1)

A.R. 7.23 POSITIONS—SWINGING GATE

Fourth-and-3 on B20. On a field-goal attempt, center A5 lines up on the end of the line in the middle of the field. Holder A2 and kicker A1 line up directly behind A5. The rest of the team is lined up at the inbounds line 15 yards away from center A5. The ball is snapped by A5 to upback A4, who is lined up behind the rest of the line at the inbounds spot. A5 did not snap the ball through his legs. A4 runs to the B5 where he is tackled. Center A5: a) reported as eligible prior to the snap, or b) A5 did not **as eligible** prior to the snap.

Rulings: a) A's ball, first-and-goal on B5. **Legal formation.** The snap does not have to go through the snapper's legs.
b) Fourth-and-8 on B25. **Illegal formation.** (7-2-4)

4) POSITION CHANGE

A.R. 7.24 POSITION CHANGE—UNREPORTED ILLEGAL NUMBER

Second-and-15 on B45. A1 completes a pass to A2 who runs to the B30. The Referee notices end A2 wearing **an ineligible number, and he did not report prior to the snap.**

Ruling: Second-and-20 on 50. (7-2-4-b)

A.R. 7.25 POSITION CHANGE—LEGAL RETURN

Third-and-5 on B7. At the start of the second period, tackle A3, who had reported that he was playing end on the last play of the first period, left the field at the end of the first period, returned for the second period, and lined up in a tackle position without reporting. Runner A2 goes to the B1.

Ruling: A's ball, first-and-goal on B1. **Legal return as the quarter ended.** (7-2-4-Exc.)

A.R. 7.26 POSITION CHANGE—ILLEGAL SUBSTITUTION

Third-and-2 on A30. A3, wearing the number of an ineligible receiver, reports as an eligible player and lines up at tight end. A3 catches a pass to the A35. On the next down, A3 reports to the Referee and returns to his original ineligible position at tackle. A1 runs for a touchdown.

Ruling: A's ball, first-and-15 on A30. A3 must go out for one play. When A3 reports the second time, the Referee should advise A3 his action is illegal. (7-2-4-Exc.)

5) DOWN BY CONTACT/NOT DOWN BY CONTACT

A.R. 7.27 DOWN BY CONTACT

Third-and-6 on B30. Runner A1 goes around end and is knocked off balance by B1 at the B28. A1 staggers and falls to a knee at the B26, fumbles, and A3 recovers at the B20.

Ruling: Fourth-and-2 on B26. **Down by contact.** (7-4-1-e)

A.R. 7.28 DOWN BY CONTACT

First-and-10 on A40. A2 and B3 both jump up at the B30 in a legal attempt to catch a pass. As the players collide in midair, A2 controls the ball and immediately falls down at the B30. He gets up and runs to the B20.

Ruling: A's ball, first-and-10 on B30. **Down by contact.** (7-4-1-e)

A.R. 7.29 DOWN BY CONTACT OR NOT

First-and-10 on A25. A2 dives for and catches a pass at the A30, jumps to his feet, and runs to the 50 where he runs out of bounds. While A2 is still on the ground at the A30, B1 reaches and touches a) A2's hair or jersey, or b) A2's towel that is hanging from his belt, but he touches no other part of A2's body.

Rulings: a) Second-and-5 on A30. **Down by contact.**

b) First-and-10 on 50. **Not down by contact.**

A.R. 7.30 DOWN BY CONTACT—OPPONENT TAKING BALL

First-and-10 on A40. A2 and B3 collide in air at the B30 as both legally go for a pass. They fall to the ground without the ball, and then A2 catches the ball while lying on the ground. After a momentary pause, B3 reaches over and takes the ball from A2.

Ruling: A's ball, first-and-10 on B30. An opponent cannot take the ball away from a player in possession while he is down on the ground. (7-4-1-f)

A.R. 7.31 NOT DOWN BY CONTACT—LEGAL ADVANCE

First-and-10 on A30. A2 and B3 both jump up at the B35 and collide in midair while legally going for a pass. They fall separately after the collision, and A2 then catches the pass and falls down to the ground. He gets up and runs to the B15.

Ruling: A's ball, first-and-10 on B15. **Legal advance.** (7-4-1-e)

A.R. 7.32 NOT DOWN BY CONTACT—LEGAL ADVANCE

First-and-10 on A40. A2 and B3 collide in midair at the B30 while legally going for a pass. They fall to the ground without the ball, and the ball is lying on B3's back (ball has not touched the ground). A2 reaches over and takes the ball off B3's back and runs to the B20.

Ruling: A's ball, first-and-10 on B20. Legal advance. (7-4-1)

A.R. 7.33 NOT DOWN BY CONTACT—LEGAL ADVANCE

First-and-10 on B30. On a backward pass, A1 catches the ball and is knocked off balance by B2 on the B36. A1 regains his balance, runs to the B32, stumbles to one knee, and then falls to the ground on the B28. A1 then gets up and scores.

Ruling: Touchdown Team A. Kickoff A35. (7-4-1-e)

A.R. 7.34 NOT DOWN BY CONTACT—NEW SERIES TO TEAM A

Third-and-5 on A30. Runner A1 goes to the A34 where B1 takes the ball from him, takes two steps, is tackled, fumbles, and A1 recovers on the A35.

Ruling: A's ball, first-and-10 on A35. (7-1-1-b) Clock will start on the snap.

A.R. 7.35 NOT DOWN BY CONTACT—FUMBLE

Third-and-10 on B40. A1 runs to the B25 where he slips and falls to the ground. The ball slides out of A1's hand and rests on his arm while A1 is on the ground. B1 reaches in, picks up the ball, and runs to the 50-yard line where he is tackled.

Ruling: B's ball, first-and-10 on 50. Runner A1 is not down by contact. B1 did not take the ball from the hands of a downed runner. Team B may advance with the fumble. (7-4-1-f)

A.R. 7.36 NOT DOWN BY CONTACT—LEGAL ADVANCE

Second-and-3 on A45. A2 takes a handoff and runs to the 50 where he slips and falls to the ground. While A2 is on the ground at the 50, A4 (on the A49) takes the ball from A2 and runs for a touchdown.

Ruling: Touchdown Team A. Kickoff A35. (7-4-1-f)

NOTE: The restrictions stated in 7-4-1-f (taking the ball from a player) do not apply to a teammate.

6) INADVERTENT WHISTLE

A.R. 7.37 INADVERTENT WHISTLE—FOUL

Second-and-15 on A30. Prior to a legal pass, B1 holds end A2 on the A40. The pass goes off A3's hands. The Back Judge then inadvertently blows his whistle. B2 intercepts and scores.

Ruling: A's ball, first-and-10 on A35. The game clock starts on the snap, and the play clock is set to 25 seconds. (7-4-3-d)

A.R. 7.38 INADVERTENT WHISTLE—FUMBLE OWN END ZONE

Second-and-16 on A6. A1's fumble at the A5 rolls into the end zone. The Referee inadvertently blows his whistle as the ball is loose in the end zone. A2 recovers in the end zone.

Ruling: Second-and-16 on A6. Replay the down. The game clock starts on the snap, and the play clock is set to 25 seconds. (7-4-3-b)

A.R. 7.39 INADVERTENT WHISTLE—FUMBLE OPPONENT'S END ZONE

First-and-goal on B5. A1's fumble at the B7 rolls into the end zone where A2 recovers. When the ball was loose in the end zone, the Back Judge inadvertently blew his whistle.

Ruling: First-and-goal on B5. Replay the down. The game clock starts on the snap, and the play clock is set to 25 seconds. (7-4-3-b)

A.R. 7.40 INADVERTENT WHISTLE—FUMBLE OPPONENT'S END ZONE

First-and-goal on B5. Coming out of the two-minute warning of the first half, A1 runs to the B2 and fumbles the ball into the end zone. As the ball is rolling loose in the end zone, the Back Judge inadvertently blows his whistle. A2 recovers the ball in the end zone.

Ruling: First-and-goal on B5, or second-and-goal on B2 (A's option). The game clock starts on the snap, and the play clock is set to 25 seconds. (7-4-3-b)

A.R. 7.41 INADVERTENT WHISTLE—KICK IN THE AIR

Fourth-and-10 on A30. A1 punts the ball from the A15 and while the kick is in the air at the 50, the Line Judge inadvertently blows his whistle. B3 catches the punt and returns it to the A40.

Ruling: Fourth-and-10 on A30. Replay the down. The game clock starts on the snap, and the play clock is set to 25 seconds. (7-4-3-c)

A.R. 7.42 INADVERTENT WHISTLE—AFTER CHANGE OF POSSESSION

Fourth-and-10 on A30. A1's punt is caught by B1 at the B40 and returned to the B45 where he fumbles the ball to the 50 where A2 recovers. The Back Judge inadvertently blows his whistle during the fumble when the ball is at the B47.

Ruling: B's ball, first-and-10 on B45. The game clock starts on the snap, and the play clock is set to 25 seconds. (7-4-3-b)

7) FUMBLE—OUT OF BOUNDS/OUT OF END ZONE/INSIDE TWO MINUTES

A.R. 7.43 FUMBLE OUT OF BOUNDS—TOUCHBACK

First-and-goal on B7. B2 intercepts a pass in the end zone, is tackled, fumbles, and the ball goes out of bounds on the B3.

Ruling: B's ball, first-and-10 on B20. Touchback. (7-5-6-d)

A.R. 7.44 FUMBLE OUT OF BOUNDS—TOUCHBACK

Fourth-and-8 on B49. B3 catches a punt in the end zone. He attempts to run in the end zone, fumbles, and the ball goes out of bounds over the end line.

Ruling: B's ball, first-and-10 on B20. Touchback. (7-5-6-e)

A.R. 7.45 FUMBLE OUT OF BOUNDS—FORWARD

Second-and-5 on B30. A3 takes a handoff and runs to the B26 and fumbles. The ball touches the Line Judge who is standing on the sideline at the B25. The ball then rolls to the B22 where B2 falls on the ball.

Ruling: Third-and-1 on B26. Fumble forward out of bounds. Return the ball to the spot of the fumble, and wind the clock on the ready-for-play signal. (7-5-6-a)

A.R. 7.46 FUMBLE THROUGH END ZONE—TOUCHBACK

Fourth-and-5 on B12. A1 runs to the B9 where he is tackled and fumbles the ball forward out of bounds in the end zone.

Ruling: B's ball, first-and-10 on B20. Touchback. (7-5-6-c)

A.R. 7.47 FUMBLE INSIDE TWO MINUTES

Second-and-goal on B6. Thirty seconds remain in the game. A2 takes a handoff behind the line and runs to the left. A2 is tackled at the B4 and fumbles with the ball going into the end zone. A3 recovers the ball in the end zone.

Ruling: Third-and-goal on B4. The clock will stop upon the recovery, but it restarts on the Referee's ready-for-play signal at the B4. (7-4-1-o, 8-4-2-S.N.)

A.R. 7.48 FUMBLE BACKWARD AND OUT OF BOUNDS — INSIDE TWO MINUTES

Third-and-3 on B33. Thirty seconds remain in the game. A2 runs toward the sideline where he fumbles at the B29. The ball goes out of bounds at the B31.

Ruling: Fourth-and-1 on B31. The clock starts on the ready for play.

8) MISCELLANEOUS SCRIMMAGE PLAYS

A.R. 7.49 SAFETY—ENTIRE BALL NOT OUT OF END ZONE

First-and-10 on A5. A1 circles back in the end zone to avoid tacklers. A1 is contacted by B1 in the end zone and fumbles the ball. While the ball is loose, A3 clips in the end zone, and A4 recovers the ball on the goal line. The back of the ball is still in A's end zone.

Ruling: Safety. Safety kick A10. (7-1-2-Note, 14-1-14)

A.R. 7.50 LOCKED LEGS—LEGAL

Third-and-5 on B30. Guard A1 locks his leg with tackle A2. A legal forward pass is completed to A3 who is downed on the B6. Prior to the pass, B1 held A3 on the B15.

Ruling: A's ball, first-and-goal on B6. Decline holding penalty. (14-6, 7-2-1-b-Note)

A.R. 7.51 HOLDER—EXTENDED HANDS

Fourth-and-5 on B14. Holder A1 is kneeling as the apparent holder for a field-goal attempt. He extends his hands, but the snap goes to kicker A2 who throws a forward pass to end A3 who catches it in the end zone.

Ruling: Touchdown Team A. Kickoff A35. (7-3-4-S.N. 5)

A.R. 7.52 FOUL BY DEFENSE—TRY

On a Try, the ball is originally spotted on the right hashmark as Team A is going for two points. A1 hands off to A2 who goes wide left around the left hashmark and is tackled on the B1 by the facemask.

Ruling: Retry B½-yard line on the left hashmark. (7-3-7-Exc. c)

RULE 8—FORWARD PASS, BACKWARD PASS, FUMBLE

SECTION 1—FORWARD PASS

(A) CATCH/NO CATCH

A.R. 8.1 COMPLETED CATCH

First-and-10 on A20. A2 leaps to catch a forward pass at the A31, touches his right foot there, and drags his left toe at the A30. A2 is contacted by B1 at the A31 and falls out of bounds and does not lose the ball on contact with the ground.

Ruling: A's ball, first-and-10 at A31. Completed catch.

A.R. 8.2 COMPLETED CATCH

Second-and-10 on A30. A2 catches a pass in stride near the sideline at the A45. His first two steps are inbounds, but his third step is out of bounds, and as his third step comes down, he drops the ball.

Ruling: First-and-10 on A45. The pass is complete with the second foot clearly down, so the receiver fumbled the ball out of bounds after he had completed the pass.

A.R. 8.3 COMPLETED CATCH—NOT OUT OF BOUNDS

First-and-10 on A20. Airborne A2 controls a pass and his right foot touches the ground inbounds, then his left foot steps on B2 at the A40, who is on the ground contacting the sideline. A2 then continues for a touchdown.

Ruling: Touchdown Team A. Kickoff A35. (3-21-1)

A.R. 8.4 COMPLETED CATCH—NOT DOWN BY CONTACT

First-and-10 on B20. A2 jumps and controls a forward pass in the air in the end zone. Before he touches the ground with both feet, B3 pushes A2 in the back causing A2 to lose the ball. A2 regains control of the ball in the air at the B1, falls down at the B2, gets up, and scores.

Ruling: Touchdown. The catch is considered to be at the last spot A2 controls the ball before he falls to the ground. Not down by contact, as B3 does not contact A2 after he regains control of the pass. (7-4-1-e)

A.R. 8.5 COMPLETED CATCH—CONTACT IN AIR

Second-and-10 on A15. A1 throws a long pass to the B45 where B2 and A2 go up together trying to catch the pass. a) A2 and B2 collide in the air with both of them touching the ball, but only after they separate in the air does A2 get possession of the ball; b) A2 catches the ball in the air, but before he comes down to the ground, contact by B2 jars the ball loose from A2's hands, although after separating from contact with B2, A2 regains control of the ball either before or after hitting the ground; or c) after A2 gains control of the ball in the air, he is contacted in the air by B2. In all situations listed, A2 falls to the ground at the B45 after losing contact with B2, and then gets up (untouched) and runs for a touchdown.

Rulings: a) Touchdown Team A. Kickoff A35.

b) Touchdown Team A. Kickoff A35.

c) First-and-10 on B45. (7-4-1-e)

A.R. 8.6 COMPLETED CATCH

First-and-10 on A20. A1 throws a high pass to end A2, who jumps and controls the ball in the air at the A32. B3 contacts A2 from behind and knocks him back to the A30 where he lands on his feet without anyone in contact with him. A2 scrambles and: a) runs to the A36 where he is downed, or b) runs to the A28 where he is downed.

Rulings: a) A's ball, first-and-10 on A36. If A2 breaks away, he is allowed to advance.

b) A's ball, second-and-2 on A28. If A2 breaks away, he is allowed to advance or lose yardage. (7-4-1-e)

A.R. 8.7 CHUCKED OUT OF BOUNDS—COMPLETE PASS

First-and-10 on 50. Wide receiver A2 is illegally chucked out of bounds at the B40. A2 remains out of bounds and runs down the sideline until the end zone. He then **reestablishes in the end zone and catches a touchdown pass.**

Ruling: Touchdown Team A. Decline illegal contact and take the play. The Rule Book does not specify that eligible players must return immediately to the field of play, only on kicking plays.

A.R. 8.8 GOING TO THE GROUND—COMPLETE OR INCOMPLETE PASS

Second-and-5 on A35. A1 throws a forward pass to A2 at the A40. A2 dives for the ball and controls the ball in the air. The first thing to hit the ground is the point of the ball. a) A2 briefly loses control of the ball when it hits the ground; or b) A2 never loses control of the ball.

Rulings: a) Third-and-5 on A35. Incomplete pass.
b) First-and-10 on A40.

A.R. 8.9 GOING TO THE GROUND—INCOMPLETE PASS

First-and-10-on A30. A1 throws a pass to A2 who dives and controls the ball while airborne at the A38, but the ball comes out as he hits the ground.

Ruling: Second-and-10 on A30. The pass is incomplete, as the receiver went to the ground in the process of making the catch and did not maintain possession of the ball throughout the process of contacting the ground.

A.R. 8.10 GOING TO THE GROUND—INCOMPLETE PASS

First-and-10-on B25. A1 throws a pass to A2 who controls the ball and gets one foot down before he is contacted by B1. The contact by B1 sends him across the goal line and to the ground in the end zone. The ball comes out as he hits the ground.

Ruling: Second-and-10 on B25. The pass is incomplete, as the receiver went to the ground in the process of making the catch and did not maintain possession of the ball throughout the process of contacting the ground.

A.R. 8.11 GOING TO THE GROUND—COMPLETE PASS

First-and-10-on A30. A1 throws a pass to A2 at the A45 who controls the ball and gets one foot down before he is contacted by B1. The contact by B1 causes A2 to go to the ground where he maintains control of the ball.

Ruling: First-and-10 on A45. The pass is complete, as the receiver went to the ground in the process of making the catch and maintained possession of the ball throughout the process of contacting the ground.

A.R. 8.12 GOING TO THE GROUND—COMPLETE PASS

First-and-10-on B25. A1 throws a pass to A2 who controls the ball and gets one foot down before he is contacted by B1. He goes to the ground as a result of the contact, gets his second foot down, and with the ball in his right arm, he braces himself at the three-yard line with his left hand and simultaneously lunges forward toward the goal line. When he lands in the end zone, the ball comes out.

Ruling: Touchdown Team A. Kickoff A30. The pass is complete. When the receiver hits the ground in the end zone, it is the result of lunging forward after bracing himself at the three-yard line and is not part of the process of the catch. Since the ball crossed the goal line, it is a touchdown. If the ball is short of the goal line, it is a catch, and A2 is down by contact.

A.R. 8.13 GOING TO THE GROUND—COMPLETE PASS

First-and-10-on B25. A1 throws a pass to A2 who is contacted by a defender before he completes the catch at the three-yard line. Despite B2's contact, A2 keeps his balance, gets both feet down, and lunges over the goal line. The ball comes out as he hits the ground.

Ruling: Touchdown Team A. Kickoff A30. The receiver went to the ground as the result of lunging for the goal line, not in the process of making the catch.

A.R. 8.14 INCOMPLETE PASS

Second-and-5 on A40. A pass is thrown to the sideline where A2 controls the ball with one foot inbounds and hops on the same foot inbounds prior to landing out of bounds.

Ruling: Third-and-5 on A40. Both feet did not touch inbounds.

A.R. 8.15 INCOMPLETE PASS—SECOND STEP ON PLAYER

First-and-10 on B25. A2 jumps up to catch a pass at the B10 and comes down near the sideline. A2's left foot lands on the ground, and his right foot comes down on B2 who is laying on the ground. A2's next step is out of bounds.

Ruling: Second-and-10 on B25. Incomplete pass.

A.R. 8.16 INCOMPLETE PASS—ROLLS OVER ON PLAYER

First-and-10 on B25. A2 jumps up to catch a pass in the back of the end zone. He controls the ball in the air and comes down with only one foot on the ground in the end zone as B2 tackles him. A2 lands on top of B2 in the end zone, and in the process of being tackled, A2 rolls over on top of B2 and his arm then touches the end line.

Ruling: Second-and-10 on B25. Incomplete pass.

A.R. 8.17 INCOMPLETE PASS—PLAYER JUMPS FROM OUT OF BOUNDS

Second-and-10 on A40. In an effort to intercept a pass at the B45, B2, who is standing with one foot on the sideline and the other inbounds, jumps up in the air and tips the ball up. B2 then comes down to the ground with both feet inbounds and jumps up again and controls the ball. B2 again comes down with both feet inbounds and then carries the ball out of bounds at the B45.

Ruling: Third-and-10 on A40. Incomplete pass, as B2 is considered out of bounds when he touches the ball the first time.

A.R. 8.18 COMPLETED PASS—FOOT TOUCHES PYLON

Second-and-10 on B30. A1 throws a forward pass high to A2 near the sideline. A2 controls the ball in the air and gets one foot down inbounds. His second foot touches the pylon and then touches down in the end zone.

Ruling: Touchdown. (3-21-1-b)

A.R. 8.19 INCOMPLETE PASS—QUARTERBACK'S HAND MOVING FORWARD

Third-and-9 at the B39. Quarterback A1 sets up to pass at the B46. His hand moves forward and then he is hit by B1. This causes A1's body to turn, and the pass goes backward and hits the ground at the B48.

Ruling: Fourth-and-9 on B39. Incomplete 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.) (3-22-2)

A.R. 8.20 QUARTERBACK "TUCK"

Second-and-10 on A30. After quarterback A1's hand has started forward in a passing motion, he changes his mind and does not pass the ball. In the process of tucking the ball back to his body, the ball is knocked loose by B1 and recovered by B2 at the A25 where he is touched down. The ball came loose when it: a) was half way back to his body; b) was touching his non-passing hand but not yet secured against his body or in both hands; c) had just touched the quarterback's body; or d) was secured against A1's body.

Rulings: a) Third-and-10 on A30. Incomplete pass.

b) Third-and-10 on A30. Incomplete pass.

c) Third-and-10 on A30. Incomplete pass.

d) B's ball, first-and-10 on A25. This is a fumble, because A1 gets the ball all the way back to his body. (3-22-2-Note 2)

A.R. 8.21 QUARTERBACK "TUCK" OR "RE-COCK"

Second-and-10 on A30. After quarterback A1's hand has started forward in a passing motion, he changes his mind and does not pass the ball. The ball is knocked out of A1's hand by B1 and recovered by B2 at the A25 where he is touched down. B1 knocked the ball loose from A1's hand, while a) A1 continues the motion of the ball downward toward the ground and/or his body; or b) after A1 has begun to "re-cock" the ball (the ball has changed its forward motion and is being pulled back by A1).

Rulings: a) Third-and-10 on A30. Incomplete pass.

b) B's ball, first-and-10 on A25. This is a fumble, because A1 is no longer "tucking" the ball. (3-22-2-Note 3)

A.R. 8.22 INCOMPLETE PASS—NO FORCE OUT

Second-and-10 on B45. A1 throws a pass to A2 near the sideline. A2 goes high to catch the pass, secures possession while in the air, but is then pushed by B1 causing one of A2's feet to come down on the sideline. B1 does not play the ball but instead pushes A2 with both hands on his waist. Had he not been pushed, A2 would have come down inbounds with both feet at the B30.

Ruling: Third-and-10 on B45. Incomplete pass.

A.R. 8.23 COMPLETE PASS—CARRY OUT

Second-and-10 on B45. A1 throws a pass to A2 near the sideline. A2 goes high to catch the pass, secures possession while in the air, and would have come down with both feet inbounds at the B30; however, B1 wraps him up while he is still in the air and carries A2 toward the sideline where he finally comes down out of bounds a) at the B28, or b) at the B32.

- Rulings:** a) First-and-10 on B28.
b) First-and-10 on B30. Carry out and forward progress.

A.R. 8.24 FUMBLE OUT OF BOUNDS—NO CARRY OUT

First-and-10 on A25. A1 runs to the A30 where he fumbles the ball near the sideline. B1 secures control of the ball, but before his second foot touches the ground, A2 pushes him out of bounds at the A31. B1 never bobbles or loses control of the ball.

Ruling: Second-and-5 on A30. Fumble forward out of bounds. There is no force out.

A.R. 8.25 SIMULTANEOUS CATCH

First-and-10 on A20. A2 and B3 simultaneously control a pass in the air at the A40. As they land, both players land on their feet and wrestle for the ball on their feet. Eventually, B3 takes the ball away from A2 and is tackled at the A38.

Ruling: B's ball, first-and-10 on A38. Until one of the players in simultaneous possession of the ball goes to the ground or out of bounds, the ball remains alive.

A.R. 8.26 SIMULTANEOUS CATCH

First-and-10 on A20. A2 and B3 simultaneously control a pass in the air at the A40. As they land, one or both players fall down to the ground.

Ruling: A's ball, first-and-10 on A40. The ball is dead.

A.R. 8.27 SIMULTANEOUS CATCH

First-and-10 on A20. A2 and B3 simultaneously control a pass in the air at the A40. As they land, one or both players land with one foot out of bounds.

Ruling: Second-and-10 on A20. Incomplete pass.

A.R. 8.28 NOT A SIMULTANEOUS CATCH

First-and-10 on A20. A2 controls a pass in the air at the A40. B3 then also gets control of the ball before they land. As they land, A2 and B3 fall down to the ground.

Ruling: A's ball, first-and-10 on A40. Not a simultaneous catch as A2 gains control first and retains control.

A.R. 8.29 NOT A SIMULTANEOUS CATCH

First-and-10 on A20. B3 controls a pass in the air at the A40 before A2, who then also controls the ball before they land. As they land, A2 and B3 fall down to the ground.

Ruling: B's ball, first-and-10 on A40. Not a simultaneous catch as B3 gains control first and retains control.

(B) ILLEGAL PASSES

A.R. 8.30 PASS BEYOND LINE OF SCRIMMAGE

First-and-10 on A30. Quarterback A1 scrambles to the A32 and throws a forward pass to end A2, who is tackled and downed on the 50.

Ruling: Second-and-13 on A27. A forward pass from beyond the line of scrimmage is a five-yard penalty from the spot of the pass and loss of down. The clock starts on the ready-for-play signal.

A.R. 8.31 PASS BEYOND LINE OF SCRIMMAGE

First-and-10 on A30. Quarterback A1 scrambles to the A32 and throws a forward pass to end A2. B1 interferes with A2, but A2 catches the ball and runs for a touchdown.

Ruling: Second-and-13 on A27. Illegal pass. No pass interference can occur on an illegal forward pass, unless it is a second forward pass from behind the line, or a pass thrown after the ball has crossed the line and comes back behind the line.

A.R. 8.32 ILLEGAL PASS—SECOND FORWARD PASS

Second-and-12 on A10. Quarterback A1 has his pass batted back into his hands in the end zone. A1 then shovels the ball forward to back A2 who is tackled at the A9.

Ruling: Safety. Safety kick A20.

A.R. 8.33 ILLEGAL FORWARD PASS

Third-and-5 on B11. Quarterback A1 hands off to back A2 who runs to the B5 where he attempts to lateral the ball to A3, but the ball goes forward to the B4-yard line where B2 bats the ball in the air into the end zone. B3 then falls on the ball.

Ruling: Fourth-and-4 on B10. An illegal forward pass by A2 is incomplete when it hits the ground. Five yards and loss of down from the spot of the pass.

A.R. 8.34 ILLEGAL FORWARD PASS AFTER PUNT—COMPLETE

Fourth-and-5 on A30. The punt is partially blocked by B1 and rolls to the A32 where B2 tries to pick it up, but B2 muffs it, and it rolls back to the A27. A1 picks up the ball there, sees end A3 at the A40, and throws him the ball. A3 catches the ball at the A40 and runs to the B25 where he is tackled.

Ruling: A's ball, first-and-10 on A22. A's pass was illegal, but Team A keeps the ball after penalty enforcement, as the ball was touched by Team B beyond the line of scrimmage.

A.R. 8.35 ILLEGAL FORWARD PASS—COMPLETE—FUMBLE

Fourth-and-5 on A30. The punt is partially blocked by B1. The ball rolls to the A32 where B2 tries to pick it up, but it gets away and rolls back to the A27. A1 picks up the ball there, sees end A3 at the A40, and throws him the ball. A3 catches the ball at the A40 and runs to the B25 where he is stripped of the ball by B3, who recovers there.

Ruling: B's ball, first-and-10 on the B25. A's pass was illegal, but the play continues after it was caught by A3. The penalty is declined.

A.R. 8.36 ILLEGAL FORWARD PASS—INTERCEPTED

Fourth-and-5 on A30. The punt is partially blocked by B1. The ball rolls to the A32 where B2 tries to pick it up, but it gets away and rolls back to the A27. A1 picks up the ball there, sees end A2 at the A40, and throws him the ball. B1 interferes with A2 as he is reaching for the forward pass. B1 intercepts the pass and runs for a touchdown.

Ruling: Touchdown Team B. Kickoff B35. No foul by B1, as the pass was "not from scrimmage." Team B will decline the foul for A1's illegal forward pass.

A.R. 8.37 ILLEGAL FORWARD PASS—DEFENSIVE PASS INTERFERENCE

Third-and-10 on A30. During a forward pass that was thrown after A1 had crossed the line and then returned behind it, B1 interferes with receiver A2 at the A45. The pass is complete to A2 who is tackled at the 50.

Ruling: Third-and-10 on A30. Double foul. Pass interference, roughing the passer, and intentional grounding rules apply on legal or illegal passes thrown from behind the line of scrimmage. They do not apply on illegal passes thrown from beyond the line of scrimmage.

A.R. 8.38 FORWARD PASS—CAUGHT BY INELIGIBLE

First-and-10 on A5. A1 drops back into his end zone and sets up a screen pass. A1 throws the ball to eligible A2, but ineligible A5 catches it and is tackled in the end zone.

Ruling: Safety. Safety kick A20.

A.R. 8.39 FORWARD PASS—CAUGHT BY INELIGIBLE

First-and-10 on A6. A1 drops back into his end zone and throws a screen pass to eligible A2, but ineligible A5 catches it in the end zone and is tackled at a) the A2; or b) the A16.

Rulings: a) Safety. Safety kick A20.

b) Safety. Safety kick A20.

A.R. 8.40 ILLEGAL FORWARD PASS—NO PASS INTERFERENCE

Second-and-10 on A10. Quarterback A1 drops back into his end zone and has his forward pass batted back into his hands by B1. A1 throws another pass from the end zone to A3 who had gone out of bounds and returned inbounds. A3 is about to catch the pass when B4 interferes with A3. The pass falls incomplete.

Ruling: Safety. Safety kick A20. There is no foul by the defense, since A3 is an ineligible receiver.

A.R. 8.41 ILLEGAL FORWARD PASS—SAFETY

Second-and-10 on B15. On the last play of the first half, A1 throws a forward pass which B1 intercepts in the end zone and runs out to the B3. As he is being tackled, B1 throws a backward pass to B2. B2, running in the end zone, attempts a backward pass to B3 that goes forward and hits the ground.

Ruling: Safety. Team B must safety kick if Team A so elects.

(C) LEGAL/ILLEGAL TOUCHING

A.R. 8.42 ELIGIBLE RECEIVER—ILLEGALLY CHUCKED OUT OF BOUNDS

Third-and-5 on B40. End A2 is illegally chucked out of bounds at the B30, returns inbounds, and is interfered with by B2 while the pass is in the air at the B25. B2 intercepts the ball and is tackled at the B40.

Ruling: A's ball, first-and-10 on B25. As A2 is an eligible receiver, this is defensive pass interference. Decline the illegal contact penalty.

A.R. 8.43 LEGAL TOUCHING—ILLEGALLY CHUCKED OUT OF BOUNDS

Third-and-5 on B40. End A2 is illegally chucked out of bounds at the B30, comes back inbounds, catches a pass at the B25, and runs for a touchdown.

Ruling: Touchdown Team A. Kickoff A35. An eligible receiver forced out of bounds illegally can be the first to touch a pass. Decline the illegal contact penalty.

A.R. 8.44 INELIGIBLE RECEIVER—NO PASS INTERFERENCE

Second-and-10 on A30. A3 is pushed out of bounds at the A34, and the pass is then thrown to him. He re-enters, gets both feet down, and reaches for the pass. B4 pushes A3 away from the ball and intercepts it. B4 runs it back to the A20 where he is downed.

Ruling: B's ball, first-and-10 on A20. There can be no interference on A3, as he is an ineligible receiver.

A.R. 8.45 RECEIVER OUT OF BOUNDS

Second-and-10 on A30. A3 is pushed out of bounds at the A34. He jumps from out of bounds and touches the pass before he gets both feet down. A3 catches the pass and runs to the A40 where he is downed.

Ruling: Third-and-10 on A30. A3 is out of bounds. Incomplete pass.

A.R. 8.46 RECEIVER OUT OF BOUNDS—LEGAL TOUCHING

First-and-10 on B25. Wide receiver A2 muffs a forward pass up into the air near the sideline, then steps out of bounds, re-establishes inbounds, and then completes the catch at the B10 where he is tackled.

Ruling: First-and-10 on B10. Completed pass.

A.R. 8.47 ILLEGAL TOUCH—OFFENSIVE PASS INTERFERENCE

Second-and-10 on A30. A3 is pushed out of bounds at the A34. He re-enters, gets both feet down, and interferes with B4's opportunity to catch the pass by pushing him away from the ball. A3, first touches, then catches the pass and runs to the A40.

Ruling: Second-and-20 on A20. The foul for illegal touching is declined and the foul for offensive pass interference is enforced.

A.R. 8.48 PASS TOUCHES INELIGIBLE RECEIVER

Second-and-10 on A30. A1 throws a forward pass that glances off tackle A5 at the A28 and is then caught by end A2 at the A40 where he fumbles and B1 recovers.

Ruling: B's ball, first-and-10 on A40. There is no foul for illegal touching, as the touching was unintentional.

A.R. 8.49 PASS TOUCHES INELIGIBLE RECEIVER—CAUGHT BY T-QUARTERBACK

Second-and-10 on A30. A1 throws a forward pass that glances off the back of tackle A5's helmet and ricochets up into the air. A1 catches the ball and runs to the A45.

Ruling: Second-and-15 on A25. Although A5's unintentional touching of the pass was not a foul, an originally ineligible player, (A1), is not eligible to touch the pass until it has been touched by a defensive player or an eligible offensive player. (8-1-5-d)

A.R. 8.50 PASS TOUCHES INELIGIBLE RECEIVER

Fourth-and-8 on B12. On a fake field-goal attempt, quarterback A1 throws a screen pass that accidentally hits guard A6 on the helmet at the B14. Back A2 pushes B2 out of the way at the B14, catches the pass, and runs it into the end zone.

Ruling: Touchdown Team A. There is no foul for unintentional touching of a forward pass. No offensive pass interference behind the line of scrimmage.

A.R. 8.51 INELIGIBLE RECEIVER—FAILED TO REPORT

Third-and-1 on A18. Player number 74 comes into the game and lines up at tight end. He is late coming in and runs directly to his position at the end of the line. Quarterback A1 throws number 74 a pass, and he catches the ball at the A25 and runs to the 50-yard line where he fumbles and B1 recovers at that spot.

Ruling: B's ball, first-and-10 on 50. Decline the penalties for illegal touching and illegal formation.

A.R. 8.52 INELIGIBLE RECEIVER

Third-and-5 on B40. End A2 is chucked out of bounds at the B36, comes back inbounds, catches a pass, and runs for a touchdown.

Ruling: Third-and-10 on B45. Illegal touching of a forward pass, as the chuck is legal. The ball remains alive until the end of the play.

A.R. 8.53 ILLEGAL CONTACT—ILLEGAL TOUCH

Third-and-5 on 50. End A2 is illegally chucked at the B40. He continues to run down the field and voluntarily goes out of bounds at the B35. He returns inbounds, catches a pass, and runs for a touchdown.

Ruling: Third-and-5 on 50. Offsetting fouls. The ball remains alive until the end of the play.

SECTION 2—PASS INTERFERENCE/INELIGIBLE PLAYER DOWNFIELD

(A) PASS INTERFERENCE

A.R. 8.54 OFFENSIVE PASS INTERFERENCE

Second-and-10 on A30. Tight end A3 blocks the linebacker on the line of scrimmage, breaks contact, and then initiates new contact six yards downfield prior to the pass being thrown to wide receiver A4 at the A45.

Ruling: Second-and-20 on A20. Offensive pass interference.

A.R. 8.55 OFFENSIVE PASS INTERFERENCE

Third-and-4 on A30. A1 throws a shovel pass to A2 who catches it at the A29 and runs to the A40. Prior to the pass, center A5 goes downfield and blocks linebacker B1 at the A32.

Ruling: Third-and-14 on A20. Offensive pass interference.

A.R. 8.56 OFFENSIVE PASS INTERFERENCE

First-and-10 on A30. Quarterback A1 throws a forward pass to end A2 at the 50. As both players are looking at the ball, A2 uses his right arm to push off and separate himself from B2. A2 catches the ball at the 50 where he is downed.

Ruling: A's ball, first-and-20 on A20. Offensive pass interference by A2 for pushing off. It would be defensive pass interference if B2 had used his arm to separate himself from A2 to intercept the pass.

A.R. 8.57 OFFENSIVE PASS INTERFERENCE

First-and-goal on B7. Tight end A2 blocks B1 at the line of scrimmage and maintains his block without losing contact and drives B1 downfield to the goal line. The pass is thrown to A3 who cuts behind A2 at the goal line while A2 is still blocking in the end zone. A3 catches the ball for a touchdown.

Ruling: First-and-goal on B17. Offensive pass interference.

A.R. 8.58 DEFENSIVE PASS INTERFERENCE

First-and-10 on A30. A1 throws a forward pass to A2 at the 50. As both players are looking for the ball, B2 uses his left arm to hold down A2's left arm so he cannot lift it to catch the pass, which falls incomplete.

Ruling: A's ball, first-and-10 on 50. Defensive pass interference. It would be offensive pass interference if A2 was holding down B2's arm to prevent an interception.

A.R. 8.59 DEFENSIVE PASS INTERFERENCE

Second-and-10 on A30. B1 cuts end A2 below the waist at the B40 as A2 is reaching up for the ball. The pass falls incomplete.

Ruling: A's ball, first-and-10 on B40. This is defensive pass interference because the ball is in the air to that receiver, but it is not an illegal cut, because the ball is in the air.

A.R. 8.60 DEFENSIVE PASS INTERFERENCE—ALSO ENFORCE PERSONAL FOUL

Third-and-2 on A20. A1 throws a forward pass to end A3 at the A35. B1 pulls A3 down by the facemask causing the pass to fall incomplete.

Ruling: A's ball, first-and-10 on 50. Since the pass interference was also a personal foul, enforce both fouls.

A.R. 8.61 NOT PASS INTERFERENCE—ENFORCE PERSONAL FOUL

Third-and-2 on A20. A1 throws a forward pass to A3 at the A35. B1 pulls A3 down by the facemask after the ball was tipped by either A3 or B2. The pass falls incomplete.

Ruling: A's ball, first-and-10 on A35. This is not defensive pass interference, as the ball was tipped, but the personal foul is enforced from the previous spot.

A.R. 8.62 DEFENSIVE PASS INTERFERENCE—BALL SNAPPED INSIDE 2 YARD LINE

First-and-goal on B1½. Quarterback A1 throws a pass from the B4 to A3 who is three yards deep in B's end zone. B1 commits pass interference in the end zone.

Ruling: First-and-goal on B¾.

A.R. 8.63 NOT PASS INTERFERENCE—TANGLED FEET

First-and-10 on A30. A1 throws a forward pass to A2 at the 50. Both A2 and B2 are looking back at the ball when their feet become entangled causing one or both to fall down. The pass is incomplete.

Ruling: Second-and-10 on A30. This is considered to be “inadvertent” contact, since both players were looking at and playing the ball.

A.R. 8.64 NOT PASS INTERFERENCE

First-and-10 on A30. A1 throws a forward pass to end A2 at the 50. Both A2 and B2 are looking back at the ball when they have a violent collision. They both had an equal opportunity to get to the ball. The pass falls incomplete.

Ruling: Second-and-10 on A30. This is not a foul, as both players were playing the ball.

A.R. 8.65 NOT PASS INTERFERENCE

First-and-10 on A30. A1 throws a forward pass to A2 at the 50. As A2 reaches for the ball, B2 puts his right hand on or around A2’s back but does not twist or turn him. The pass falls incomplete.

Ruling: Second-and-10 on A30. This is not a foul. Putting a hand on or around A2’s back is only a foul if A2 is pulled, twisted, or knocked off balance by B2.

A.R. 8.66 NOT PASS INTERFERENCE

First-and-10 on A30. A1 throws a forward pass to A2 at the 50. Neither A2 or B2 are looking at the ball when their feet tangle. The pass is catchable.

Ruling: Second-and-10 on A30. This is not a foul, as neither player is looking for, nor playing the ball. (8-2-5)

A.R. 8.67 NOT PASS INTERFERENCE—CONTACT BEHIND LINE OF SCRIMMAGE

Second-and-8 on A20. Wide receiver A3, near the sideline, is blocked below the waist at the A18 as he reaches for a pass from the quarterback. The pass is in the air when the block occurs.

Ruling: Third-and-8 on A20. This is legal, as the pass is in the air, and defensive pass interference is not possible behind the line of scrimmage.

A.R. 8.68 NOT PASS INTERFERENCE—PASS UNCATCHABLE

Third-and-4 on 50. Eligible receiver A2 runs to the B40, pushes off B2, and breaks to the sideline. The pass is thrown immediately to A2 but it is uncatchable and incomplete.

Ruling: Fourth-and-4 on 50. No penalty for pass interference, as the pass is uncatchable by the involved player.

A.R. 8.69 NOT PASS INTERFERENCE—PUNT FORMATION

Fourth-and-10 on 50. Team A lines up in a punt formation, but instead of punting, A1 takes the snap and throws a pass to wideout A2. B1 chucks A2 at the B40 before the pass, and again at the B25 while the pass was in the air. The contact by B1 prevents A2 from catching the pass, which falls incomplete.

Ruling: B’s ball, first-and-10 on 50. No foul for defensive pass interference or illegal contact with the widest man when Team A presents an apparent punting formation.

A.R. 8.70 PASS INTERFERENCE—PUNT FORMATION—BALL PUNTED

Fourth-and-10 on 50. Team A lines up in a punt formation with A3 lined up as a wideout. A1’s punt is blocked at the A40 and the ball bounces right back into A1’s hands. A1 then immediately passes the ball to A3 at the B30. Just before the catchable pass reaches A3 at the B30, B1 pushes A3 out of the way and B1 intercepts the pass and is downed at the B40.

Ruling: A’s ball, first-and-10 on B30. Defensive pass interference rules are back in effect after the ball is punted.

A.R. 8.71 PASS INTERFERENCE—PUNT FORMATION

Fourth-and-10 on 50. Team A lines up in a punt formation with A3 lined up as a wideout. A1 muffs the snap and scrambles toward the sideline. Just before A1 gets to the sideline, A1 passes the ball to A3 at the B30. Just before the catchable pass reaches A3 at the B30, B1 pushes A3 out of the way and B1 intercepts the pass and is downed at the B40.

Ruling: B’s ball, first-and-10 on B40. The exception to defensive pass interference rules remains in effect until the ball is punted.

A.R. 8.72 HOLDING—PUNT FORMATION

Fourth-and-10 on 50. Team A lines up in a punt formation, but instead of punting, A1 takes the snap and throws a pass to wideout A2. B1 holds A2 at the B40 before or after the pass. A1’s subsequent pass to A2 falls incomplete.

Ruling: A’s ball, first-and-10 on B45. Defensive holding is a foul despite the punt formation. (12-1-6)

A.R. 8.73 NOT PASS INTERFERENCE—FACE GUARDING

Fourth-and-4 on B40. A1 drops back to the B48 while looking for an open receiver. He throws a pass to A2 who has gotten behind B1 at the B20. B1 turns his back to the passer, and at the B21, waves both his hands in A2's face. Because B1's hands are in front of A2's face, A2 loses sight of the ball and it falls incomplete.

Ruling: B's ball, first-and-10 on B40. Not defensive pass interference. Must have contact to have pass interference.

A.R. 8.74 NOT PASS INTERFERENCE—TIPPED PASS

Second-and-10 on A35. A1 throws a forward pass which is tipped by defensive tackle B5. Receiver A2 is interfered with as he fails to catch the pass at the 50.

Ruling: Third-and-10 on A35. Not pass interference. Pass interference restrictions end when a pass is touched. (8-4-7-Article 1)

(B) INELIGIBLE PLAYER DOWNFIELD

A.R. 8.75 INELIGIBLE PLAYER DOWNFIELD

Second-and-5 on A30. Tackle A6 blocks his man legally and drives him downfield to the A35-yard line. A6 loses contact and then retreats voluntarily back to the line of scrimmage. The pass is thrown to eligible A2 and falls incomplete.

Ruling: Second-and-10 on A25, or third-and-5 on A30.

A.R. 8.76 INELIGIBLE PLAYER DOWNFIELD—OFFENSIVE PASS INTERFERENCE

Second-and-5 on A30. Tackle A6 blocks his man legally and drives him downfield to the A35 and then loses contact. A6 then moves laterally and: a) blocks B2; or b) does not block. The forward pass is then thrown incomplete to A2 at the 50.

Rulings: a) Second-and-15 on A20, or third-and-5 on A30.
b) Second-and-10 on A25, or third-and-5 on A30.

A.R. 8.77 PASS TOUCHES INELIGIBLE PLAYER DOWNFIELD

Second-and-5 on A30. Tackle A6 goes downfield prior to the pass being thrown, and the forward pass hits him at the A35 and falls incomplete.

Ruling: Second-and-10 on A25, or third-and-5 on A30. The foul is for an ineligible receiver downfield, not illegal touching (unless A6 tried to touch the pass).

A.R. 8.78 PASS TOUCHES INELIGIBLE PLAYER DOWNFIELD

Second-and-5 on A30. Tackle A6 blocks his man legally and drives him downfield to the A35. A6 stops at the A35, but the pass intended for A2 hits A6 in the back, and: a) falls incomplete; or b) is intercepted by B2 at the A40 where he is downed.

Rulings: a) Third-and-5 on A30.
b) B's ball, first-and-10 on A40.

SECTION 3—FOULS ON PASSES AND ENFORCEMENT

(A) INTENTIONAL GROUNDING

A.R. 8.79 INTENTIONAL GROUNDING

Third-and-5 on 50. A1 scrambles out of the pocket and is about to be tackled on the A42 when he throws the ball directly down to the ground at the A44, or out of bounds at the A44.

Ruling: Fourth-and-15 on A40. Intentional grounding.

A.R. 8.80 INTENTIONAL GROUNDING

First-and-10 on B40. Quarterback A1 runs to his right near the sideline and is about to be tackled by B1 at the B48 when he throws the ball out of bounds at the B45.

Ruling: Second-and-20 on 50. Intentional grounding.

A.R. 8.81 INTENTIONAL GROUNDING – 10 SECOND RUNOFF

Second-and-8 on A42. Thirty seconds remain in the game, and Team A is behind in the score and out of timeouts. Quarterback A1 drops back looking for receivers and then, after delaying, throws the ball down directly in front of him at the A34 with no defenders near him.

Ruling: Third-and-18 on A32. Intentional grounding. Ten-second run off. Start the game clock on the ready-for-play signal.

A.R. 8.82 INTENTIONAL GROUNDING

First-and-10 on B20. There is :45 remaining in the first half, and Team A is hurrying in an effort to score before halftime. A1 muffs the snap, and a) regains possession of the ball before it hits the ground; or b) the ball hits the ground but bounces right back into A1's hands. A1 then immediately spikes the ball to stop the clock.

Rulings: a) Second-and-10 on B20. No foul.

b) Second-and-20 on B30, and run 10 seconds off the clock. This is intentional grounding. (If Team A has remaining timeouts, they can call a timeout in lieu of the 10-second -run-off, but the yardage would still be enforced).

A.R. 8.83 NOT INTENTIONAL GROUNDING—BALL BACK TO LINE OF SCRIMMAGE

Second-and-3 on A45. Quarterback A1 scrambles out of the pocket and is about to be tackled on the A30 when he throws a forward pass that lands at the A47.

Ruling: Third-and-3 on A45. Not intentional grounding.

A.R. 8.84 NOT INTENTIONAL GROUNDING—NOT UNDER PRESSURE

Third-and-3 on B40. Quarterback A1 drops straight back and, without any defenders near him, throws the ball downfield to an open area at the B35. The pass falls incomplete with no receivers in proximity.

Ruling: Fourth-and-3 on B40. Not intentional grounding, as the quarterback is not being pressured by a defender.

A.R. 8.85 NOT INTENTIONAL GROUNDING—STOP CLOCK

First-and-10 on A1. Quarterback A1 steps back into the end zone and immediately throws the ball down in front of him to stop the clock with 35 seconds remaining in the game.

Ruling: Second-and-10 on A1. Not intentional grounding.

A.R. 8.86 NOT INTENTIONAL GROUNDING—BALL OUT OF POCKET

Second-and-5 on A35. A1 hands the ball to A2 who runs outside the tackle and then pitches the ball back to A1 who is still in the pocket. A1, under severe pressure, then throws the ball out of bounds beyond the line of scrimmage but with no receiver in the area.

Ruling: Third-and-5 on A35. Not intentional grounding as the ball was out of the pocket before the pass.

A.R. 8.87 INTENTIONAL GROUNDING—ELIGIBILITY OF RECEIVER

Third-and-8 on A42. Quarterback A1 drops back in the pocket, and while under severe pressure at the A30, throws the ball into an area in which A5 is the only Team A player. The pass falls incomplete. a) A5 is left tackle number 77; b) A5 is tight end number 81 who was covered by a wide receiver at the snap; or c) A5 was wide receiver number 88 who stepped on the sideline while running his route.

Rulings: a) Fourth-and-20 on the A30. Intentional grounding.

b) Fourth-and-8 on A42. Decline penalties for illegal formation and ineligible downfield. Not intentional grounding, as A1 threw to a player whom he thought was eligible.

c) Fourth-and-8 on A42. No foul unless A5 was the first to touch the pass. Not intentional grounding as A1 threw to a player whom he thought was eligible.

A.R. 8.88 PASS—UNNATURAL THROWING MOTION

Second-and-10 on A45. Quarterback A1, **still in** the pocket, and under heavy pressure at the A34, in an effort to avoid a sack, throws the ball behind his back toward the sideline where the ball hits on the A47. **There is an eligible receiver six yards away from where the ball hits.**

Rulings: Third-and-21 on A34. Intentional grounding, because the ball **was not thrown to an eligible receiver.**

NOTE: When the quarterback throws with an unnatural throwing motion, he loses the "in the vicinity" protection with regard to where the ball lands in relation to an eligible receiver.

A.R. 8.89 HANDOFF TO INELIGIBLE RECEIVER

Second-and-5 on A45. Quarterback A1 is under heavy pressure in the pocket, and in an effort to avoid a sack, tries to hand the ball forward to lineman A67 at the A35. The ball touches A67, but knowing he is ineligible, A67 doesn't take the ball from A1 but instead lets the ball drop to the ground. The ball is knocked around and ultimately recovered and downed at the A41 a) by A2, or b) by B2.

Rulings: a) Second-and-10 on A40, or third-and-9 on A41.

b) B's ball, first-and-10 on A41. Illegal forward handing resulting in a fumble; not intentional grounding.

(B) PERSONAL FOULS PRIOR TO

A.R. 8.90 PERSONAL FOUL—PASS—FUMBLE

Second-and-5 on 50. B5 head slaps A3 on the line of scrimmage prior to the pass. A1 completes a pass to A2 at the B40. A2 fumbles and B4 recovers at the B35.

Ruling: A's ball, first-and-10 on B35. Enforce from the previous spot.

A.R. 8.91 PERSONAL FOUL—PASS—INTERCEPTION

Second-and-5 on 50. A3 chop blocks prior to the pass. B3 intercepts a forward pass at the B40, runs, and is downed at the A30.

Ruling: B's ball, first-and-10 on A15. When the personal foul is prior to an interception, the enforcement is 15 yards from the dead-ball spot.

A.R. 8.92 PERSONAL FOUL—ILLEGAL FORWARD PASS—INTERCEPTION

Second-and-10 on A40. Quarterback A1 scrambles to the A41 where a) he throws a forward pass; or b) he returns to the A39 where he throws a forward pass. The pass is intercepted by B1, who is downed at the 50. A2 pulled and twisted B3's facemask at the line of scrimmage at the snap.

Rulings: a) and b): B's ball, first-and-10 on A35. The personal foul can be carried over on legal or illegal forward passes.

A.R. 8.93 PERSONAL FOUL PRIOR TO INTERCEPTION

Second-and-10 on B25. Before the pass, A2 chop blocks at the B27. The pass is intercepted in the end zone by B1. As B1 runs with the ball a) he is tackled in the end zone; or b) he fumbles and the fumble is recovered and downed in the end zone by A2.

Rulings: a) B's ball, first-and-10 on B35. As the play resulted in a touchback, the foul is enforced from the 20-yard line.

b) B's ball, first-and-10 on B15. The enforcement is from the **goal line (deemed the spot of the interception)**, and the ball is returned to Team B.

A.R. 8.94 PERSONAL FOUL—PASS—INTERCEPTION—FUMBLE

First-and-10 on A20. A1 throws a pass that is intercepted by B3 at the A40. Tackle A6 chop blocks prior to the interception. B3 returns the interception to the A17 and fumbles, and the ball goes out of bounds at the A20.

Ruling: B's ball, first-and-goal on A10.

A.R. 8.95 PERSONAL FOUL PRIOR TO TOUCHBACK

Second-and-goal on B5. At the snap, center A2 pulls B2 to the ground by his facemask. A1 runs around right end and fumbles at the B3. The ball rolls into the pylon.

Ruling: B's ball, first-and-10 on B35. Touchback, and the personal foul is enforced from the 20-yard line.

A.R. 8.96 PERSONAL FOUL—FOLLOWED BY A DOUBLE CHANGE OF POSSESSION

Second-and-10 on A40. While A1 drops back to pass, A2 grabs and twists the facemask of B1. A1 is hit and fumbles the ball at the A30. B1 recovers at the A26 and runs to the A20 where he fumbles the ball, and A2 recovers and is downed there.

Ruling: B's ball, first-and-10 on A13. Enforcement is from the spot of B's recovery of the fumble.

A.R. 8.97 PERSONAL FOUL DURING FUMBLE—FOLLOWED BY CHANGE OF POSSESSION

Second-and-10 on B45. A2 is running at the B40 when he fumbles. During the fumble, A2 grabs and twists B2 by the facemask. B3 then recovers the fumble and runs out of bounds on the A45.

Ruling: B's ball, first-and-10 on A30. The personal foul by Team A prior to B's recovery of the fumble is enforced from the dead-ball spot.

SECTION 4—BACKWARD PASS AND FUMBLE

(A) BACKWARD PASS

A.R. 8.98 BACKWARD PASS

B1 catches a kickoff in the end zone and runs to the B10 where he attempts a backward pass to B2. B2 muffs the ball at the B8, and B3 catches it and runs to the 50.

Ruling: B's ball, first-and-10 on 50. A backward pass can be advanced.

A.R. 8.99 BACKWARD PASS

Second-and-10 on B45. A1 throws a backward pass to A3 at the B49 where: a) A3 catches the pass, takes three steps, fumbles, and B2 recovers and runs for a touchdown; or b) A3 muffs the pass which hits the ground and B1 recovers and runs for a touchdown.

Rulings: Touchdown in both a) and b).

A.R. 8.100 BACKWARD PASS—DIRECT SNAP FROM CENTER

Fourth-and-6 on A30. With one-minute remaining in the first half, the snap goes off punter A1's hands and is recovered by A2 at the A18 who runs for a touchdown.

Ruling: Touchdown Team A. Kickoff A35. A direct snap is treated as a backward pass.

A.R. 8.101 BACKWARD PASS—BALL GOES OUT OF BOUNDS

Fourth-and-5 on B20. With 1:52 left in the game, A1 throws a backward pass to back A2 who muffs the ball forward where it rolls out of bounds on the B14.

Ruling: A's ball, first-and-10 on B14. This is a legal play. **The clock starts on the ready for play.**

A.R. 8.102 BACKWARD PASS—RECOVERED BEYOND THE LINE

Fourth-and-goal on B5. Quarterback A1 tosses a backward pass to back A3 who muffs the pass at the B10. The ball is muffed by several players until it rolls into the end zone and A5 recovers. Team A is behind 21-17, and this was the last play of regulation.

Ruling: Touchdown. Legal recovery by A5. The Try must be attempted. Team A wins.

A.R. 8.103 BACKWARD PASS—BATTED IN FLIGHT BY DEFENSE

First-and-10 on 50. Quarterback A1 pitches the ball backward, and it is batted (in flight) on the A45 by B6 to the A40 where B5 recovers the ball and runs for a touchdown.

Ruling: Touchdown Team B. Kickoff B35. A pass in flight (forward or backward) may be batted in any direction by any defensive player. (12-1-8)

A.R. 8.104 MUFFED SNAP ON KICK TRY

During a Try, holder A2 muffs the snap. A3 picks up the ball and throws a pass to end A4 in the end zone.

Ruling: Try good. Award 2 points. Kickoff A35.

A.R. 8.105 BACKWARD PASS—LEGAL PUSH TO RECOVER

Second-and-4 on B40. A2 passes backward to A3 who muffs the ball. B1 attempts to recover the ball, but A3 pushes him in the back, recovers the ball, and runs to the B30.

Ruling: A's ball, first-and-10 on B30. Legal action by A3.

A.R. 8.106 BACKWARD PASS—DEFENSIVE HOLDING

Second-and-15 on A3. A1 flips a backward pass to A2 who is in the end zone. Before A2 can catch the ball, B2 tackles him, and the ball goes out of bounds in the end zone.

Ruling: A's ball, first-and-10 on A8. The foul (holding) by B2 is enforced from the previous spot.

(B) FUMBLES**A.R. 8.107 FUMBLE—OUT OF BOUNDS**

Third-and-8 on B34. A2 fumbles near the sideline at the B28. B2, who was out of bounds, steps inbounds and recovers the fumble at the B25 with one foot touching the sideline.

Ruling: A's ball, fourth-and-2 on B28. For a legal recovery, the player must have both feet inbounds prior to the recovery. Fumble forward out of bounds. **The clock starts on the ready for play.**

A.R. 8.108 FUMBLE—OUT OF BOUNDS

Third-and-6 on A40. Back A2 runs to the 50 and fumbles the ball to the B48 where B3 and A3 recover the ball simultaneously. A3's right foot is touching the sideline.

Ruling: A's ball, first-and-10 on 50. A simultaneous recovery belongs to the fumbling team, but A3 being out of bounds makes this a fumble forward out of bounds. **The clock starts on the ready for play.**

A.R. 8.109 FUMBLE—FOURTH-DOWN FUMBLE RULE

Fourth-and-7 on B17. A1 runs to the B16 and fumbles. The ball rolls back to the B21 where A2 picks it up and throws a completed pass to end A3 in the end zone.

Ruling: B's ball, first-and-10 on B21. Fourth-down fumble.

A.R. 8.110 FUMBLE—LAST TWO MINUTES

First-and-10 on 50. On the last play of the game with the score tied, end A2 catches a forward pass at the B10 and runs to the B1-yard line, is tackled, and the ball pops out of A2's hands into the air. A3 catches the ball in the end zone.

Ruling: Go to overtime. Only A2 can recover and advance the ball.

A.R. 8.111 FUMBLE—LAST TWO MINUTES

First-and-10 on B20. After the two-minute warning, A1 fumbles on the B18. B1 picks up the ball there and goes to the B20 where he fumbles. B2 recovers there and runs to the B30.

Ruling: B's ball, first-and-10 on B20. The ball is dead when recovered by B2. B1 fumbled and is the only Team B player who can recover **and advance** in the last two minutes.

A.R. 8.112 FUMBLE—LAST TWO MINUTES

First-and-10 on A20. After the two-minute warning, A1 attempts to hand the ball off to A2 at the A18. A2 doesn't get the ball cleanly and continues to bobble the ball until he gets to the A21, at which point a) he gains full control of the ball without it ever hitting the ground; or b) before getting control of the ball, it hits the ground once at the A21 and bounces right back up into A2's hands and he gains complete control. A2 runs to the 50 where he is run out of bounds.

Rulings: a) A's ball, first-and-10 on 50. This is not a fumble.

b) A's ball, second-and-12 on A18. Since the ball hit the ground, this is considered a fumble on the exchange, and therefore the ball returns to the A18 which is the spot of the fumble by the fumbling player (A1).

A.R. 8.113 FOUL DURING FUMBLE

Second-and-12 on A40. A2 runs to the B45, fumbles, and B5 recovers. B3 committed a personal foul at the 50 during the fumble.

Ruling: A's ball, first-and-10 on B30. When the foul occurs during the fumble, the basic spot of enforcement is the spot of the fumble.

A.R. 8.114 FOUL DURING FUMBLE

Second-and-12 on A40. A2 fumbles at the A35. B6 holds A2 to allow B5 to recover the fumble at the A35.

Ruling: A's ball, first-and-10 on A45. When the fumble is behind the line of scrimmage, the enforcement spot is the previous spot.

A.R. 8.115 FOUL DURING FUMBLE

Third-and-6 on A44. A2 runs to the B45 where he fumbles. A3 recovers the ball on the B40. During the fumble, A4 holds on the 50.

Ruling: Third-and-10 on A40. Foul by Team A during the fumble. Foul occurs behind the spot of the fumble. Three-and-one enforcement principle applies. (14-1-5)

A.R. 8.116 FOUL DURING FUMBLE

First-and-10 on A40. A2 fumbles the ball at the A45, and during the fumble, B1 grabs and twists A3's facemask in an effort to recover the fumble. A2 recovers the fumble at the 50 and runs to the B42 where he is tackled.

Ruling: First-and-10 on B40. The foul is enforced from the spot of the fumble, because the foul happened during the fumble.

A.R. 8.117 FOUL DURING FUMBLE

Second-and-18 on A4. A1 drops back to pass and fumbles the ball in his end zone. B2 grabs A1 by the facemask and pulls him away from the ball as B3 recovers the ball.

Ruling: A's ball, first-and-10 on A19. A personal foul by Team B behind the line of scrimmage during a fumble is enforced from the previous spot.

A.R. 8.118 FUMBLE—OUTSIDE / INSIDE TWO MINUTES

Second-and-7 on B15. B1 intercepts a pass in the end zone, runs, and fumbles the ball in the end zone. The ball rolls out to the B3 where B2 recovers: a) prior to the two-minute warning; or b) after the two-minute warning.

Rulings: a) B's ball, first-and-10 on B3.

b) B's ball, first-and-10 on B20.

(C) MISCELLANEOUS PLAYS

A.R. 8.119 FORWARD HANDOFF—KICKOFF

On the kickoff to start the second half, B1 catches the kick on the B4-yard line and runs to the B10 where he hands the ball forward to B2 who is in front of him. B2 muffs the handoff, the ball hits the ground on the B11, and A1 falls on the ball there.

Ruling: A's ball, first-and-10 on B11. This is illegal forward handing resulting in a fumble.

A.R. 8.120 FORWARD HANDOFF BEYOND THE LINE

Third-and-10 on B40. A1 scrambles, and when he is at the B39, attempts to hand the ball to A2 who is at the B38. A2 muffs the handoff, and the ball rolls to the B35 where B1 attempts to pick it up but accidentally kicks the ball, and it continues to roll to the B12 where B1 finally falls on it.

Ruling: B's ball, first-and-10 on B12, or A's ball, fourth-and-14 on B44.

A.R. 8.121 LEGAL BATTING OF FORWARD PASS

First-and-10 on A25. A1 throws a forward pass to A2 who, at the A40, bats the ball forward to eligible A3 at the A45, who catches the ball and runs for a touchdown.

Ruling: Touchdown Team A. Kickoff A35. Legal play.

A.R. 8.122 CONTROLLED BAT OF PASS

Third-and-10 on A40. Receiver A2 jumps in the air and controls the forward pass at the B30. Before coming to the ground, A2 throws the ball a) forward; or b) backward, to A3 who catches the ball and runs for a touchdown.

Rulings: a) Third-and-20 on A30. The illegal bat is enforced from the previous spot. This also applies if the pass is incomplete or intercepted.

b) Touchdown Team A. Kickoff A35.

A.R. 8.123 BATTING PASS

First-and-10 on A25. A1 passes forward to A2 who, at the A30, bats the ball forward to tackle A6 who was legally downfield. A6 catches the ball and runs for a touchdown.

Ruling: Touchdown Team A. Kickoff A35. Legal play.

A.R. 8.124 LEGAL FORWARD HANDING

Second-and-10 on A20. Quarterback A1, in a shotgun formation, hands off forward to back A2, who runs right on a sweep, stops, and passes from the A18 to A1 at the A26 who catches the pass and is tackled at the A31.

Ruling: A's ball, first-and-10 on A31. A1 is eligible, and the handoff forward to an eligible receiver behind the line is legal **and not considered a forward pass**.

A.R. 8.125 LEGAL FORWARD PASS

Second-and-10 on A30. Quarterback A1 drops back to the A23. As he begins to pass (his hand has started forward), he is grabbed and spun by B1. The ball is released backward and goes out of bounds at the A20.

Ruling: Third-and-10 on A30. Incomplete forward pass. (3-22-2-Note 1)

A.R. 8.126 PASS/FUMBLE

Third-and-10 on A45. Quarterback A1 is set up to pass, and as his passing motion begins, he is hit by B1, knocking the ball loose. The ball hits the ground at the A40 where B1 recovers it and is downed. a) A1's hand, with control of the ball, had started forward before the ball came loose in his hand; or b) the ball was loose in A1's hand when his hand started forward.

Rulings: a) Fourth-and-10 on A45. Incomplete pass.

b) B's ball, first-and-10 on A40. Fumble. (3-22-2)

A.R. 8.127 NO GRASP AND CONTROL

Third-and-2 on A27. Quarterback A1 scrambles to the A24 and is grabbed by B1 below the waist. No other Team B players are in the vicinity. A1 continues to throw the ball while falling forward. A3 catches the ball on the A45 and scores.

Ruling: Touchdown Team A. Kickoff A35. The quarterback's safety is not in jeopardy. (12-2-13-7)

A.R. 8.128 GRASP AND CONTROL

Second-and-5 on A25. Quarterback A1 is grabbed at the waist and controlled by B1 at the A20. B2 and B3 also are about to tackle A1, but prior to A1 hitting the ground, he is able to throw the ball to A2 at the A48 who then scores.

Ruling: Third-and-10 on A20. Grasp and control. The quarterback's safety is in jeopardy. (12-2-13-7)

A.R. 8.129 INTERCEPTION—FORWARD PROGRESS

Second-and-10 on B25. A1's pass is intercepted by B1 in B's end zone, and B1 is tackled from behind by A2. A2 drives B1 into the field of play (either while B1 is airborne or on his feet), causing B1 to fall to his knee on the B1-yard line.

Ruling: B's ball, first-and-10 on B1. (7-1-2-Note)

A.R. 8.130 NO PASS INTERFERENCE—ELIGIBILITY LOST

Third-and-10 on A40. Eligible receiver A1, near the sideline, is chucked out of bounds by B1 at the A42. Before he can come back inbounds, B2 grabs his arm and restricts A1 from being able to reach for the pass on the A43. The pass falls incomplete.

Ruling: Fourth-and-10 on A40. No foul, as A1 cannot re-establish eligibility and be the first to touch the pass.

A.R. 8.131 ACTION BY QUARTERBACK IMMEDIATELY AFTER SNAP

Second-and-10 on B25. Quarterback A1 takes the snap and then immediately a) fakes spiking the ball into the ground; or b) fakes taking a knee at the B26. A1 then throws a complete pass to A2 in the end zone.

Rulings: a) Touchdown Team A. Legal play.
b) Third-and-11 on B26.

A.R. 8.132 QUARTERBACK SPIKE OF THE BALL

Third-and-10 on B25. Quarterback A1 muffs the snap, and a) pushes the ball to the ground in an attempt to spike it, and B3 falls on the ball at the B30; b) regains possession of the ball before it hits the ground, and immediately spikes the ball which glances off A2's foot and hits the ground; or c) regains possession of the ball and immediately spikes the ball which glances off A2's foot and bounces up (without hitting the ground) and is intercepted by B3 at the B30 where he is tackled.

Rulings: a) B's ball, first-and-10 on B30. This is a fumble.
b) Fourth-and-10 on B25. Incomplete pass, as the ball hit the ground after glancing off A2's foot. There is no foul for unintentional touching.
c) B's ball, first-and-10 on B30. Interception. There is no foul for unintentional touching. (3-22-2)

RULE 9—SCRIMMAGE KICKS

1) PUNT MUFFED BY TEAM B IN FIELD OF PLAY

A.R. 9.1 BOUNCES IN END ZONE AND OUT OF BOUNDS IN FIELD OF PLAY

Fourth-and-10 on A40. The punt is muffed by B2 on the B5, where it bounces into the end zone and rebounds out to the B3-yard line, where it goes out of bounds.

Ruling: B's ball, first-and-10 on B3.

A.R. 9.2 BOUNCES IN END ZONE AND REBOUNDS TO FIELD OF PLAY

Fourth-and-10 on A40. The punt is muffed by B2 on the B5, where it bounces into the end zone and rebounds back into the field of play, where B4 recovers on the B2.

Ruling: B's ball, first-and-10 on B2.

A.R. 9.3 BOUNCES IN END ZONE AND REBOUNDS TO FIELD OF PLAY

Fourth-and-10 on A40. The punt is muffed by B2 on the B5, where it bounces into the end zone and rebounds back into the field of play, where A4 recovers on the B2.

Ruling: A's ball, first-and-goal on B2.

A.R. 9.4 BOUNCES IN END ZONE AND OUT OF BOUNDS OVER END LINE

Fourth-and-10 on A40. The punt is muffed by B2 on the B5, where it bounces into the end zone and over the end line.

Ruling: B's ball, first-and-10 on B20. Touchback.

A.R. 9.5 BOUNCES INTO END ZONE WHERE TEAM B RECOVERS

Fourth-and-10 on A40. The punt is muffed by B2 on the B5. It bounces into the end zone, where B2 recovers.

Ruling: B's ball, first-and-10 on B20. Touchback.

A.R. 9.6 BOUNCES INTO END ZONE WHERE TEAM A RECOVERS

Fourth-and-10 on A40. The punt is muffed by B2 on the B5. It bounces into the end zone, where A4 recovers.

Ruling: Touchdown Team A. Kickoff A35.

A.R. 9.7 BOUNCES INTO END ZONE AND TEAM B RUNS IT OUT

Fourth-and-10 on A40. The punt is muffed by B2 on the B5. It bounces into the end zone, where B2 recovers and runs it out to the B15.

Ruling: B's ball, first-and-10 on B15.

2) PUNT MUFFED IN FLIGHT BY TEAM B IN END ZONE

A.R. 9.8 REBOUNDS BACK INTO FIELD OF PLAY AND OUT OF BOUNDS

Fourth-and-10 on A40. The punt is muffed in flight by B2 in the end zone, and before touching anyone else, it rebounds back into the field of play and goes out of bounds at the B5.

Ruling: B's ball, first-and-10 on B5.

A.R. 9.9 REBOUNDS BACK INTO FIELD OF PLAY—TEAM B RECOVERS

Fourth-and-10 on A40. The punt is muffed in flight by B2 in the end zone, and before touching anyone, it rebounds back into the field of play, where B3 recovers on the B5.

Ruling: B's ball, first-and-10 on B5.

A.R. 9.10 REBOUNDS BACK INTO FIELD OF PLAY—TEAM A RECOVERS

Fourth-and-10 on A40. The punt is muffed in flight by B2 in the end zone, and before touching anyone, it rebounds back into the field of play, where A4 recovers on the B5.

Ruling: A's ball, first-and-goal on B5.

A.R. 9.11 TEAM B TOUCHES IN END ZONE—TEAM A RECOVERS

Fourth-and-10 on 50. B1 muffs the punt in flight in the end zone. A1 recovers in the end zone.

Ruling: Touchdown Team A. Kickoff A35.

A.R. 9.12 FIELD-GOAL ATTEMPT—TEAM B TOUCHES—TEAM A RECOVERS

Fourth-and-6 on B31. On a field-goal attempt, receiver B1 muffs the ball in flight in the end zone and the ball is recovered in the end zone by A7.

Ruling: Touchdown Team A. Kickoff A35.

3) PUNT HITS IN END ZONE AND REBOUNDS TO FIELD OF PLAY

A.R. 9.13 TEAM B FALLS ON BALL

Fourth-and-10 on A40. The punt hits in the end zone and rebounds out to the B5 where B2 falls on it and is touched down.

Ruling: B's ball, first-and-10 on B20. The ball is dead when it hits in the end zone, untouched by Team B.

A.R. 9.14 TEAM B MUFFS BALL AND IT GOES OUT OF BOUNDS

Fourth-and-10 on A40. The punt hits in the end zone and rebounds out to the B5, where B2 muffs it, and it goes out of bounds at the B6.

Ruling: B's ball, first-and 10 on B20. The ball is dead when it hits in the end zone, untouched by Team B.

A.R. 9.15 TEAM B MUFFS BALL AND TEAM A RECOVERS

Fourth-and-10 on A40. The punt hits in the end zone and rebounds out to the B5, where B2 muffs it, and A2 recovers.

Ruling: B's ball, first-and 10 on B20. The ball is dead when it hits in the end zone, untouched by Team B.

A.R. 9.16 TEAM A RECOVERS

Fourth-and-10 on A40. The punt hits in the end zone and rebounds out to the B5, where A6 recovers.

Ruling: B's ball, first-and-10 on B20. The ball is dead when it hit in the end zone, untouched by Team B.

4) TEAM A TOUCHES PUNT IN END ZONE OR FIELD OF PLAY

A.R. 9.17 TEAM A BATS BACKWARD AND TEAM B RECOVERS IN FIELD OF PLAY

Fourth-and-10 on A40. The airborne punt is batted from the end zone by A5, while he is contacting the ground in the end zone, back into the field of play, where B2 recovers at the B5 and runs to the B25.

Ruling: B's ball, first-and-10 on B20. Touchback. The ball is dead when it is touched by Team A in the end zone, as it has not previously been touched by Team B.

A.R. 9.18 TEAM A TOUCHES IN FIELD OF PLAY AND BALL GOES OUT OF BOUNDS

Fourth-and-10 on A40. A4 touches the punt in the field of play at the B5, and the ball then goes out of bounds at the B4.

Ruling: B's ball, first-and-10 on B5, the spot of A's first touching.

A.R. 9.19 TEAM A TOUCHES IN FIELD OF PLAY AND TEAM B RECOVERS

Fourth-and-10 on A40. A4 touches the punt in the field of play at the B10, and B2 recovers the ball at the B4.

Ruling: B's ball, first-and-10 on B10, the spot of A's first touching.

A.R. 9.20 TEAM A TOUCHES IN END ZONE AND TEAM B RECOVERS

Fourth-and-5 on A45. The punt hits on the B5 and bounces up and over the goal line. A2 jumps from the B2, and while airborne over the end zone, he bats the ball backward. The ball hits in the end zone and then rolls into the field of play where B1 picks it up, runs to the B30, fumbles, and A3 recovers.

Ruling: B's ball, first-and-10 on B20. Touchback. The ball is dead when it hits in the end zone, untouched by Team B.

A.R. 9.21 TEAM A BATS BALL BACKWARD AND OUT OF BOUNDS FROM END ZONE

Fourth-and-5 on A45. The punt bounces from the field of play into the end zone but is still airborne and has not touched in the end zone. A1 leaps from the B1 and bats the ball back across the goal line. The batted ball crosses the goal line inside the pylon, crosses the sideline in flight at the B2, and first hits the ground out of bounds at the B3 (extended).

Ruling: B's ball, first-and-10 on B2. The spot of the first touching is considered to be at the B1. (3-15-1-b)

A.R. 9.22 TEAM A BATS BALL FROM END ZONE OUTSIDE OF PYLON

Fourth-and-5 on A45. The punt bounces from the field of play into the end zone but is still airborne and has not touched in the end zone. A1 leaps from the B1 and bats the ball back across the goal line (extended). The batted ball crosses the sideline in the end zone (and the goal line extended, outside the pylon), and first hits the ground out of bounds at the B2 (extended).

Ruling: B's ball, first-and-10 on B20. Touchback. (3-1-15-b, 11-6-1)

5) FIRST TOUCHING**A.R. 9.23 FIRST TOUCH—LAST PLAY OF PERIOD**

Fourth-and-16 on A8. On the last play of the half, punter A1 gets off a poor punt, and A2 first touches the ball at the A12. B1 picks it up and runs to the A4 where he fumbles and A3 recovers in the end zone.

Ruling: B's ball, first-and-10 on A12. Team B may choose to extend the period because A2 **was the first to touch the punt.**

A.R. 9.24 FIRST TOUCH—RECOVERY AND FUMBLE BY TEAM B

Fourth-and-5 on A30. Punter A1 kicks from the A16. The ball bounces at the B48 and then is first touched by A2 at the B46. The ball rolls to the B40 where B1 picks it up and runs to the 50, fumbles, and A2 recovers.

Ruling: B's ball, first-and-10 on B46, the spot of the first touch violation.

A.R. 9.25 FIRST TOUCH—FOUL BY TEAM B

Fourth-and-10 on 50. Punter A1 kicks from the A36. A2 is the first to touch the ball at the B14. The ball rolls to the B10, where B1 picks up the ball, runs to the 50, fumbles, and A3 recovers there. During B1's run, B2 clipped on the B40.

Ruling: **A's ball, first-and-10 on B35. The personal foul by B2 can be carried over the fumble and enforced from the dead ball spot. The enforcement of that foul eliminates the spot of first touching.**

A.R. 9.26 TEAM B FOUL – BAT – RECOVERY BY TEAM A

Fourth-and-10 on B40. While the punt is in the air, B1 blocks A3 in the back or holds A3 at the B20. The punt lands at the B10 where A2 intentionally bats the ball backward into receiver B1. A3 then recovers at the B12.

Ruling: A's ball, first-and-10 on B30. The enforcement of B1's foul negates the first touching violation. Since the foul was not a post-possession foul, or a foul after Team B gained possession, it is enforced from the previous spot. It is an offensive foul, as Team B is deemed to have been the offensive team at the time of the foul. B1's action was therefore illegal at the time it occurred.

A.R. 9.27 ILLEGAL TOUCH—PLAYER FROM OUT OF BOUNDS

Fourth-and-10 on 50. A1's punt is rolling, (a) at the B5; or (b) at the B4, when it is recovered by A2. A2 had been blocked out of bounds at the B40 but returned immediately inbounds.

Rulings: **a)** Fourth-and-15 on A45, or B's ball, first-and-10 on B10.

b) Fourth-and-15 on A45, or B's ball, first-and-10 on B20. The illegal touching inside the 5-yard line by a player who has been out of bounds gives Team B the additional option of a touchback.

A.R. 9.28 FIRST TOUCH—PLAYER FROM OUT OF BOUNDS

Fourth-and-10 on 50. A1 punts the ball deep to B3 at the 10-yard line. B3 lets the ball go, and flyer A2 bats the ball at the B1 back to the B5. As the ball is rolling at the B5, A3 who had been blocked out of bounds, comes in and re-establishes himself, and then falls on the ball at the B5.

Ruling: B's ball, first-and-10 on B5. Team B takes the ball at the most advantageous **spot of first touching**. The touch by A3, while a first touch, is not a foul, because the ball has previously been touched by another player (A or B on scrimmage kick plays).

A.R. 9.29 ILLEGAL TOUCH—PLAYER FROM OUT OF BOUNDS—MULTIPLE SPOTS

Fourth-and-10 on the 50. Gunner A2 is blocked out of bounds as he covers the punt, but A2 returns and re-establishes inbounds and is then the first to touch the rolling punt at the B16. The punt continues to roll toward the goal line untouched by anyone else, until A2 downs the ball on the B4.

Ruling: B's ball, first-and-10 on B20, or fourth-and-15 on A45. Multiple fouls by A2. Team B can take the ball at the spot of the first touch (B16), enforce the five-yard penalty from the dead-ball spot (also the spot of A2's second touching), enforce the five-yard penalty at the previous spot and replay the down, or take a touchback due to the touching inside the 5-yard line. There is no option to enforce the five-yard penalty from the first illegal touch spot (B16), because that was not the dead-ball spot.

A.R. 9.30 FIRST TOUCH—POSSESSION BY TEAM A

Fourth-and-8 on B48. The punted ball is coming down at the B4-yard line, where A2 catches it and his momentum carries him into the end zone; however, he releases the ball at the B1-yard line. The ball rolls into the end zone. No Team B player could have caught the ball.

Ruling: B's ball, first-and-10 on B4, the spot where A2 first possessed the ball.

A.R. 9.31 FIRST TOUCH—NO TOUCHBACK

Fourth-and-8 on B48. A2's punt bounces once at the B2, near the sideline and pylon at the goal line. It then bounces high across the goal line, inside the pylon. A3 jumps from the field of play at the B1, and while airborne over the sideline, he bats the ball back into the field of play. The ball first hits at the B3 where A5 recovers.

Ruling: B's ball, first-and-10 on B3, the spot of A5's recovery.

A.R. 9.32 FIRST TOUCH—NO TOUCHBACK

Fourth-and-4 on 50. A1 punts the ball and A2 and A3 run downfield to cover it before it goes into the end zone. A2 recovers the ball at the B4, and his momentum takes him toward the goal line. A3, while his foot is in the end zone, grabs his teammate A2 and prevents him from going into the end zone or touching the goal line.

Ruling: B's ball, first-and-10 on B4.

6) TOUCHBACK—TEAM A CARRIES BALL INTO END ZONE**A.R. 9.33 TEAM A RECOVERS BALL AND CARRIES IT INTO END ZONE**

Fourth-and-10 on B40. After a punt, the ball bounces on the B8 and rolls to the B4, where A2 picks it up and runs into the end zone.

Ruling: B's ball, first-and-10 on B20. Touchback.

A.R. 9.34 TEAM A CATCHES BALL AND CARRIES IT INTO END ZONE

Fourth-and-14 on 50. B1 gives a valid fair-catch signal at the B4 and steps aside hoping that the punted ball will roll into end zone. No Team B player tries to catch the ball. A2 controls the ball in the air at the B3 and carries it into the end zone.

Ruling: B's ball, first-and-10 on B20. Touchback.

A.R. 9.35 TEAM A RECOVERS PUNT AND CARRIES IT INTO END ZONE

Fourth-and-5 on A45. The punt hits at the B9 and rolls toward the end zone. A2 possesses the ball at the B7 and carries it into the end zone.

Ruling: B's ball, first-and-10 on B20. Touchback.

A.R. 9.36 TEAM A RECOVERS BALL AND CARRIES IT INTO END ZONE—FOULS

Fourth-and-10 on A45. A1 first touches and recovers the punt on the B4 and carries it into the end zone. Before A1 reaches the goal line: a) A2 clips on B6; or b) B1 clips on B6.

Rulings: a) B's ball, first-and-10 on B35. Although the ball is technically not dead, the foul would be enforced from the succeeding spot.

b) B's ball, first-and-10 on B10. Twenty-ten enforcement.

A.R. 9.37 TEAM A RECOVERS BALL AND TOUCHES IN END ZONE

Fourth-and-5 on A45. The punted ball is untouched and rolling inside the B5. A2 dives on the ball at the B4 to prevent it from going into the end zone. A2 gains possession at the B2-yard line. A2's right foot is touching the goal line as he possesses the ball.

Ruling: B's ball, first-and-10 on B20. Touchback.

7) IMPETUS**A.R. 9.38 IMPETUS—TEAM A BLOCKS TEAM B INTO BALL**

Fourth-and-10 on 50. The punted ball rolls to the B6. B1 allows the ball to come to a stop. A2 blocks B1 into the ball, and: a) the ball rolls over the end line; or b) the ball rolls to the B3 where A4 recovers.

Rulings: a) B's ball, first-and-10 on B20. Touchback.

b) B's ball, first-and-10 on B3.

A.R. 9.39 IMPETUS—TWENTY-TEN ENFORCEMENT

Fourth-and-5 on B45. A's punt is muffed at the B8 by B1 (no new impetus). The punt goes into B's end zone, where there is a scramble for the ball. B2 bats the ball in the end zone backward over the end line.

Ruling: B's ball, first-and-10 on B10. Illegal bat, but since A's impetus put the ball in the end zone, and Team B didn't run with the ball, enforcement is twenty-ten. (12-1-8)

8) POST-POSSESSION**A.R. 9.40 POST-POSSESSION**

Fourth-and-3 on A45. A1's punt goes out of bounds at the B6. During the punt, B2 clips in the end zone.

Ruling: B's ball, first-and-10 on B3. Post-possession foul and no return.

A.R. 9.41 POST-POSSESSION—TWENTY-TEN

Fourth-and-8 on A40. A1 punts, and during the punt, B2 blocks low at the B8. The punted ball goes over the end line.

Ruling: B's ball, first-and-10 on B10. Since there was no return, it is considered a touchback, and then the penalty is enforced. (3-26)

A.R. 9.42 POST-POSSESSION—SAFETY

Fourth-and-2 on B45. A1 punts, and B1 catches the punt on the B5 and returns to the B22. During the punt, B2 clips in the end zone.

Ruling: Safety. Safety kick B20. Post-possession foul and a return.

A.R. 9.43 NOT POST-POSSESSION

Fourth-and-5 on A20. B1 clips A2 at the B45 while the punt is in the air. The ball bounces and touches A1's foot at the B36. B1 then muffs it, and A3 falls on the ball at the B30.

Ruling: A's ball, first-and-10 on A35. Since Team A legally recovers the ball, this is not a post-possession foul. Previous spot enforcement.

A.R. 9.44 NOT POST-POSSESSION—TEAM A FOULS DURING KICK

Fourth-and-16 on B38. B1 gives a valid fair-catch signal at the B8, steps aside, and the ball bounces at the B8, where it touches B1's foot and rolls toward the sideline near the B2. A2 blocks B1 low, and A3 picks up the ball at the B2 and runs for a touchdown.

Ruling: Fourth-and-31 on A47. Previous spot enforcement. (12-2-13)

A.R. 9.45 NOT POST-POSSESSION—TEAM B LOSES POSSESSION

Fourth-and-10 on A40. During the punt, B1 holds A1 at the B45. B2 fields the punt at the B10 and returns it to the B15 where he fumbles. A2 scoops up the ball there and runs to the B5 where he fumbles. B2 recovers and downs the ball at the B5.

Ruling: A's ball, first-and-10 on 50. This is not a post-possession foul, as Team B did not retain possession of the ball throughout the down. It was an offensive foul at the time committed, and, therefore, a 10-yard penalty.

A.R. 9.46 NOT POST-POSSESSION—TEAM B LOSES POSSESSION

Fourth-and-10 on B45. While the punt is in the air, B1 pulls A2 down by the facemask at the B20. B1 fields the punt at the B10, but he fumbles at the B26 where the ball is recovered and downed by A3.

Ruling: A's ball, first-and-10 on B26. Since this is not a post-possession foul, the personal foul would be enforced from the previous spot. In this case, however, Team A would decline the penalty and choose the result of the play.

9) PUNT CROSSES LINE OF SCRIMMAGE AND RETURNS**A.R. 9.47 PUNT OVER AND BACK—TOUCHED BY TEAM B**

Fourth-and-12 on A20. B1 partially blocks the punt and the ball bounces to the a) A22, or b) A21, where B2 attempts to recover but knocks the ball back to the A18 where A2 picks up the ball, runs, and is tackled at the A25.

Rulings: a) and b): A's ball, first-and-10 on A25. The ball was touched by Team B beyond the line of scrimmage.

A.R. 9.48 PUNT OVER AND BACK—SIMULTANEOUS RECOVERY

Fourth-and-5 on 50. B1 partially blocks the punt. The ball rolls to the B48 where it hits B2's leg and rolls back to the A48 where A1 and B1 fall on it.

Ruling: B's ball, first-and-10 on A48. The simultaneous recovery of a legal kick by eligible opposing players belongs to the receivers.

A.R. 9.49 PUNT OVER AND BACK—UNTOUCHED BEYOND THE LINE

Fourth-and-10 on A25. A1's punt is partially blocked, hits on the A28, and then bounces back to the A22, untouched by anyone beyond the line. A2 recovers the ball at the A22 and he a) is downed there; b) runs with the ball to the A33; c) runs with the ball to the A36; or d) throws a pass from the A22, which is complete to A3 at the 50.

- Rulings:**
- a) B's ball, first-and-10 on A22. If Team A recovers but does not attempt to advance, Team B gets the ball at the spot of the kick.
 - b) B's ball, first-and-10 on A33. If Team A recovers and attempts to advance, but does not reach the line to gain, Team B gets the ball at the dead ball spot.
 - c) A's ball, first-and-10 on A36. If Team A recovers and advances beyond the line to gain, Team A has a first down.
 - d) A's ball, fourth-and-15 on A20. Illegal pass, as the ball has been beyond the line.

A.R. 9.50 FIELD GOAL OVER AND BACK—UNTOUCHED BEYOND THE LINE

Fourth-and-10 on B25. A1's field-goal attempt from the B32 is partially blocked, hits on the B22, and then bounces back to the B27, untouched by anyone beyond the line. A2 recovers the ball at the B27 and he a) is downed there; b) runs with the ball to the B17; c) runs with the ball to the B14; or d) throws a pass from the B27, which is complete to A3 at the B10.

- Rulings:**
- a) B's ball, first-and-10 on B32;
 - b) B's ball, first-and-10 on B17;
 - c) A's ball, first-and-10 on B14;
 - d) A's ball, fourth-and-15 on B30. Illegal pass, as the ball has been beyond the line.

10) FAIR-CATCH KICK**A.R. 9.51 FAIR CATCH—EXTEND PERIOD FOR FAIR-CATCH KICK**

Fourth-and-10 on A6. The score is 28-26 in favor of Team A. On the last play of the game, a partially blocked punt goes to the A28 where B1 gives a valid fair-catch signal. No time remains on the clock. a) B1 catches it on the A28; b) A4 interferes on the A28, and the ball is then caught by B1; or c) B1 muffs the ball on the A28 and it rolls out of bounds on A30.

- Rulings:**
- a) Only option is a fair-catch kick on A28. Extend period.
 - b) Fair-catch kick or snap at the A14. Fair-catch interference. Extend period.
 - c) Game over.

A.R. 9.52 NO FAIR CATCH—NO EXTENSION

Fourth-and-5 on A10. There are four seconds remaining in the game, and the score is tied. B1 gives a valid fair-catch signal at the A35. The ball is carried by the wind toward B2 who did not signal. B2 catches the ball on the A30 as time runs out.

Ruling: Go to overtime. No extension allowed.

A.R. 9.53 FAIR-CATCH INTERFERENCE—OPTION TO EXTEND PERIOD

Fourth-and-10 on A12. On the last play of the half, B1 signals for a fair catch at the 50. A1 tackles B1 before the ball arrives. The ball hits A1 in the back and rebounds to the A29 where: a) B2 recovers; or b) A2 recovers.

- Rulings:**
- a) Receivers may extend the period with a snap or fair-catch kick at the A35.
 - b) Receivers may extend the period with a snap at the A29 (most advantageous spot of first touching), or receivers could elect a fair-catch kick at the A35 (enforcement of the fair-catch interference).

A.R. 9.54 INTERFERENCE WITH OPPORTUNITY—no signal

Fourth-and-7 on A11. With five seconds remaining in a tied game, B1 does not give a fair catch signal, and A2 contacts B1 at the A35 prior to B1 catching the ball. B1 is downed at the A35 as time expires.

Ruling: B's ball, first-and-10 on A20. Extend for a scrimmage play only.

11) MISCELLANEOUS SCRIMMAGE KICK PLAYS

A.R. 9.55 BLOCK IN THE BACK BY THE PUNTING TEAM

Fourth-and-10 on 50. As A2 is running downfield after a punt, he pushes B2 in the back at the B40. B2 is also running downfield in an effort to get in position to set up a block. The block happens a) while the kick is still in flight; b) while the ball is rolling on the ground at the B10; or c) after B3 has picked up the punt and is running with the ball at the B20. B3 is tackled at the B30.

Rulings: a) B's ball, first-and-10 on B40 (or rekick from A40). This foul can be tacked on to the end of the return, or it can be enforced at the previous spot.
b) B's ball, first-and-10 on B30. No foul.
c) B's ball, first-and-10 on B30. No foul. (12-1-4-b-Note)

A.R. 9.56 DOUBLE PUNT—BEHIND LINE OF SCRIMMAGE

Fourth-and-5 on A30. B1 blocks the punt, and the ball rolls to the A16. A2 picks it up there and punts it again. The ball goes out of bounds at the B40.

Ruling: B's ball, first-and-10 on B40. Legal punt from behind the line.

A.R. 9.57 BLOCKED PUNT—PASS INTERFERENCE RULES IN EFFECT

Fourth-and-5 on A30. The punt is partially blocked, and the ball bounces to the A26 where A2 picks it up. A2 throws a pass to end A3 at the 50. B1 pushes A3 away from the ball, intercepts it, and scores.

Ruling: A's ball, first-and-10 on 50. Defensive pass interference. (8-2-5)

A.R. 9.58 BLOCKED PUNT—SECOND PUNT—PLAYERS DOWNFIELD

Fourth-and-10 on A30. At the snap, A1 and A2 release legally to go downfield. The punt is blocked behind the line of scrimmage. The blocked punt never crosses the line of scrimmage, and it is picked back up by the punter and punted again. Prior to the second punt, several Team A players had gone downfield and are downfield at the time of the second punt. The punted ball goes out of bounds untouched at the B10.

Ruling: B's ball, first-and-10 on B10. It is legal for all Team A players to go downfield after the first punt.

A.R. 9.59 PLAYER ILLEGALLY DOWNFIELD

Fourth-and-5 on A30. Back A2 goes in motion and is outside his tight end A3 by two yards when the ball is snapped. A3 goes downfield at the snap before the ball is kicked. B1 catches the punt at the B40, runs to the A10, is tackled, fumbles, and A4 recovers there.

Ruling: Fourth-and-10 on A25. A3 is not eligible to go downfield before the ball is kicked. (9-1-2)

NOTE: There is no option to enforce the foul from the dead-ball spot, because Team B lost the ball.

A.R. 9.60 PLAYER ILLEGALLY DOWNFIELD

Fourth-and-10 on A40. Center A3 is three yards downfield when A1 punts the ball. B1 fields the ball at the B10 and returns it to the B20.

Ruling: Fourth-and-15 on A35, or B's ball, first-and-10 on B25. Option for Team B.

A.R. 9.61 TEAM A FOUL AT THE SNAP—ENFORCEMENT OPTIONS

Fourth-and-10 on A40. At the snap, tackle A3 is not on the line of scrimmage. B2 returns the punt to the B20.

Ruling: Fourth-and-15 on A35, or B's ball, first-and-10 on B25. Team B has the option to enforce from the previous spot or the succeeding spot.

NOTE: All fouls by Team A prior to the receiving team securing possession include the option to enforce from the previous spot or the dead-ball spot, provided that the receiving team does not lose possession.

A.R. 9.62 TEAM A FOUL PRIOR TO PUNT

Fourth-and-10 on B40. Prior to the punt, A2 holds B2 as B2 rushes the punter. The punt is caught by B3 at the B10 and returned to the B20.

Ruling: Fourth-and-20 on 50, or B's ball, first-and-10 on B30. Team B has the option to enforce any foul by the punting team that occur prior to the receiving team gaining possession, from the previous spot or from the dead-ball spot.

A.R. 9.63 TEAM A FOUL DURING PUNT

Fourth-and-10 on B40. While the punt is in the air, a) A2 grabs B2 and pulls him to the ground at the B36; or b) B3 grabs A3 and pulls him to the ground at the B36. The punt rolls into the end zone for a touchback.

Rulings: a) Not a foul. B's ball, first-and-10 on B20. Touchback.

b) B's ball, first-and-10 on B10.

NOTE: Fouls by both teams during a scrimmage kick are treated as offensive fouls.

A.R. 9.64 TEAM A FOUL DURING PUNT—DOUBLE CHANGE OF POSSESSION

Fourth-and-10 on 50. A2 pulls B2 down by the facemask as A1 punts the ball. The ball is fielded at the B10 by B1, who runs to the B20 where he fumbles. A2 recovers at the B20 and runs to the B15 where he fumbles. B2 recovers and downs the ball at the B12.

Ruling: B's ball, first-and-10 on B12, or fourth-and-25 on A35. There is no option to carry Team A fouls over a double change of possession.

A.R. 9.65 TEAM A FOUL DURING FIELD GOAL

Fourth-and-10 on B19. A1's field-goal attempt from the B26 is short and rolling toward the end zone, when A2 grabs and twists the facemask of B1. The untouched kick then rolls into the end zone. A3 was illegally in motion when the ball was snapped.

Ruling: B's ball, first-and-10 on B26, or fourth-and-25 on B34. There is no option to enforce either foul from the succeeding spot or the spot of the kick.

A.R. 9.66 BALL OUT OF BOUNDS IN END ZONE

Fourth-and-10 on 50. The punt is bouncing toward the pylon. A1 steps on the sideline at the B1 and then dives for the ball, which is still airborne one yard in the end zone, and bats it back to the B2. A2 recovers and falls to the ground at the B3.

Ruling: B's ball, first-and-10 on B25. Touchback plus a five-yard POP penalty. The ball is out of bounds behind the goal line when touched by A1, because A1 has not re-established back inbounds. The ball is therefore dead in the end zone for a touchback when it is touched by an out-of-bounds player.

A.R. 9.67 SUBSTITUTES ENTER FIELD DURING PUNT PLAY—MULTIPLE FOULS

Fourth-and-10 on 50. A1 punts the ball to the B10 where B2 picks up the ball and returns it to the B40. a) While the ball was rolling at the B10 (before B2 picked it up); or b) during the return, substitutes from Team B came onto the field at the B30, thinking the play was over, and then returned to the bench area without interfering in the play. During B2's return, B3 blocks A4 in the back at the B26.

Rulings: a) B's ball, first-and-10 on B5. Multiple fouls by Team B. The illegal substitution would be enforced from the B10 to the B5. The block in the back would be enforced from the B26 to the B16. (14-4)

b) B's ball, first-and-10 on B16. Multiple fouls by Team B. The illegal substitution occurs during the return and would, therefore, be enforced from the end of the run (B40) or the spot of the foul (B30), five yards. The block in the back would be enforced from the B26. (14-4)

A.R. 9.68 SUBSTITUTES ENTER FIELD DURING PUNT PLAY—DOUBLE FOULS

Fourth-and-10 on 50. A1 punts the ball to the B10 where B2 picks up the ball and returns it to the B40. a) While the ball was rolling loose at the B10 (before B2 picked it up); or b) during the return, substitutes from Team A came onto the field at the B35, thinking the play was over, and then returned to the bench area without interfering in the play. During B2's return, B3 blocks A4 in the back at the B26.

Rulings: a) B's ball, first-and-10 on B16, or fourth-and-10 on 50. Double foul with a change of possession. (14-3-2)

b) B's ball, first-and-10 on B26. Double foul after a change of possession. (14-3-3)

A.R. 9.69 PUNT FROM BEYOND THE LINE

Fourth-and-10 on 50. Punter A1 scrambles after a bad snap and runs to the B45 where he punts the ball out of bounds at the B25.

Ruling: B's ball, first-and-10 on B25, or fourth-and-15 on A45. This is a punt, even though it is from beyond the line, and it is therefore B's ball at the dead-ball spot. All rules on scrimmage kicks apply. Team A's 10-yard penalty is a "spot foul" and can therefore only be enforced from the spot of the kick, with the down replayed. (3-2-4, 7-5-1)

A.R. 9.70 PUNT FROM BEYOND THE LINE—INVALID FAIR-CATCH SIGNAL

Fourth-and-22 on A40. Punter A1 picks up the poor snap on the second bounce. He runs to the A42 where he punts the ball. B1 tries to block the kick and runs into A1 at the A42, knocking him down. B2 gives an invalid fair-catch signal at the 50, and muffs the ball up into the air at the A49. B3 catches it at the A48 and runs for a touchdown.

Ruling: B's ball, first-and-10 on the B45, or fourth-and-22 on A40. Double foul with a change of possession. Although the scrimmage kick was from beyond the line, scrimmage kick rules remain in effect.

A.R. 9.71 PUNT—DOUBLE FOUL AFTER A CHANGE

Fourth-and-5 on A45. Receiver B1 holds kicker A4 on the B30 during the punt. B2 catches the punt at the B10 and runs to the B45 where he is tackled. During the return, A3 trips B2 at the B40.

Ruling: B's ball, first-and-10 on B30. (14-3-3)

A.R. 9.72 KICKER OUT OF BOUNDS DURING A PUNT

Fourth-and-12 on A21. At the snap, A1, who is lined up wide on punt coverage, runs out of bounds untouched to avoid being blocked by B1 and B2. A1 returns to the field of play at the A26. B1 attempts to catch the punted ball at the B41 but muffs it and the ball rolls to the B19 where B3 and A4 simultaneously recover the ball.

Ruling: Fourth-and-17 on A16 or B's ball, first-and-10 on B24. Team B has the option to enforce at the previous spot or the **dead ball** spot.

A.R. 9.73 KICKER OUT OF BOUNDS DURING A PUNT—NO FOUL

Fourth-and-7 on A31. A1, who is attempting to cover the fourth-down punt, is contacted and forced out of bounds by B3 at the A34. A1 returns to the field of play at the A39. B2 signals for and makes a fair catch at the B39.

Ruling: B's ball, first-and-10 on B39. Contact by B3 is what caused A1 to run out of bounds. No foul.

A.R. 9.74 BLOCKING OUT OF BOUNDS DURING PUNT/DURING RETURN

Fourth-and-10 on A40. A1's punt is fielded by B1 at the B10 and returned to the 50. B2 blocks A2 causing A2 to go out of bounds, and B3 then immediately goes out of bounds and blocks A2 again at the B40 while they are both out of bounds. The block by B3 occurs a) during the kick; or b) during the return.

Rulings: a) B's ball, first-and-10 on B5. It is illegal to go out of bounds to block an opponent during a punt. This is a post-possession foul.

b) B's ball, first-and-10 on 50. No foul. This action did not happen during the punt. (12-1-5-d, 12-2-8-c)

A.R. 9.75 TOUCHBACK – DOUBLE FOUL WITH A CHANGE

Fourth-and-Three on B36. During Kicker A1's punt, B2 clips A2 at the B16. The ball lands at the B6 and A3 bats the ball at the B4 into the end zone where B2 recovers the ball and runs for a touchdown. Team A had six players on the line of scrimmage.

Ruling: B's ball, first-and-10 on B10. This is a double foul with a change of possession, which results in a touchback. Enforcement is from the 20 yard line. B also has the option to replay the down.

A.R. 9.76 BLOCK IN THE BACK OF THE TACKLER

Fourth-and-15 on A35. A1 punts and B1 catches the punt at the B20. B1 returns the punt and is tackled by A2 at the B35. A2 was blocked in the back above the waist by B3, the block forced A2 into B1, and he made the tackle at the B35.

Ruling: B's ball, first-and-10 on B25. Illegal block in the back. (3-3-c)

A.R. 9.77 BALL TOUCHES OFFICIAL DURING SCRIMMAGE KICK

Fourth-and-5 on A45. A1 punts the ball to the B2 where it bounces and hits the Back Judge who was straddling the goal line. The ball bounces back to the B2 where it is downed by A2. If the ball had not struck the official, it would have gone into the end zone.

Ruling: B's ball, first-and-10 on B2. When the ball touches an official who is inbounds, the touching is ignored. (7-4-5)

A.R. 9.78 FIRST TOUCHING AND ILLEGAL KICKING

Fourth-and-10 on 50. A1's punt is first touched by A2 on the B2. The ball then bounces to the B6 where B5 kicks it into and out of the back of the end zone.

Ruling: B's ball, first-and-10 on B2. The result of the play is a safety, but if Team A declines B's illegal kicking foul to get the safety result, Team B would have the option to take the ball at the spot of first touching. If Team A accepts the illegal kicking foul, it would be enforced from the spot of the foul—the B6 to the B3. (This is not a twenty-ten, as B's impetus put the ball in the end zone.) Therefore, A's best option is to decline the penalty, forcing Team B to take the ball at the spot of first touching.

A.R. 9.79 PUNT—ILLEGAL TOUCH AND POP

Fourth-and-4 on A45. After the punt, flyer A2 runs downfield, steps on the sideline at the 50 to avoid a block (he is untouched by Team B), re-establishes inbounds, and falls on the ball (a) at the B5; or (b) at the B2.

Rulings: a) Fourth-and-9 on A40. Multiple fouls by A2. No kicking team player, who has been out of bounds, may touch or recover a punt beyond the line until it has been touched by another player from either team; and no kicking team player may voluntarily go out of bounds. (Decline option to enforce from the dead-ball spot.)

A.R. 9.80 PUNT—ILLEGAL TOUCH AND POP

Fourth-and-10 on 50. A1's punt is at the B17 when A2, who had re-established back inbounds after having gone out of bounds on his own (untouched by Team B), touches the rolling punt at the B17. The punt then rolls out of bounds at the B14.

Ruling: B's ball, first-and-10 on B19, or fourth-and-15 on A45. There is no option to move the ball to the spot of the first touch and also enforce the penalty from that spot.

A.R. 9.81 DOUBLE CHANGE OF POSSESSION—FOUL DURING RETURN

Fourth-and-10 on A40. B1 catches the punt on the B25 and runs to the B35 where he fumbles. A2 recovers the fumble at the B34 and runs to the B33 where he fumbles, and B2 recovers and is downed at the B30. During B1's run, B2 illegally blocks in the back at the B37.

Ruling: B's ball, first-and-10 on B25. (Declining B's foul results in B's ball at the B30. If accepted, it is enforced from the B35 as a foul on a running play. There is no option to enforce B's foul from the dead-ball spot).

RULE 10—FAIR CATCH

1) FAIR CATCH/NO FAIR CATCH

A.R. 10.1 FAIR CATCH—DEAD-BALL FOUL

Fourth-and-5 on 50. B1 gives a valid fair-catch signal at the B8. B1 catches the ball at the B4, after which B2 clips A2 in the end zone.

Ruling: B's ball, first-and-10 on B2. Dead-ball foul. (14-1-7)

A.R. 10.2 NO FAIR CATCH SIGNAL—NO PROTECTION

Fourth-and-5 on 50. B1 gives a valid fair-catch signal at the B10. The punted ball hits B1 in the hands and goes up in the air. B1 falls down at the B12. A2 pushes B2 out of the way at the B10, catches the ball, and scores. B1 could not have caught the ball.

Ruling: A's ball, first-and-goal on B10. The ball is dead where caught. B2 does not have protection, as he did not signal.

A.R. 10.3 NO FAIR CATCH—TOUCHBACK

Fourth-and-5 on 50. B1 signals for a fair catch at the B10. B1 then steps forward to the B13 allowing the ball to hit the ground behind him. A1 then blocks B1 (high) into the ball forcing it into the end zone. A2 recovers there.

Ruling: B's ball, first-and-10 on B20. Touchback. No foul by A1 as the fair catch is not completed. B1 is deemed not to have touched the ball.

A.R. 10.4 NO FAIR CATCH—OUT OF BOUNDS

Fourth-and-12 on A12. The punt is shanked off the side of the kicker's foot. B1 is running toward the sideline at the B48 and gives a valid fair-catch signal. He catches the ball with one foot inbounds but his second step is out of bounds. Time expires in the game on the play.

Ruling: Game over. No option for a fair-catch kick, as the fair catch was not completed inbounds.

A.R. 10.5 NO FAIR CATCH—LEGAL ADVANCE BY TEAM B

Fourth-and-10 on A40. B1 gives a legal fair-catch signal at the B15 as the ball goes over his head. The ball in flight hits A2, who is not near a Team B player. The ball bounces into the air toward B1, who recovers it and runs for a touchdown.

Ruling: Touchdown Team B. Kickoff B35. Legal advance. No foul by A2.

A.R. 10.6 ADVANCE AFTER GIVING FAIR-CATCH SIGNAL

Fourth-and-10 on A40. B1 gives a valid fair-catch signal at the B10 and a) the ball hits the ground; b) the ball, while in the air, hits A2; or c) the ball hits the ground and then bounces off A2's leg. B1 or B2 then recovers the ball at the B15 and runs to the 50 where he is tackled.

Rulings: a) B's ball, first-and-10 on B15. The ball is dead when recovered by Team B.

b) B's ball, first-and-10 on B50. Legal return by Team B because the ball was touched by Team A. (Decline Fair Catch Interference)

c) B's ball, first-and-10 on B50. Legal return by Team B because the ball was touched by Team A.

2) INVALID SIGNAL

A.R. 10.7 INVALID SIGNAL

Fourth-and 5 on A35. The punt is short and B1 gives a fair-catch signal at the B40 after the ball hits the ground at the B44. B2 picks up the ball at the B44 and scores.

Ruling: B's ball, first-and-10 on B35. Five yard penalty for Invalid signal after the ball hit the ground, enforced from the spot of the foul.

NOTE: The ball is dead when recovered by B1 or B2 after the ball hits the ground.

A.R. 10.8 INVALID SIGNAL—KICKOFF HITS GROUND

On an onside kick from the A30, A1 "tops" the ball causing it to go down into the ground and then bounce high in the air to the A42 where it comes down to waiting B1. B1 signals for a fair catch, but just before B1 catches the ball, A2 blocks him aside and the ball hits the ground and is recovered by B3 at the A45.

Ruling: B's ball, first-and-10 on A47. Invalid fair-catch signal as the ball had hit the ground, so the action by A2 was legal. Spot enforcement.

A.R. 10.9 INVALID SIGNAL—ANOTHER TEAM B PLAYER CATCHES

Fourth-and-5 on A40. B1 gives an invalid fair-catch signal at the B14. The wind carries the punted ball in the air to the B8 where B2 catches the ball.

Ruling: B's ball, first-and-10 on B8. Team A takes the result of the play because the penalty would place the ball at the B9.

A.R. 10.10 INVALID SIGNAL—FOULS BY TEAM A and TEAM b

Fourth-and-10 on A40. A1 punts and B1 gives an invalid fair-catch signal at the B25. A2 contacts B1 prior to the catch. B1 muffs the ball and it rolls to the B15 where: a) B2 recovers, or b) A3 recovers.

Rulings: a) B's ball, first-and-10 on B20, or Team B has the option to replay. Double foul with a change. (14-3-2)

b) Fourth-and-10 on A40. Replay. Double foul. (14-3-1)

A.R. 10.11 INVALID SIGNAL—MUFF BY TEAM B

Fourth-and-10 on A40. A1 punts and B1 gives an invalid fair-catch signal and muffs the ball up into the air. B1 could have caught the muff, but A2 hits B1 at the B18, and B1 muffs the ball. A2 then recovers the ball at the B15.

Ruling: A's ball, first-and-10 on B15. Legal contact after the invalid signal.

A.R. 10.12 INVALID SIGNAL—MUFF BY TEAM B

Fourth-and-5 on B45. B1 makes an invalid fair-catch signal at the B6, but the wind carries the ball toward B2 who is at the B5. B2 muffs the ball up into the air. B3 is about to catch the muff when A2 pushes B2 away and catches the ball on the B5.

Ruling: A's ball, first-and-goal on B5. Legal contact after invalid fair-catch signal.

A.R. 10.13 NOT INVALID SIGNAL—BEHIND LINE OF SCRIMMAGE

Fourth-and-6 on A45. The punt is partially blocked, and B1 gives a fair-catch signal at the A40. B1 catches the ball there and runs to the A10.

Ruling: B's ball, first-and-goal on A10. Not an invalid signal as ball was behind the line of scrimmage. The advance is legal.

A.R. 10.14 INVALID SIGNAL—CONTACT BY TEAM A

Fourth-and-10 on B45. B1 gives an invalid fair-catch signal at the B6. B1 catches the punted ball there and is immediately tackled by A2.

Ruling: B's ball, first-and-10 on B3. There was no foul by A2.

3) SIGNAL AND LEGAL/ILLEGAL BLOCK

A.R. 10.15 VALID SIGNAL—LEGAL BLOCK

Fourth-and-5 on B45. B1 signals for a fair catch at the B10 and lets the ball go over his head. A1 touches the ball at the B4, and B1 then blocks A1. A1 falls on the ball at the B2.

Ruling: B's ball, first-and-10 on B4. It is legal for the signaler to block after the ball is touched by another player.

A.R. 10.16 VALID SIGNAL—ILLEGAL BLOCK

Fourth-and-10 on A20. B1 gives a valid fair-catch signal at the B35, steps aside, and lets the punted ball go over his head. The ball bounces at the B32, and while it is rolling at the B30, B1 blocks A2 above the waist from the side at the B32, which allows B1 to recover the ball at the B30.

Ruling: B's ball, first-and-10 on B17. Enforce from spot of the foul.

A.R. 10.17 VALID SIGNAL—ILLEGAL BLOCK

On a kickoff, B3 gives a valid fair-catch signal at the B25-yard line. The ball goes over B3's head and is caught by B4 at the B22 and advanced to the B30. Prior to B4 catching the ball, B3 blocked an opponent at the B20-yard line.

Ruling: B's ball, first-and-10 on B10. The ball is dead when B4 catches it, and the penalty is enforced from the spot of the foul.

A.R. 10.18 VALID SIGNAL—TWENTY-TEN ENFORCEMENT

Fourth-and-4 on B40. B1 gives a valid fair-catch signal at the B10 and allows the punted ball to go over his head and roll into the end zone, after which B2 clips in the end zone.

Ruling: B's ball, first-and-10 on B10. Twenty-ten enforcement. (14-1-7)

A.R. 10.19 VALID SIGNAL—FIRST TOUCH - LEGAL RECOVERY AND ADVANCE

Fourth-and-8 on A45. B1 signals for a fair catch on the B10 but allows the ball to hit the ground behind him. At the B1, A1 bats the ball back to the B4. B1 then pushes A2 from behind in order to recover the ball and advance to the B12.

Ruling: B's ball, first-and-10 on B12. No foul.

A.R. 10.20 VALID SIGNAL—LEGAL RECOVERY OF TEAM B'S MUFF

Fourth-and-5 on A35. B1 gives a valid fair-catch signal at the B25. B1 attempts to make the catch but muffs the ball. A2, who had been out of bounds, re-establishes himself and recovers the muffed punt at the B23.

Ruling: A's ball, first-and-10 on B23. A2's recovery is legal because the punted ball had been touched by another player.

A.R. 10.21 INVALID SIGNAL—ILLEGAL BLOCK

Fourth-and-4 on A34. B1 gives an invalid fair-catch signal at the B35, steps aside, and blocks A2 at the B36. The punted ball rolls to the B18 where A3 and B2 simultaneously fall on the ball with B2 touching the sideline.

Ruling: B's ball, first-and-10 on B18. Decline both penalties. (14-6)

A.R. 10.22 INVALID SIGNAL—ILLEGAL BLOCK

Fourth-and-12 on B38. B1 gives an invalid fair-catch signal at the B8. B1 allows the punted ball to bounce, and it rolls toward the end zone. B1 then blocks A2 above the waist from the side at the B6 when the ball is at the B4. A4 falls on the ball in the end zone.

Ruling: B's ball, first-and-10 on B3. Accept the penalty for the illegal block. (14-4)

A.R. 10.23 VALID SIGNAL—ILLEGAL BLOCK/ILLEGAL ADVANCE

Fourth-and-4 on B45. A1 punts, and B1 gives a valid fair-catch signal at the B10, but muffs the ball, and it hits the ground. B2 then muffs the ball, after which B1 pushes A1 out of the way at the B8. B2 picks up the ball at the B6, and runs to the B30.

Ruling: B's ball, first-and-10 on B6. B1 can block after the ball has touched another player, but Team B can not advance until the ball is touched by a member of the kicking team.

4) FAIR-CATCH INTERFERENCE

A.R. 10.24 FAIR-CATCH INTERFERENCE

Fourth-and-5 on B40. B1 gives a valid fair-catch signal at the B5. The punted ball hits A2 on the shoulder as A2 is standing directly in front of B1 at the B6. B1 catches the ball at the B6 and runs to the 50. B1 fumbles at the 50 and A2 recovers there.

Ruling: B's ball, first-and-10 on B21. Penalize 15 yards from the spot of the foul. Fair-catch interference.

A.R. 10.25 FAIR-CATCH INTERFERENCE

Fourth-and-5 on 50. B1 gives a valid fair-catch signal at the B10. The punted ball hits B1 in the hands and goes up into the air. A2 pushes B1 out of the way and catches the ball at the B10 as B1 was going to catch the ball. A2 scores.

Ruling: B's ball, first-and-10 on B10. Fair-catch interference.

A.R. 10.26 FAIR-CATCH INTERFERENCE—PERSONAL FOUL

Fourth-and-2 on A16. B1 gives a valid fair-catch signal at the A40. B1 is about to catch the punted ball at the A40 when A2 grabs B1's facemask prior to the catch and flips him to the ground. The ball goes over B1's head to the A45 where B2 picks it up and scores.

Ruling: Team B first-and-10 on A25, or fourth-and-10 on A8. The ball is dead when Team B recovers it. The foul for fair-catch interference is enforced from the spot of that foul, and Team B can fair-catch kick or snap. The facemask foul is a multiple foul which would be enforced from the previous spot or the dead-ball spot (A45), as it is a foul by the kicking team during the kick. (14-4)

A.R. 10.27 FAIR-CATCH INTERFERENCE AND PERSONAL FOUL

Fourth-and-10 on A30. Punter A1 kicks the ball toward the side line at the B15. B2 signals for a fair-catch at the B14. B2 muffs the airborne kick at the B14 and attempts to catch the muffed ball at the B15. A5 hits B2 helmet to helmet before he can complete the catch at the B15. The ball rolls out of bounds at the B18.

Ruling: B's ball, first-and-10 on B33 or A's ball, fourth-and-25 on A15. (Decline the FCI which would give B the ball at the B15. The UNR occurred during a scrimmage kick and is not a spot enforcement).

A.R. 10.28 FAIR-CATCH INTERFERENCE

Fourth-and-10 on A40. A1 punts and B1 signals for a fair catch at the B20. B2 is standing in front of B1 (not blocking) and is driven back into him by A4, causing B1 to muff the ball. A6 recovers the loose ball at the B25.

Ruling: B's ball, first-and-10 on B35. Fair-catch interference by A4.

A.R. 10.29 NOT FAIR-CATCH INTERFERENCE—LEGAL BLOCK BY TEAM A

Fourth-and-10 on A40. A1 punts the ball and B1 signals for a fair catch at the B20. B2 is blocking in front of B1 and is driven back into him by A5, causing B1 to muff the ball. A6 recovers the loose ball at the B25.

Ruling: A's ball, first-and-10 on B25. No foul since B2 was aggressively blocking.

A.R. 10.30 FAIR-CATCH INTERFERENCE/INTERFERENCE WITH MAKER—END ZONE

Fourth-and-10 on B40. B1 is confused about where he is on the field and signals for a fair catch while standing in his end zone. A2, covering the punt, contacts B1, a) before; or b) after B1 completes the fair catch in his end zone.

Rulings: a) and b): B's ball, first-and-10 on B35. The penalty for fair-catch interference, and interference with the opportunity to make a fair catch in the end zone, are both enforced from the 20-yard line.

5) INTERFERENCE WITH OPPORTUNITY

A.R. 10.31 INTERFERENCE WITH OPPORTUNITY

Fourth-and-10 on 50. B1 runs from the B8 to the B10 in an effort to catch the punted ball (no fair-catch signal given). A2 stays in B1's way at the B10 without any contact but hinders B1's chance to catch the ball. The ball bounces at the B10, hits B1's leg, and rolls to the B5 where: a) B1 recovers there; or b) A2 recovers at the B5, picks up the ball, and scores.

Rulings: a) and b): B's ball, first-and-10 on B25. Even if no signal has been given, B1 must be given an Unhindered opportunity to catch the ball.

A.R. 10.32 INTERFERENCE WITH OPPORTUNITY

Fourth-and-2 on 50. The punt is partially blocked by B1, and A2 and B1 both jump up to try to catch the ball at the B48. A2 catches the ball at the B48 and runs to the B40.

Ruling: B's ball, first-and-10 on A37. Interference with the opportunity to make a catch.

A.R. 10.33 INTERFERENCE WITH OPPORTUNITY—KICKOFF

On a kickoff from the A35, A1 leaps from the A44 and catches the ball on the A46, prior to the ball being touched by anyone. B1 could have caught the ball at the A46.

Ruling: B's ball, first-and-10 on A31. Interference with the opportunity to make a catch.

NOTE: If the ball was kicked down into the ground as it came off the tee, there would be no fair-catch interference, since the ball would have already touched the ground.

6) INTERFERENCE WITH THE MAKER OF A FAIR CATCH

A.R. 10.34 INTERFERENCE WITH MAKER—VALID SIGNAL—LAST PLAY

Fourth-and-10 on 50. B1 makes a valid fair-catch signal and catches the punt at the B10. A2 then contacts B1 after B1 completes the catch. Time runs out in the half.

Ruling: B's ball, first-and-10 on B25 (extend for fair-catch kick or a play from scrimmage).

A.R. 10.35 INVALID SIGNAL—CONTACT AFTER CATCH

Fourth-and-10 on 50. B1 makes an invalid fair-catch signal and catches the punt at the B10. A2 then tackles B1 after B1 completes the catch.

Ruling: B's ball, first-and-10 on B5. No foul by A1 unless A1 commits unnecessary roughness on the tackle.

A.R. 10.36 INTERFERENCE WITH MAKER—BLOCKED INTO

Fourth-and-10 on A40. B1 gives a valid fair-catch signal at the B10 while waiting to catch A1's punt. -Flyer A2 and B2 have been engaged with each other since the snap, and at the B13, B2 pushes A2 causing him to contact B1 just before the punt arrives. The ball hits B1 in the leg and rolls to the B12 where B3 recovers and runs for a touchdown.

Ruling: B's ball, first-and-10 on B12. There is no fair-catch interference, as A2 was blocked into B1. The ball is dead where B3 recovers because of B1's signal.

RULE 11—SCORING

1) TOUCHDOWN

A.R. 11.1 TOUCHDOWN—CATCH AND DRIVEN BACK

First-and-goal on B8. Tight end A2 goes into the end zone and leaps to catch a pass from A1. While he is airborne in the end zone, A2 controls the ball and is driven back to the 1-yard line by B2 and retains the football.

Ruling: Touchdown Team A. Kickoff A35.

A.R. 11.2 TOUCHDOWN—BATTED PASS IN END ZONE

Third-and-3 on B16. A1 throws a forward pass to end A2 along the end line. A2 bats the ball toward end A3 who catches it in the end zone.

Ruling: Touchdown Team A. Kickoff A35. (12-1-8-Exc.)

A.R. 11.3 TOUCHDOWN—KICKERS RECOVER IN END ZONE

On a kickoff, the ball touches B1 at the B10 and rolls into the end zone. A1 falls on the ball in the end zone.

Ruling: Touchdown Team A. Kickoff A35.

A.R. 11.4 TOUCHDOWN—TEAM A BATS BALL INTO OWN END ZONE

Fourth-and-12 on A14. The punt is partially blocked and the ball rolls to the A4 where A2 bats it toward his goal and B1 falls on it in the end zone.

Ruling: Touchdown Team B. Kickoff B35. No foul.

2) TRY

A.R. 11.5 TRY ATTEMPT—SUCCESSFUL – TEAM B FOUL

On a Try attempt from the 2-yard line, the kick is good. B2 is offside.

Ruling: One point try successful, kickoff A40; or retry at the B1, kickoff A35.

A.R. 11.6 TRY ATTEMPT—OPTION FOR SAFETY

On a Try from the B2, holder A2 muffs a poor snap, and the ball rolls to the B12. Kicker A1 recovers and runs to the B4, where he fumbles to the B3. A3 reaches down to pick up the ball and B3 deliberately kicks it away from him. The ball hits the pylon.

Ruling: Option for Team A: Retry from B1; or one-point safety awarded to Team A. Kickoff A45. The result of the play is a successful one-point Try, so if accepted, the Team B foul is enforced on the kickoff.

A.R. 11.7 TRY ATTEMPT—DEFENSIVE FOUL

On a Try attempt from the 2-yard line, B3 pushes eligible A3 out of the way in the end zone, intercepts the pass intended for A3, and falls to the ground.

Ruling: Retry from the 1- or 2-yard line. The defensive pass interference foul is a spot foul and does not carry-over to the kickoff.

A.R. 11.8 TRY ATTEMPT—DEFENSIVE FOUL

On a Try attempt from the 2-yard line, the kick is blocked. B6 was offside on the play.

Ruling: Retry from the 1- or 2-yard line. The foul does not carry-over to the kickoff, since the Try was unsuccessful.

A.R. 11.9 TRY ATTEMPT—5 VS. 15

During a successful Try, B2 is called for leverage. A1 was illegally in motion at the snap.

Ruling: Retry at B1 or B2. (A's option). This is a 5 vs. 15, as there was no change of possession. There is no option to enforce the yardage on the ensuing kickoff. (14-3-1)

A.R. 11.10 BEFORE SNAP FOR TRY ATTEMPT—5 VS. 15

Before the ball is snapped on a Try, A5 false starts, and B2 comes across the line and knocks A6 to the ground. Unnecessary roughness is called on B2.

Ruling: Retry at B1, kickoff at A35, or Retry at B2, kickoff at 50. (A's option). This is a 5 vs. 15, as there was no change of possession. Since the ball was not snapped and no kick made, the "double foul" need not be enforced on the Try to allow the kick, so Team A could choose to enforce the yardage on the ensuing kickoff. (14-3-1)

A.R. 11.11 TRY ATTEMPT—5 VS. 15

During a successful Try, B2 is offside and after the ball is dead, A2 is called for unnecessary roughness.

Ruling: The Try is good. Kickoff A20. This is a clean hands score, so the score counts, and the foul against A2 is enforced on the kickoff. (14-1-9)

A.R. 11.12 TRY ATTEMPT—SWINGING GATE

On a Try attempt from the 2-yard line, long snapper number 88 reports as an ineligible player. Team A lines up in a “swinging gate” formation with snapper number 88 on the end of the line. Team A then shifts to a normal kicking formation, number 88 remains at center, and the kick attempt is good.

Ruling: Retry from the B7. Illegal formation. On all scrimmage plays, **offensive player** numbers must be correct both before and after any shift. (7-2-4)

3) SAFETY

A.R. 11.13 SAFETY—BALL HALF OUT OF END ZONE

Second-and-10 on A2. Runner A1 is tackled in his end zone with part of the ball in the field of play and part in the end zone.

Ruling: Safety. Safety kick A20. The entire ball must be out of the end zone.

A.R. 11.14 SAFETY—TEAM A BATS BALL INTO OWN END ZONE

Fourth-and-12 on A14. A’s punt is blocked and the ball rolls to the A4 where A2 bats the ball toward his goal. A3 falls on the ball in the end zone.

Ruling: Safety. Safety kick A20.

A.R. 11.15 SAFETY—FUMBLE INTO OWN END ZONE

Fourth-and-7 on A45. A1 punts the ball to B2 in the end zone. B2 runs out of the end zone, is tackled at the B3, fumbles, and the ball goes out of bounds across the end line.

Ruling: Safety. Safety kick B20.

A.R. 11.16 FUMBLE IN END ZONE—FOUL IN FIELD OF PLAY—TEAM A’S IMPETUS

Third-and-6 on B22. B2 intercepts a pass in the end zone, and while running in the end zone, fumbles the ball which rolls to the B3. B4 then bats the loose ball forward to the B7-yard line where B5 recovers.

Ruling: B’s ball, first-and-10 on B 1 ½ .

Note: Since A’s impetus put the ball in the end zone, the B20 is considered the spot of the fumble. The B foul is therefore enforced from the spot of the foul, because it’s behind the spot of the fumble. If B’s impetus had put the ball in the end zone, the spot of the fumble would be in the end zone, so the result would be safety.

A.R. 11.17 SAFETY—PERSONAL FOUL ON PLAY

On a kickoff from the A35, B2 catches the ball in the end zone and runs to the B4. B2 then fumbles the ball at the B4, and it rolls into the pylon on the goal line. During the fumble, B5 pulled A2 down by the -facemask at the B2.

Ruling: Safety. Safety kick B10. **The result of the play is a safety, so the personal foul would be enforced from the 20 yard line.** (14-1-14)

A.R. 11.18 SAFETY—NEW IMPETUS

Fourth-and-6 on A45. A’s punt is nearly at rest on the B3. B3 bats the ball backward over the end line, creating new impetus. Immediately after the snap, B3 head slaps A2 on the line of scrimmage.

Ruling: Safety. Safety kick B10 or A’s ball, first-and-10 on B40. (14-1-14)

A.R. 11.19 MOMENTUM—ILLEGAL FORWARD PASS –SAFETY

Third-and-goal on B6. A1 throws to A3 in the end zone near the goal line. B2 intercepts at the B1-yard line with one foot at the B1-yard line and the other foot on the B½-yard line. His momentum carries him into the end zone where he attempts a backward pass which goes forward. A3 muffs the pass at the B½-yard line, and it falls incomplete.

Ruling: Safety. Safety kick B20.

A.R. 11.20 SAFETY—NOT MOMENTUM EXCEPTION

Third-and-25 on B40. The score is tied 21-21 at the two-minute warning of the fourth quarter. On a long pass thrown toward the goal line, B2 dives in front of receiver A2 and intercepts the ball at the B4. He slides untouched to a stop on the B1, gets to his feet, and in an effort to avoid tackler A3, loops into the end zone where he is tackled by A4. The Field Judge signals safety. B2 is infuriated by the ruling and slams the ball at the officials' feet.

Ruling: Safety. Safety kick B10. This is not the momentum exception. (14-1-14)

A.R. 11.21 SAFETY—NOT MOMENTUM EXCEPTION

B1 intercepts the ball at the B6 and his momentum takes him toward his goal line. B1 stumbles and fumbles the ball at the B2, and the ball hits the pylon.

Ruling: Safety. Safety kick B20. This is not the momentum exception, because B1 did not carry the ball into the end zone.

A.R. 11.22 SAFETY—FOUL IN OWN END ZONE

Fourth-and-9 on A2. Prior to A1 punting the ball from the end zone, A3 holds B2 on a block initiated in the end zone. The punt is then shanked out of bounds at the A16.

Ruling: Option: Safety. Safety kick A20, or B's ball, first-and-10 on A8.

A.R. 11.23 NO SAFETY—PUNT MOMENTUM

Fourth-and-6 on B45. On the last play of the first half, B1 catches a punt on the B2-yard line and the momentum of the kick forces him back into the end zone. B1 is then tackled by A2 in the end zone.

Ruling: Half over. The ball would be spotted on the B2-yard line because of the momentum exception; however, the time expired on the play.

A.R. 11.24 SAFETY—INADVERTENT WHISTLE WITH FOUL

Second-and-15 on A6. Quarterback A1 attempts to hand off to back A2, who drops the ball. It rolls into the end zone and the Line Judge inadvertently blows his whistle while the ball is in the end zone. A2 clips in the end zone before the whistle blew.

Ruling: Safety. Safety kick A20. Fouls that happen before the inadvertent whistle are enforced as normal.

A.R. 11.25 SAFETY KICK—OUT OF BOUNDS

Third-and-8 on A5. Quarterback A1 is sacked in his own end zone. On the ensuing safety kick, A3 punts the ball out of bounds at the receiving team's 30-yard line.

Ruling: B's ball, first-and-10 on 50. The penalty for a safety kick illegally out of bounds is 30 yards from the spot of the kick, or the out of bounds spot.

NOTE: If this occurred on the last play of the period, Team B would have the option to extend for an untimed down.

4) MOMENTUM EXCEPTION

A.R. 11.26 MOMENTUM EXCEPTION—FUMBLE IN END ZONE

Third-and-6 on B23. A1 throws a pass toward A2 near the goal line. B1 intercepts the ball on the B3-yard line. His momentum carries him into the end zone where he fumbles the ball while being tackled, and: a) B3 recovers and is downed in the end zone; b) A3 recovers in the end zone; c) the ball goes over the end line; or d) the ball rolls out of bounds at the B4.

Rulings: a) B's ball, first-and-10 on B3. Momentum exception. The ball is dead in the end zone in B's possession.

b) Touchdown Team A. Kickoff A35. There is no momentum exception because the ball was not dead in the end zone in B's possession.

c) B's ball, first-and-10 on B3. Momentum exception. The ball is dead in Team B's possession.

d) B's ball, first-and-10 on B3. Momentum exception. The fumble forward out of bounds returns to the spot of the fumble, and the ball is then dead in Team B's possession.

A.R. 11.27 MOMENTUM EXCEPTION—FOUL IN FIELD OF PLAY

First-and-10 on B16. B1 intercepts a pass at the B6, and his momentum carries him into the end zone. While still in the end zone, B1 throws a backward pass to B2, which goes over the end line. During B1's run in the end zone, B4 tripped A3 at the B8.

Ruling: B's ball, first-and-10 on B3. Enforce B's foul from the spot of the interception momentum, as the ball is dead in the end zone in Team B's possession. (The result of the play would be B's ball, first-and-10 on B6.)

A.R. 11.28 MOMENTUM—FOUL BY TEAM B

Third-and-4 on B16. B1 intercepts a forward pass or recovers A1's fumble at the B7, and his momentum carries him into the end zone. While B1 was running in the end zone, B2 blocked A2 below the waist at the B4. B1 was then tackled in the end zone.

Ruling: B's ball, first-and-10 on B2. Enforce from the spot of the foul which is behind the momentum spot.

A.R. 11.29 MOMENTUM—TOUCHDOWN FOR TEAM A

First-and-10 on B16. B1 intercepts a pass or recovers a fumble or backward pass by A1 at the B6, and his momentum carries him into the end zone. B1 tries to run the ball out, sees that he will be tackled, and throws an illegal forward pass to B2 which is intercepted by A3 at the A2-yard line and carried into the end zone.

Ruling: Touchdown Team A. Kickoff A35.

A.R. 11.30 MOMENTUM—FUMBLE RECOVERY

On a kickoff from the A35, B2 returns the ball to the A15-yard line where the ball is punched out of his hands from behind by A1. The ball is scooped up by A1 on the run at the A6, and his momentum carries him forward into his end zone, where: a) A1 is tackled; or b) A1 fumbles the ball and B2 recovers it in A's end zone.

Rulings: a) A's ball, first-and-10 on A6.

b) Touchdown Team B. Kickoff B35. The ball was not dead in the end zone in A's possession; therefore, there is no momentum exception.

A.R. 11.31 NOT MOMENTUM—PROGRESS STOPPED

Third-and-6 on B16. A1 throws a pass toward A3 in the end zone. B2 intercepts it with both feet down at the B1-yard line. He is driven back into the end zone. B2 fumbles over the end line as he is tackled by A6 in the end zone.

Ruling: B's ball, first-and-10 on B1. Forward progress at the B1-yard line. For the momentum exception to apply, B2's own momentum must cause him to go into the end zone.

A.R. 11.32 NOT MOMENTUM —BALL NOT DEAD IN THE END ZONE

First-and-10 on B16. B1 recovers a fumble by A1 at the B6, and his momentum causes him to slide feet first into the end zone where he is touched down by A2. Both B1's feet are in the end zone, but the ball is at the B½-yard line.

Ruling: B's ball, first-and-10 on B½. The ball must get into the end zone for the momentum exception to apply.

A.R. 11.33 NOT MOMENTUM—BALL ADVANCED OUT OF ENDZONE

Third-and-7 on B20. A1 fumbles the ball at the B4, and it is scooped up by B2. B2's momentum carries him into the end zone where he hands the ball off backward to B3 who then runs the ball out to the B30 where he fumbles, and A3 recovers.

Ruling: A's ball, first-and-10 on B30. The ball was not dead in B's end zone in B's possession; therefore, the momentum exception does not apply.

A.R. 11.34 MOMENTUM—BACKWARD PASS

Third-and-3 on B20. B1 intercepts A1's forward pass at the B6 and his momentum carries him into his end zone. B2 decides to run it out, and to avoid being tackled in the end zone, he throws a backward pass toward B2. B2 muffs the ball and A4 recovers.

Ruling: Touchdown Team A. Kickoff A35.

A.R. 11.35 MOMENTUM—PASS—BALL IN OR OUT OF END ZONE

First-and-10 on B25. A1 throws a pass to end A2 at the B2. B1 intercepts while airborne, and a) his second foot lands on the goal line with the ball in the field of play at the B½-yard line, b) his second foot hits at the ½-yard line with the ball over the goal line, or c) both feet land in the field of play with the ball at the ½-yard line. B continues into the end zone where he is tackled.

Rulings: a) B's ball, first-and-10 on B20. Touchback, as the second foot landed in the end zone.

b) B's ball, first-and-10 on B1. Momentum exception. The key is where the feet are when the pass is intercepted.

c) B's ball, first-and-10 on B1. Momentum exception, as both feet landed in the field of play.

A.R. 11.36 MOMENTUM—PUNT

Fourth-and-5 on B45. B2 attempts to catch a punt at the B5 but muffs the ball, and it rolls to the B2. B3 recovers at the B2, and his momentum carries him into the end zone, where he is tackled. After the play, B5 taunts A4.

Ruling: B's ball, first-and-10 on the B1. Enforce from the momentum spot.

A.R. 11.37 MOMENTUM—FOUL IN END ZONE DURING RUN

Third-and-10 on B40. A1's pass is intercepted by B1 at the B5, and his momentum carries him into the end zone where he falls to the ground and is touched down. While B1's momentum was taking him into the end zone, B3 blocked A3 low in the end zone.

Ruling: Safety. Safety kick B20. Even though his momentum takes him into the end zone, B1 is "running with the ball," and Team B fouled in their own end zone. (14-1-11)

A.R. 11.38 MOMENTUM EXCEPTION—FUMBLE IN END ZONE- FOUL

Third-and-10 on B40. A1's pass is intercepted by B1 at the B5, and his momentum carries him into the end zone where he scrambles to try and run it out. While he is running in the end zone, B1 fumbles, and the ball rolls out to the B5 where it is ultimately recovered by B1. During the fumble, though, while the ball was rolling in the field of play, B2 holds A2 to prevent him from recovering the ball.

Ruling: Safety. Safety kick B20. (Team B's impetus put the ball in the end zone, and the foul occurred during a loose ball. It is therefore enforced from the spot of the fumble which is in the end zone).

A.R. 11.39 NOT MOMENTUM – FUMBLE IN END ZONE- FOUL

First-and-10 on B20. A1's pass is intercepted in B's end zone by B1 who runs and fumbles in the end zone. The ball rolls out to the B3 and as A2 is about to recover the ball, B2 pulls A2 away from the ball to prevent his recovery (B2 does not make a personal attempt to recover). A1 recovers the ball at the B3.

Ruling: A's ball, first-and-goal from B3. (B's foul during the loose ball is not a major penalty, so it can't be carried over and enforced).

5) FIELD GOAL**A.R. 11.40 MISSED FIELD GOAL**

Fourth-and-4 on B36. Team A's field-goal attempt from the B43 is short, and the ball a) bounces in the end zone and rolls over the end line; b) hits on the B33 and then bounces back to the B37 where Team A recovers and downs it; or c) hits on the B33 and then bounces back to the B37 where A2 recovers the ball and advances to the B34.

Rulings: a) B's ball, first-and-10 on B43.

b) B's ball, first-and-10 on B43.

c) B's ball, first-and-10 on B34.

NOTE: If either Team A or B recovers the ball behind the line and advances, the option to return to the spot of the kick (or 20) is lost. If either Team A or Team B recovers the ball behind the line and downs it immediately, the option to return to the spot of the kick (or 20) is available, unless Team B has touched the ball beyond the line.

A.R. 11.41 TEAM A FOULS DURING MISSED FIELD GOAL

Fourth-and-10 on B24. A1 attempts a field goal from the B31 which is partially blocked and is rolling on the ground, when it is touched by A2 at the B8 and ultimately recovered by A3 at the B3. During the field-goal attempt, A3 stepped on the sideline at the B15 (no contact by B) before recovering the ball. Center A5 pulled the nose guard down to the ground by his facemask right after the snap.

Ruling: B's ball, first-and-10 on B31.

NOTE: The only foul is the FMM. Team B's options are:

a) Decline the foul and take the ball at the spot of the kick.

b) Take the ball at either spot of first touching—the B8 or the B3.

c) Enforce the foul from the previous spot (B24) and replay the down.

A.R. 11.42 TEAM A FOULS DURING MISSED FIELD GOAL—RETURNED FOR TOUCHDOWN

Fourth-and-10 on B38. A1 attempts a field goal from the B45 which is short and caught in the end zone by B1. B1 returns the kick for a touchdown. Before the kick, center A5 pulled nose guard B2 down to the ground by his facemask.

Ruling: Touchdown Team B. Kickoff 50. Even on missed field goals, personal fouls or unsportsmanlike conduct penalties by the kicking team will be enforced on the kickoff, if the receiving team scores a touchdown.

A.R. 11.43 MISSED FIELD GOAL—TOUCHBACK

Fourth-and-6 on B12. A field-goal attempt from the B19 is wide and goes over the end line.

Ruling: B's ball, first-and-10 on B20.

A.R. 11.44 MISSED FIELD GOAL—TEAM B TOUCHES IN FIELD OF PLAY

Fourth-and-9 on B39. A1's field-goal attempt from the B46 is missed, and the ball is rolling at the B11 where B5 picks it up and returns it to the B18.

Ruling: B's ball, first-and-10 on B18.

A.R. 11.45 MISSED FIELD GOAL—BEHIND THE LINE

Third-and-2 on B10. A field-goal attempt from the B17 is blocked and: a) goes out of bounds at the B18; b) is recovered by A2 at the B15 who runs for a touchdown; c) is recovered simultaneously by A3 and B3 at the B21; d) is recovered by A4 at the B19; e) is recovered and downed by B2 at the B15; or f) goes beyond the line and then returns behind the line, untouched by Team B beyond the line in the field of play, and goes out of bounds at the B16 or is recovered by A2 at the B16.

Rulings: a) B's ball, first-and-10 on B18.
b) Touchdown Team A. Kickoff A35.
c) B's ball, first-and-10 on B21.
d) A's ball fourth-and-11 on B19.
e) B's ball, first-and-10 on B15.
f) B's ball, first-and-10 on B20.

A.R. 11.46 MISSED FIELD GOAL—TOUCHED/UNTOUCHED BY TEAM B BEYOND THE LINE

Fourth-and-10 on B35. A field-goal attempt is kicked from the B42 and is missed, and a) the ball is touched by B1 at the B5 and then rolls into the end zone where B2 downs it; or b) the untouched field goal rolls into the end zone where it is downed by B2.

Rulings: a) B's ball, first-and-10 on B20. Touchback.
b) B's ball, first-and-10 on B42. The ball is dead immediately when it hits in the end zone, untouched by Team B in the field of play.

A.R. 11.47 BLOCKED FIELD GOAL OVER AND BACK—ILLEGAL PASS

Fourth-and-2 on B6. A field-goal attempt is partially blocked, hits B1 at the B3, and bounces back to the B8. A1 picks it up and from the B8 throws a forward pass to A2 who scores.

Ruling: A's ball, first-and-10 on B13. Legal recovery by A1, but this is an illegal pass, because B's touching beyond the line causes a change of possession by rule. Five-yard penalty from the spot of the pass.

A.R. 11.48 MISSED FIELD GOAL—FIRST TOUCH

Fourth-and-5 on B35. A1 attempts a field goal that is partially blocked at the line of scrimmage. The ball rolls to the B22 where A2 touches it. The ball then touches B3 at the B18 and is finally recovered by A4 at the B15.

Ruling: B's ball, first-and-10 on B22. B's ball at the spot of A's first touching.

A.R. 11.49 MISSED FIELD GOAL—POST-POSSESSION FOUL

Fourth-and-4 on B35. A1's field-goal attempt is partially blocked at the line of scrimmage. The ball rolls out of bounds at the B15. While the ball was loose, B2 clips at the B12.

Ruling: B's ball, first-and-10 on B6.

A.R. 11.50 MISSED FIELD GOAL—DOUBLE FOUL WITH A CHANGE

Fourth-and-10 on B20. A field-goal attempt is partially blocked and rolls out of bounds at B30. Team A had only six men on the line. After the kick is out of bounds, B1 clips at B10.

Ruling: B's ball, first-and-10 on B15, or A's ball fourth-and-10 on B20. Double foul with a change of possession. (14-1-5-e, 14-3-2-Exc. 1)

A.R. 11.51 MISSED FAIR-CATCH KICK

Fourth-and-10 on A5. A1 punts a short high kick to B2 standing on the A40. B2 makes a valid fair-catch signal and catches the ball. Team B elects the option of a fair-catch kick and kicks the ball wide and short, hitting in the end zone and bouncing back and out of bounds at the A2-yard line without touching any player.

Ruling: A's ball, first-and-10 on A40. Treated as a missed field goal.

A.R. 11.52 FIELD GOAL GOOD—FOUL BY TEAM B

Fourth-and-5 on B22. A1's field-goal attempt is good. On the play, B3 head slaps A2 on the line of scrimmage immediately after the snap.

Ruling: Option: Award three points and kickoff 50 , or A's ball, first-and-10 on B11. This is not a post-possession foul. (14-1-14)

A.R. 11.53 FIELD-GOAL ATTEMPT—KICKING TEAM FOUL

Fourth-and-5 on B21. A1's field-goal attempt from the B28 falls short and hits in the end zone. A2 holds B2 to prevent him from blocking the kick.

Ruling: B's ball, first-and-10 at the B28. Decline the foul. (The only enforcement option would be the previous spot, replaying the down).

A.R. 11.54 FIELD GOAL GOOD—ATTEMPT HITS OFFICIAL

Fourth-and-5 on B15. A's field-goal attempt is low and the ball hits the Umpire prior to going over the upright.

Ruling: The field goal is good. Kickoff A35.

A.R. 11.55 FIELD-GOAL ATTEMPT—EXTEND (5 VS. 15)

Fourth-and-6 on B22. **Team B leads 33-32.** A1 attempts a field goal that is good. **Team A has six men on the line of scrimmage, and B2 head slaps A2 at the line of scrimmage immediately after the snap. Time in the game expires on the play.**

Ruling: A's ball, first-and-10 on B11. Extend for one down; 5 vs. 15 with the major live ball foul by the defense. (14-3-1-Exc. 1)

NOTE: If B2's foul had been a dead ball penalty after the kick went thru the uprights, the game would be over with Team B winning 33-32, and no extension.

A.R. 11.56 FIELD-GOAL ATTEMPT—DO NOT EXTEND (5 VS. 15)

Fourth-and-5 on B16. Kicker A1 attempts a field goal that is good. On the play, A2 leg whips B2 on the line of scrimmage. B3 was offside at the snap. **Time in the game expires on the play with Team B leading 21-20.**

Ruling: No score. Game over. (5 vs. 15 with the major foul by the offense.) (14-3-1-Exc. 1, 4-8-2-Exc. 2)

6) TOUCHBACK**A.R. 11.57 TOUCHBACK—FUMBLE FROM FIELD INTO END ZONE**

Third-and-5 on B21. A1 runs to the B5, is tackled, and fumbles the ball into the end zone where B2 recovers with one leg on the sideline.

Ruling: B's ball, first-and-10 on B20. Touchback. (7-5-6-c)

A.R. 11.58 TOUCHBACK—FUMBLE OVER END LINE

On a kickoff, B1 catches the ball in the end zone, and while he is running in the end zone, he fumbles the ball over the end line.

Ruling: B's ball, first-and-10 on B20. Impetus from the kick.

A.R. 11.59 TOUCHBACK—TEAM A DOES NOT RE-ESTABLISH IN FIELD OF PLAY

Fourth-and-4 on A45. A1 punts the ball which bounces on the B2. Kicking-team member A3 goes into the end zone and jumps from the end zone and controls the ball while airborne and lands on the B1-yard line.

Ruling: B's ball, first-and-10 on B20. Touchback. The kicking-team member must have re-established himself with both feet in the field of play prior to **touching the ball**, in order to have **prevented the touchback**.

A.R. 11.60 TOUCHBACK—DEAD-BALL FOUL

Third-and-goal on B6. A1 runs to the B3 and fumbles the ball into the end zone, where A2 recovers with his leg on the end line. After the play is over, B1 slugs A2.

Ruling: B's ball, first-and-10 on B10. Disqualify B1. (7-5-6-c, 14-1-7)

A.R. 11.61 TOUCHBACK AND PERSONAL FOUL—IMPETUS BY TEAM B

Third-and-8 on A5. A1 takes the snap and hands the ball forward to back A2 at the A4. A2 muffs the handoff, accidentally kicks the ball, and the ball rolls toward the sideline where it comes to a stop at the A4. B2 attempts to scoop up the ball, but instead muffs it into A's end zone. A4 recovers the ball and is tackled in the end zone by his facemask.

Ruling: A's ball, first-and-10 on A35. Touchback, and the personal foul is enforced from the 20-yard line.

7) MISCELLANEOUS SCORING PLAYS

A.R. 11.62 PERSONAL FOUL—BEHIND/BEHIND—PENALIZE FROM GOAL LINE

Third-and-8 on A4. A1 is tackled in the end zone. During the play, B2 grabs A3 by the facemask in the end zone and throws him to the ground.

Ruling: A's ball, first-and-10 on A15. Both the foul and dead-ball spot are behind the line. Enforce from the goal line. (Behind/Behind) (11-6-3, 14-1-12-Exc. 7)

A.R. 11.63 FAIR-CATCH KICK—FOUL DURING EXTENSION OF PERIOD

On the last play of the fourth quarter of a tied game, B1 signals for a fair catch and catches the punt on the A33. Team B elects to extend the period by a fair-catch kick. On the fair-catch kick, B3 (the kicking team) is offside. The ball goes through the uprights.

Ruling: Go to overtime. No score.

Note: The foul would be enforced from the previous spot on this "field goal" attempt, and thus there can be no extension.

A.R. 11.64 FAIR-CATCH KICK—LAST PLAY OF QUARTER

On the last play of the first quarter, B1 signals for a fair catch and catches the punt at the B30.

Ruling: Team B has the option of extending the quarter by a fair-catch kick, or changing ends of the field and beginning the second quarter with a snap from scrimmage or a fair-catch kick.

A.R. 11.65 MISSED FIELD GOAL—DOUBLE FOUL WITH A CHANGE

Fourth-and-5 on B30. A1 attempts a field goal that is blocked behind the line of scrimmage. B3 picks up the loose ball and runs for a touchdown. During B3's run, B4 blocks low at the A15. A2 was in motion illegally at the snap.

Ruling: B's ball, first-and-10 on A30. Double foul with a change. (14-3-2)

A.R. 11.66 MUFFED SNAP ON FIELD GOAL—INTENTIONAL GROUNDING OR NOT

Third-and-10 on B15. With 15 seconds remaining in the game, Team A lines up to attempt a game-winning field goal. Holder A2 muffs the snap, picks the ball up off the ground, and realizes that the field-goal attempt would now be blocked. Therefore, while still on his knees at the B22, A2: a) shuffles the ball toward his wingback where it hits the ground behind the wingback who is not looking, or b) spikes the ball into the ground.

Rulings: a) Fourth-and-10 on B15. Incomplete pass. No foul.

b) Fourth-and-20 on B25. Intentional grounding. Run 10 seconds, if Team B so chooses, in which case the game clock starts on the ready for play.

RULE 12—PLAYER CONDUCT

SECTION 1—USE OF HANDS, ARMS, AND BODY

A.R. 12.1 ASSISTING RUNNER

Third-and-5 on B20. Runner A2 runs to the B12, slips, and falls. Teammate A4 picks him up. A2 continues for a touchdown.

Ruling: Third-and-7 on B22. Illegally assisting the runner. (12-1-5-a)

A.R. 12.2 INTERLOCKING INTERFERENCE

Fourth-and-10 on B20. On a successful field-goal attempt from the B27, guard A1 and tackle A2 grasp one another's arms to prevent rushing defenders from blocking the successful kick.

Ruling: Fourth-and-20 on the B30. Ten-yard penalty for interlocking interference on contact with the opponent(s). (12-1-5-b)

A.R. 12.3 LEGAL USE OF HANDS DURING LOOSE BALL

Second-and-5 on 50. Runner A1 goes to the B40 where he fumbles. A2 pushes B2 in the back at the B40 and recovers the ball at B38.

Ruling: A's ball, first-and-10 on B38. Legal play, since A2 is making a legal personal attempt to recover a loose ball which he is eligible to touch. (12-1-2-b)

A.R. 12.4 LEGAL USE OF HANDS DURING LOOSE BALL

Fourth-and-10 on 50. A2, flanked wide on a punt, is double teamed by B1 and B2 as he moves five yards downfield. A2 pulls B2 out of the way at B40, runs downfield, and makes the tackle on the punt return man B3 at B10. B3 fumbles and A3 recovers and is downed at the B15.

Ruling: A's ball, first-and-10 at B15. (12-1-2-c)

A.R. 12.5 HANDS TO THE FACE—LINEMAN

Second-and-10 on B40. A1's pass falls incomplete. During the pass rush, B1 puts his hand on blocker A2's facemask and pushes A2's head back. a) A2's head is pushed half-way back, and B1 maintains that position without immediately releasing the head; or b) A2's head is pushed half-way back, but B1's hand slides off the mask with very little delay; or c) B1 pins A2's head all the way back but does not maintain the position for any length of time.

Rulings:

- a) First-and-10 on B35. Illegal hands to the face.
- b) Third-and-10 on B40. No foul.
- c) First-and-10 on B35. Illegal hands to the face.

NOTE: If the head is pinned all the way back, it is a foul, even without maintaining the pin for a period of time. The same principles apply to illegal hands to the face by the offensive blocker.

A.R. 12.6 DEFENSIVE HOLDING – PULL AND SHOOT

Fourth-and-Seven on B16. At the snap, B1 grabs Tackle A5 at the line of scrimmage and pulls him back to the B14. This allows B2 to shoot the gap in an attempt to block Kicker A1's field goal attempt from the B24. However, a) B2 stops at the line of scrimmage and does not continue thru the opening, or b) B2 is blocked at the line scrimmage by the wingback who slides over to block him. The field goal is good.

Ruling: (a) Field goal is good. Kick off A35. There is no foul for "pull and shoot" if no one attempts to "shoot".

- (b) Field goal is good. Kick off A35. Or, A's ball, first-and-10 on B11. Defensive holding is called even if the "shooter" is blocked by someone else.

A.R. 12.7 HANDS TO THE FACE—WIDE RECEIVER

Second-and-10 on B40. A1 passes incomplete. B2 is playing wide receiver A2 tight at the line of scrimmage. Immediately at the snap, a) B2 puts his hand on A2's facemask and pushes A2's head back, but immediately releases it; or b) B2 delivers a blow to A2's facemask or helmet with an open hand.

Rulings: a) First-and-10 on B35. Illegal hands by B2 to the face against the wide receiver.

- b) First-and-10 on B25. Unnecessary roughness.

A.R. 12.8 ILLEGAL BLOCK IN THE BACK—INTO THE TACKLE

Fourth-and-10 on A40. A1's punt is fielded by B1 at the B10, and during the return, B2 pushes A2 squarely in the back at the B15, but the push actually pushes A2 into B1 at the B12 where he makes the tackle.

Ruling: B's ball, first-and-10 on B6. (12-1-4)

A.R. 12.9 BLOCK IN THE BACK DURING PASS BLOCKING

Second-and-10 on B40. As quarterback A1 is in the pocket, lineman A2 is attempting to block defensive end B2. B2 gets completely past A2, and a) A2; or b) A3 (another lineman) pushes B2 directly in the back, pushing him past A1. A1 then completes the pass for a touchdown.

Rulings: In both a) and b): Touchdown. This is a legal block. (12-1-3)

A.R. 12.10 BLOCK IN THE BACK DURING PASS BLOCKING—OUT OF THE POCKET

Second-and-10 on B40. After quarterback A1 has scrambled out of the pocket, lineman A2 loses contact with defensive end B2. B2 has an unrestricted path to A1, but A2 pushes B2 directly in the back, causing him to miss the tackle. A1 passes to A2 for a touchdown.

Ruling: Second-and-20 on 50. The illegal block in the back should be called, because the quarterback was out of the pocket. (12-1-3)

A.R. 12.11 OFFENSIVE HOLDING AT THE TIME OF THE TACKLE

As B1 is returning the opening kickoff, a) B2 holds A2 as A2 is making the tackle at the B30; or b) B2 holds A2 at the B30, five yards away from the runner, as B1 is being tackled by A3 at the B35.

Rulings: a) B's ball, first-and-10 on B20. Offensive holding.

b) B's ball, first-and-10 on B35. No foul. (12-1-4)

A.R. 12.12 OFFENSIVE HOLDING BEHIND THE LINE OF SCRIMMAGE

Second-and-10 on A35. A1 is tackled behind the line of scrimmage at the A32. As A1 is being tackled by B1, a) A2 is holding B1 as B1 makes the tackle, or b) A2 is holding B2 on the A35.

Rulings: a) Second-and-20 on A25, or third-and-13 on A32 (12-1-2)

b) Third-and-13 on A32. No foul.

A.R. 12.13 OFFENSIVE HOLDING BEYOND THE LINE OF SCRIMMAGE

Second-and-10 on A35. A1 is tackled beyond the line of scrimmage at the A48. As A1 is being tackled by B1, a) A2 is holding B1 as B1 makes the tackle at the A48, or b) A2 is holding B2 on the A45.

Rulings: a) Second-and-7 on A38. Offensive holding.

b) First-and-10 on A48. No foul. (12-1-2)

A.R. 12.14 TRIPPING—LEG WHIP

Second-and-10 on B40. As quarterback A1 drops back to pass, blocker A2 is beaten by B2 on the pass rush. A2 falls to the ground and throws his leg out in an attempt to keep B2 from sacking the quarterback. A2's leg contacts B2: a) at the ankle; or b) in the thigh. A1 runs to the B15.

Rulings: a) Second-and-20 on 50. Tripping.

b) Second-and-25 on A45. Leg whip.

NOTE: If this action is a whip with the leg, it could be a leg whip even though the contact is below the knee. (12-2-8-a)

(A) DEFENSIVE CHUCKS AND CUTS**A.R. 12.15 LEGAL CUT—PASS**

Third-and-6 on 50. End A2 lines up one yard outside of his tackle. Quarterback A1 throws an incomplete pass to the B30. Prior to the pass, B1 blocked A2 below the waist at the line of scrimmage.

Ruling: Fourth-and-6 on 50. No foul. A receiver lined up not more than two yards outside his tackle may be blocked below the waist on or behind the line. (12-1-6-Exc. 2)

A.R. 12.16 LEGAL CUT—PASS

Third-and-9 on B30. Quarterback A1 is in a shotgun formation, and back A2 flanks four yards outside the tackle. A1 throws a screen pass to receiver A2 at the B32. As A2 reaches up to catch the ball, B4 blocks him below the waist, and the pass is incomplete.

Ruling: Fourth-and-9 on B30. No foul, unless the action by B4 is considered unnecessary roughness.

NOTE: Illegal cut rules apply prior to the ball being thrown by the quarterback, and pass interference rules apply only beyond the line, consequently there is no foul. (12-1-6-Exc. 2 and S.N. 1)

A.R. 12.17 ILLEGAL CUT—PASS

Second-and-10 on B35. Flanker A2 lines up three yards outside his tight end. At the snap, B2 blocks A2 below the waist at the line of scrimmage. Quarterback A1 completes a pass to his tight end at the B32 where he is downed.

Ruling: A's ball, first-and-10 on B17. Personal foul (illegal cut) by B2, as A2 is more than two yards outside his own tackle. (12-1-6-S.N. 1)

A.R. 12.18 LEGAL CHUCK—PASS

First-and-10 on B40. Quarterback A1 rolls out of the pocket to the right and throws a forward pass to end A2, who was chucked by B2 at the B30 after A1 had moved to a position directly behind the original position of the tight end, and before he threw the pass. The pass falls incomplete.

Ruling: Second-and-10 on B40. No foul by B2 since the quarterback left the pocket area. (12-1-6-Exc. 2, 12-1-6-Note 1)

A.R. 12.19 LEGAL/ILLEGAL CONTACT

Second-and-10 on B40. As quarterback A1 drops back in the pocket, B1 chucks wideout A2 at the B39. A2 cuts to the outside and gets away from B2, but he is then chucked again (clearly a separate act) at the B35 by a) B1, or b) B2. A1 is then sacked at the B45.

Rulings: a) First-and-10 on B35. The second chuck by the same player is illegal.

b) Third-and-15 on B45. The second chuck by a different player is legal. (12-1-6-Exc. 1)

A.R. 12.20 LEGAL/ILLEGAL CONTACT—ACTION BY QUARTERBACK

Second-and-10 on B30. A1 receives the snap, but bobbles it as he drops back (either shotgun or under center). A1 ultimately regains possession of the ball, (a) after it hits the ground and bounces immediately back into his hands, or (b) without the ball hitting the ground. A1 never leaves the pocket area and throws a pass to A2 at the B10 which falls incomplete. B2 chucked A2 at the B22 prior to the pass.

Rulings: a) Third-and-10 on B30. No foul for illegal contact.

b) First-and-10 on B25. Illegal contact.

A.R. 12.21 LEGAL CHUCK—PASS

First-and-goal on B8. On the last play of the game, Team A is behind by four points. Quarterback A1 takes the snap and pitches back to A2 (still in the original pocket area) who sets up to throw to end A3 who is in the end zone. After the pitch and prior to pass from A2, B1 chucks A3 deep in the end zone. The pass falls incomplete.

Ruling: Game over. No foul. B1 can legally chuck downfield prior to the pass, since the ball was pitched to A2. (12-1-6-Exc. 2, 12-1-6-Note 1)

A.R. 12.22 LEGAL CHUCK—PUNT FORMATION

Fourth-and-2 on B40. Team A lines up in a) a punt formation, or b) a field goal formation. Wide receiver A3 is chucked by B3 at the B33. A1 throws a pass which B2 intercepts and returns for a touchdown.

Rulings:

a) Touchdown Team B. Kickoff B35. Team A was in a punt formation, so the chuck was legal. (12-1-6-Exc. 2, 12-1-4-Note 2)

b) A's ball, first-and-10 on B35. The chuck is not legal on a field goal formation.

A.R. 12.23 PULL AND SHOOT

Fourth-and-7 on A40. Defensive tackle B4 pulls offensive guard A4 out of the way at the line of scrimmage allowing B5 to run through and block the punt.

Ruling: A's ball, first-and-10 on A45. Defensive holding by B4. He cannot hold or pull an offensive player, unless he is making a personal attempt to get to the ball or the runner, or no other defensive player attempts to run through the opening created. (12-1-6)

A.R. 12.24 DEFENSIVE HOLDING—NOT TRIPPING

Second-and-9 on B45. A1 runs to the B41 where he is tackled. During the run, B2 reaches out and grabs blocker A2 by the ankle at the B43, causing A2 to go down.

Ruling: A's ball, first-and-10 on B36. Defensive holding. Not tripping. (12-1-6)

(B) BATTING THE BALL**A.R. 12.25 ILLEGAL BAT—BACKWARD PASS**

Third-and-4 on A40. Quarterback A1 pitches the ball backward to running back A2 at the A35. A2 bats the ball in flight out of bounds at the A43.

Ruling: Fourth-and-1 on A43. Decline penalty.

NOTE: If the penalty had been accepted, the ruling would be A's ball third-and-14 on A30. (12-1-8-d)

A.R. 12.26 ILLEGAL BAT—BACKWARD PASS

On an extra-point attempt, quarterback A1 pitches the ball backward toward back A2. A2 bats the ball in flight into the end zone where A3 falls on the ball.

Ruling: Retry from the B12. Illegal bat. (12-1-8-c)

A.R. 12.27 ILLEGAL BAT—PASS

Second-and-6 on B40. End A3 leaps in the air to catch a pass and controls the ball at the B35. While in the air, he flips the ball forward to A4, and: a) A4 runs for a touchdown; or b) A4 muffs the ball.

Rulings: a) and b): Second-and-16 on 50. A controlled pass in flight can only be thrown backward; this is considered an illegal bat.

A.R. 12.28 ILLEGAL BAT—BLOCKED PUNT

Fourth-and-12 on A14. The punt is blocked and the ball rolls to the A4 where B2 bats the ball (giving it new impetus). The ball rolls over the end line.

Ruling: A's ball, first-and-10 on A24. Illegal bat. (12-1-8-a)

NOTE: This option for Team A is better than the result of the play, which is a touchback.

A.R. 12.29 ILLEGAL BAT—PUNT

Fourth-and-10 on A40. A1 bats the rolling kick at the B14 into B5 who is at the B12. The ball rebounds off B5 and goes into B's end zone where it is recovered by A3.

Ruling: B's ball, first-and-10 on B14, or A's ball fourth-and-20 on A30. (12-1-8).

NOTE: The illegal bat can be enforced from the previous spot or the dead-ball spot. The "touching" by B5 is not ignored, though, so the result of the play would be a touchdown.

A.R. 12.30 ILLEGAL BAT—END ZONE

Second-and-10 on A2. Runner A1 fumbles at the A1. The ball goes into the end zone where A2 bats it: a) out of bounds in the end zone; b) out of bounds on the 2-yard line; or c) to teammate A3 who recovers the ball in the end zone.

Rulings: Safety in a), b), and c). Safety kick A20. A player may not bat a loose ball (other than a pass in flight) in any direction in the end zone. (12-1-8-b).

A.R. 12.31 LEGAL/ILLEGAL BAT—BACKWARD PASS

First-and-10 on A2. Quarterback A1 throws a backward pass to A3 in the end zone, and: a) B1, while in the end zone, bats the backward pass while in flight over the end line; or b) B1, while in the end zone, bats the grounded backward pass after A3 muffs the pass. The ball goes out of bounds at the A2.

Rulings: a) Safety. Safety kick A20. Legal bat. (3-15-3, 12-1-8-c)

b) A's ball, first-and-10 on A12. Illegal bat. (3-15-3, 12-1-8-b)

A.R. 12.32 LEGAL BAT—PASS IN THE END ZONE

Second-and-goal on B6. Runner A1 runs to his right and flips the ball forward from the B7 to A2 in the end zone. A2 bats the ball forward to A3 who catches the ball in the end zone.

Ruling: Touchdown Team A. Kickoff A35. A forward pass in flight may be batted, tipped, or deflected in any direction by any eligible player at any time. (12-1-8-Exc.)

(C) ILLEGALLY KICKING THE BALL**A.R. 12.33 ILLEGAL KICKING OF BALL IN POSSESSION**

Third-and-6 on B41. Quarterback A1 hands off to back A2 who runs to the B36. As he is being tackled, A2 stretches his arms out with the ball extending out over the B35. Prior to being down by contact, B2 kicks the ball out of A2's hands and falls on the ball.

Ruling: A's ball, first-and-10 on B25. No player may deliberately kick any loose ball or a ball in player possession. (12-1-9)

A.R. 12.34 ILLEGAL FIELD-GOAL ATTEMPT—BEYOND LINE

Fourth-and-3 on B25. Field-goal kicker A1 runs to the B23 and drop-kicks the ball over the crossbar.

Ruling: B's ball, first-and-10 on B20. Touchback. Decline the penalty, **which would be enforced from the spot of the foul.**

A.R. 12.35 ILLEGAL KICK—CHANGE OF POSSESSION

Third-and-2 on A45. B1 intercepts a pass on the B15, runs to the A35, and punts the ball out of bounds at the A5.

Ruling: B's ball, first-and-10 on A45.

NOTE: If the penalty for illegally kicking the ball was not accepted, Team B would retain the ball at A5 with a first down.

A.R. 12.36 ILLEGAL KICKING—LOOSE BALL (BACKWARD PASS)

Fourth-and-10 on A40. The snap from center is muffed, and punter A1 never controls the ball. A1 then kicks the ball while it is on the ground, and the ball rolls to the B48 where A3 falls on it.

Ruling: Fourth-and-20 on A30. Illegally kicking a muffed backward pass.

NOTE: If the penalty were declined, it would be A's ball, first-and-10 on B48. (12-1-9)

A.R. 12.37 ILLEGAL KICKING—FOURTH-DOWN FUMBLE

Fourth-and-5 on B15. On a field-goal attempt, the snap is caught by A2 at the B22, but A2 fumbles the ball before A1 can kick the field goal. While the ball is loose on the ground, the kicker kicks the ball to prevent B2 from recovering it. The ball goes out of bounds at the B11.

Ruling: B's ball, first-and-10 on B22. This is illegal kicking of a fumble, but the penalty is declined, so the ball is returned to the spot of the fumble (forward out of bounds) where Team B takes over on downs. (12-1-9)

A.R. 12.38 ILLEGAL KICKING OF BLOCKED KICK

Fourth-and-10 on A40. The blocked punt rolls to the A15 where A1 kicks it while it is rolling on the ground. The ball is then recovered by A2 a) on the A48; or b) on the 50. A2 picks the ball up and runs to the B35.

Rulings: a) B's ball, first-and-10 on A38.

b) B's ball, first-and-10 on A40. The status of the loose ball is still a punt, and therefore it is dead when illegally recovered beyond the line by A2, and it is awarded to Team B at the spot of first touching. The penalty can either be enforced from the previous spot, or as here, from the dead-ball spot.

A.R. 12.39 ACCIDENTAL KICKING OF LOOSE BALL

Fourth-and-12 on A14. The punt is partially blocked and the ball rolls to the A6. B1 tries to pick it up there but accidentally kicks it into the end zone where B3 falls on it.

Ruling: Touchdown Team B. Kickoff B35. Only deliberate kicking of loose ball is a foul. (12-1-9)

SECTION 2 — PERSONAL FOULS

(A) ROUGHING/RUNNING INTO THE KICKER

A.R. 12.40 NOT RUNNING INTO KICKER

Fourth-and-10 on A40. Team B puts a strong rush on the punter, and, just as B4 deflects the kick, B5 runs into the kicker. The punt goes out of bounds at the B6.

Ruling: B's ball, first-and-10 on B6. No foul. (12-2-6-S.N. 4)

A.R. 12.41 NOT RUNNING INTO KICKER

Fourth-and-4 on A40. Punter A1 muffs the snap at the A33, recovers the ball at the A30, and is run into by B1 while punting the ball. B2 recovers the ball at the B25.

Ruling: B's ball, first-and-10 at B25. No foul. (12-2-6-e)

A.R. 12.42 RUNNING INTO OR ROUGHING THE KICKER

Fourth-and 6 on A45. A1 punts the ball which goes out of bounds at the B10. B1, attempting to block the punt: a) lightly bumps A1 but does not knock him to the ground; b) hits A1's kicking leg while it is extended, knocking A1 to the ground; c) slides into A1's plant leg, knocking him to the ground; d) hits A1's plant leg directly, knocking A1 to the ground; or e) collides with A1 in the inner-thigh area or torso of his body.

Rulings: a) B's ball, first-and-10 on B10. No foul.

b) Fourth-and-1 on 50, or B's ball first-and-10 on B10. Running into the kicker.

c) A's ball, first-and-10 on B40. Roughing the kicker.

d) A's ball, first-and-10 on B40. Roughing the kicker.

e) A's ball, first-and-10 on B40. Roughing the kicker. (12-2-6)

A.R. 12.43 RUNNING/ROUGHING/UNNECESSARY ROUGHNESS—SNAP SKIPS OFF GROUND

Fourth-and-3 on A45. The snap to punter A1 is low and skips off the ground once, but is cleanly fielded by A1, and A1 is able to begin his normal punting motion. a) B2 runs into A1 (not roughing); b) B2 collides with A2 squarely in the torso (normally enough for roughing); or c) B2 throws a forearm into A2's helmet. B2 does not block the punt. The punt is shanked out of bounds on the B45.

- Rulings:** **a)** B's ball, first-and-10 on B45. (12-2-6-e)
b) B's ball, first-and-10 on B45. (12-2-6-e)
c) A's ball, first-and-10 on B40. If the snap skips off the ground, only unnecessary roughness would be called. (12-2-6-S.N. 5)

A.R. 12.44 CONTACT WITH KICKER

Fourth-and-10 on B30. Field-goal kicker A1 (or punter) has kicked the ball and his second foot has just come back down to the ground when a) B1 slides into A1 taking his feet out from under him and causing A1 to go to the ground; or b) B1 bumps A1 on his feet knocking B1 to the ground. The field goal is no good.

- Rulings:** **a)** A's ball, first-and-10 on B15. (Running into the kicker is not an option when the second foot has come back to the ground. If the contact is significant, this is roughing the kicker.)
b) B's ball, first-and-10 on B37 (the spot of the kick). No foul.

(B) ROUGHING THE PASSER

A.R. 12.45 ROUGHING THE PASSER

Second-and-10 on B35. Quarterback A1 rolls out of the pocket, and while moving, throws a pass to A2 who runs out of bounds at the B12. Just after A1 released the ball, B1 launches and hits A1 in the chest area with the forehead part of the helmet and then continues to rip up and contact A1 under the chin with his helmet.

Ruling: A's ball, first-and-goal on B6. Roughing the passer. (12-2-12-3, 12-2-12-8)

A.R. 12.46 ROUGHING THE PASSER

Third-and-5 on 50. Quarterback A1, in the pocket, throws a pass to A2, who runs for a touchdown. Just after A1 released the ball, B1 jumps and hits A1 with the hairline portion of his helmet and continues to rip through A1 with the entire contact in the chest area.

Ruling: Touchdown Team A. Kickoff 50. Roughing the passer. (12-2-12-3)

A.R. 12.47 ROUGHING THE PASSER

Second-and-3 on A35. Quarterback A1 rolls out of the pocket, and while moving, throws a pass to A2 who is downed at the A40. Just after A1 released the ball, B1 tackles the quarterback making helmet-to-helmet contact in the process.

Ruling: A's ball, first-and 10 on B45. Roughing the passer because of the helmet-to-helmet hit. (12-2-12-3)

A.R. 12.48 UNNECESSARY ROUGHNESS AGAINST THE QUARTERBACK

Second-and-10 on B35. Quarterback A1 drops back to pass, and while he is standing in the pocket at the B46, B1 tackles him from behind by a) driving his lowered head into the back of A1; b) contacting A1's head with his forearm; c) forcibly tackling A1 below the knees; or d) diving and landing on the ground while swiping with his arm and catching A1 around the calf. A1 lands on the ground at the B45.

Rulings:

- a), b), and c):** First-and-10 on B30. This is unnecessary roughness against a defenseless player. The enforcement is "behind/behind" because it was a running play. If this action happened after the pass was thrown, the action would be roughing the passer.
d): Third-and-20 on B45. No foul. Not forcible contact. (12-2, 12-5)

A.R. 12.49 ROUGHING THE PASSER—UNNECESSARY ROUGHNESS

Second-and-2 on B35. Quarterback A1 drops back to pass. B1 tackles him from behind by driving his lowered head into the back of A1, contacting A1's head with his forearm, or tackling A1 below the knees at the B44. As A1 is hit, the ball leaves A1's hand at the B45. The Referee correctly rules a) incomplete pass; or b) fumble. The ball is recovered by B2 at the B47.

- Rulings:** **a)** A's ball, first-and-10 on B20. Roughing the passer, because it was a passing play. Enforcement is from the previous spot. (12-2-12-3)
b) A's ball, first-and-10 on B30. Unnecessary roughness against a defenseless player. The enforcement is the spot of the fumble on this "foul during a run followed by a change of possession." (14-1-13)

A.R. 12.50 ROUGHING THE PASSER—ILLEGAL FORWARD PASS

Second-and-10 at the 50. A1 scrambles and runs to the B49 and then retreats to the A45 and passes the ball to A2 at the B40. After the ball has left A1's hand, B1 takes two steps and hits quarterback A1 facemask as he tackles him.

Ruling: First-and-10 on B35. (5 vs. 15). Illegal forward pass and roughing the passer. Roughing the passer rules apply on all legal or illegal forward passes, as long as the pass is thrown from behind the line of scrimmage. (12-2-12)

A.R. 12.51 ACTION AGAINST THE QUARTERBACK WHEN HE IS BEYOND THE LINE

Second-and-10 on A20. Quarterback A1 drops back to pass but is chased out of the pocket and scrambles. At the A21, believing he is still behind the line, A1 throws a pass to A2 who catches the ball and goes out of bounds at the A35. Just as A1 releases the pass, a) B2 hits him helmet to helmet in an attempt to tackle him; b) B2's arm hits A1's helmet as B2 tries to tackle him; c) B2 clubs A1 in the head as he attempts to make the tackle; or d) B2 tackles A1 below the knees.

Rulings: a) Second-and-10 on A20. Replay the down. Unnecessary roughness and illegal forward pass.

b) Third-and-14 on A16. This is not a foul by B2 because the passer is beyond the line. It is an illegal forward pass.

c) Second-and-10 on A20. Replay the down. Unnecessary roughness and illegal forward pass.

d) Third-and-14 on A16. This is not a foul by B2 because the passer is beyond the line. It is an illegal forward pass. (12-2-8, 12-2-12)

A.R. 12.52 TACKLING THE QUARTERBACK BELOW THE KNEES

Second-and-10 on A40. As B1 is rushing quarterback A1, he is blocked and falls to the ground. B1 stays on the ground and crawls toward A1, and while still on the ground, tackles A1 below the knees at the A30 by: a) reaching out with one hand and swiping A1's legs out from under him, or b) by driving his shoulder into A1's leg below the knees.

Rulings: a) Third-and-20 on A30. No foul.

b) First-and-10 on A45. Unnecessary roughness (12-2-12-5)

A.R. 12.53 NOT ROUGHING THE PASSER—EXTENDING ARMS

Second-and-10 on A40. B1 is rushing quarterback A1, and after A1 has released the pass, B1, who is one yard from A1, pushes A1 and extends his arms causing A1 to fall to the ground. The pass falls incomplete.

Ruling: Third-and-10 on A40. No foul. (12-2-12-2)

A.R. 12.54 ROUGHING THE PASSER—QUARTERBACK DUCKS

Second-and-10 on A20. A1 drops back to pass, and as he is about to be sacked in the pocket, he ducks his head to avoid contact. Just as he ducks his head, B1, who is attempting to tackle him, hits A1 helmet to helmet and takes him to the ground at the A15.

Ruling: First-and-10 on A30. Unnecessary roughness against the quarterback.

A.R. 12.55 RICOCHET CONTACT WITH QUARTERBACK'S HEAD

Third-and-10 on 50. Quarterback A1 drops back in the pocket to pass, and just as he releases the ball towards A2 at the B20, B1 makes contact with A1's shoulder with his arm (or head) in an attempt to tackle A1. B1's arm (or head) ricochets off A1's shoulder pad and hits A1's head, causing A1's head to move. The pass falls incomplete.

Ruling: A's ball, first-and-10 on B35. Roughing the passer. (12-2-12-3)

A.R. 12.56 NOT ROUGHING THE PASSER

First-and-10 on A20. Quarterback A1 rolls out of the pocket, and while moving, throws an incomplete pass. Defender B1 takes two steps after A1 released the ball and then tackles A1.

Ruling: Second-and-10 on A20. Not roughing the passer as the one-step rule is not in effect when the quarterback is out of the pocket, unless the quarterback stops and sets up again in a passing position. (12-2-12-8)

(C) BLOCKS (PERSONAL FOULS)

A.R. 12.57 CLIPPING IN ZONE

First-and-10 on B40. Back A2 runs left and right tackle A5 blocks defensive right tackle B5 below the waist from behind at the line of scrimmage. B5 was lined up opposite offensive left tackle A6. A2 runs for a touchdown.

Ruling: A's ball, first-and-25 on A45. Clipping by A5, since B5 was lined up more than one position removed. (12-2-9-Exc.)

A.R. 12.58 CLIPPING IN ZONE—AT OR BELOW THE KNEES

First-and-10 on A40. On a running play, left guard A1 at the A42 hits nose tackle B2 below the knees from behind. This action occurs as B2 is in pursuit of the runner. The runner is downed at the A47.

Ruling: A's ball, first-and-23 on A27. Clipping—A's block must be above the knee to be a legal clip.

A.R. 12.59 CLIPPING IN ZONE—ROLLING UP ON LEGS

Second-and-3 on B48. Right guard A3 hits nose tackle B3 slightly below the waist from behind as B3 is in pursuit of the runner at the B49. A3 then rolls up on the back of the legs of B3.

Ruling: A's ball, second-and-18 on A37. A's initial block is legal but the eventual rolling-up action causes this to become a clipping foul.

A.R. 12.60 LEGAL CRACKBACK

Third-and-5 on A40. A1 is set one yard outside of tackle A2. At the snap, A1 goes towards the center and crackback blocks B1 at the A42. A3 runs to the A46.

Ruling: A's ball, first-and-10 on A46. Legal block since A1 was within two yards of tackle. (12-2-10)

A.R. 12.61 LEGAL/ILLEGAL CRACKBACK—LOCATION OF FOUL

First-and-10 on A30. Quarterback A1 runs to the A35 where he is downed. Wide receiver A3, who lined up six yards outside his tackle, came back in toward the ball and blocked B1 below the waist: a) at the A26; b) at the A34; or c) at the A23.

Rulings: a) Illegal crackback. A's ball, first-and-25 on A15.

b) Illegal crackback. A's ball, first-and-21 on A19.

c) Legal block. A's ball second-and-5 on A35. (12-2-10)

A.R. 12.62 ILLEGAL CRACKBACK—DESIGNED PLAY

Second-and-7 on A39. Quarterback A1 hands off to A3 who runs right and hands off to A4 who runs wide around left end to the B40. Following the hand off, quarterback A1 becomes a lead blocker, turns the corner, and comes back toward where the ball was snapped, and blocks tackle B7 low at the A40. This is not a broken play.

Ruling: Second-and-21 on A25. Illegal crackback. (12-2-10)

A.R. 12.63 ILLEGAL CRACKBACK

Third-and-8 on 50. Back A2 is lined up directly behind his right tackle. Quarterback A1 takes the snap, drops back, and eventually scrambles to the B40. A2, after the snap, goes wide—four yards outside his right tackle—comes back in and blocks B2 low at the A48 prior to the scramble.

Ruling: Third-and-23 on A35. Illegal crackback block by A2.

NOTE: If the crackback block occurred during the scramble, it would be legal. (12-2-10)

A.R. 12.64 LEGAL/ILLEGAL CRACKBACK—FLEXED TIGHT END

Third-and-8 on 50. Prior to runner A2 sweeping around right end to the B40, A3, who is lined up on the right side of the formation, dives back in toward the ball and blocks B1 below the waist at the 50. At the snap, A3 was located (a) at tight end or wing back with his inside foot 1½ yards outside the right tackle's outside foot; (b) at tight end or wing back with his inside foot 2 yards outside the right tackle's outside foot; (c) at tight end or wing back with his inside foot 2½ yards outside the right tackle's outside foot; or (d) at tight end with his inside foot 2 yards outside the right tackle's outside foot, but after the snap, he moves 3 yards outside and then blocks back toward the ball; or (e)) at wing back with his inside foot 2 yards outside the right tackle's outside foot, but after the snap, he moves 3 yards outside and then blocks back toward the ball.

Rulings:

a) First-and-10 on B40. Legal block. Not flexed.

b) First-and-10 on B40. Legal block. Not flexed.

c) Third-and-23 on A35. Illegal crackback.

d) First-and-10 on B40. Legal block. On the line of scrimmage and not flexed at the snap. (12-2-10)

e) Third-and-23 on A35. Illegal crackback, as A3 was in a backfield position at the snap.

A.R. 12.65 ILLEGAL CRACKBACK—UNBALANCED FORMATION

First-and-10 on B25. Left tackle A3 lines up on the right side of the line, creating an unbalanced formation, with tight end A2 lined up to the right of A3. Right tight end A2 then cracks back at the line of scrimmage. A1 runs around right end to the B15.

Ruling: First-and-25 on B40. A2 is flexed and thus prohibited from cracking back. (12-2-10)

A.R. 12.66 ILLEGAL LOW BLOCK—TACKLING THE RUNNER

Third-and-10 on B20. B1 intercepts A1's pass on the B10 and returns it with blockers B2 and B3 directly in front of B1. During the return, at the B40, A1 dives low in an attempt to tackle B1, and in the process, A1 first hits B2 and B3 below the waist. a) A1 makes the tackle at the B40; or b) A1 misses the tackle and B1 ultimately runs out of bounds at the 50.

Rulings: a) B's ball, first-and-10 on A45. Illegal low block.

b) B's ball, first-and-10 on A35. Illegal low block. (12-2-13)

NOTE: It doesn't matter whether A1 is attempting to make the tackle. If he intentionally goes low, and in the process hits an opponent **other than the runner** below the waist, it is an illegal low block.

A.R. 12.67 ILLEGAL LOW BLOCK—PUNT

Fourth-and-2 on A45. Team A lines up in punt formation. At the snap, wide receiver A4 is blocked below the waist from the front by B4 on the line of scrimmage. B1 fair catches the punt at the B15.

Ruling: A's ball, first-and-10 on B40. Foul by B4. Team B cannot block below the waist during a punt play (other than linemen **on or inside the normal tight end position** at the snap). This is not a post-possession foul, as the foul occurred before the ball was kicked. (12-2-13)

A.R. 12.68 ILLEGAL LOW BLOCK—BLOCKED PUNT

Fourth-and-5 on 50. B1 blocks the punt and the ball goes to the A34 where A2 attempts to recover. B2 blocks A2 below the waist from the side at the A32 just prior to B1 recovering the ball and running to the A15, where he is downed.

Ruling: A's ball, first-and-10 on B35. Blocking below the waist is prohibited by the receiving team during a down in which there is a punt or free kick. Penalize from the previous spot. (12-2-13)

A.R. 12.69 LEGAL LOW BLOCK—PUNT

Fourth-and-6 on A40. Prior to the punt, B1 blocks tight end A2 low at the A40 at the snap. The punt is then made, and B2 catches the ball at the B15 and runs to the 50.

Ruling: B's ball, first-and-10 on 50. No foul if B1 is **on the line and** lined up on or inside the normal tight end position **at the snap**. (12-2-13-Exc.)

A.R. 12.70 LEGAL/ILLEGAL LOW BLOCK

A1 kicks off from the A30, and during the return, B2 contacts A3 below the waist at the knees at the B30. The kickoff is returned to the 50. (a) B2 slips and is falling down and that is what causes B2 to contact A3 below the waist; (b) B2 is pushed by teammate B4, and that is what causes B2 to contact A3 below the waist; (c) B2 intentionally dives at A3's knees, but A3 manages to get his hands on B2 just before the contact; or (d) B2 intentionally blocks A3 at the knees.

Rulings: a) First-and-10 on 50. No foul.

b) First-and-10 on 50. No foul.

c) First-and-10 on B15. Illegal low block.

d) First-and-10 on B15. Illegal low block. (12-2-13)

A.R. 12.71 ILLEGAL LOW BLOCK—FIELD-GOAL ATTEMPT

Fourth-and-8 on B37. Team A attempts a field goal that is blocked at the line of scrimmage. As A4 runs toward the ball, B2 blocks him at the knee from the side at the B38. B3 falls on the loose ball at the B40.

Ruling: A's ball, first-and-10 on B22. Illegal low block. (12-2-13)

A.R. 12.72 ILLEGAL HIT TO KNEE OF CENTER—FIELD-GOAL ATTEMPT

Fourth-and-9 on B35. On an attempted field goal kicked from the B42, B2, who is lined up opposite guard A6, blocks center A5 low at the knees, making contact with his helmet, immediately after the snap. The kick is wide to the right.

Ruling: A's ball, first-and-10 on 20. A defensive player adjacent to the center may not block the center at the knees, with his helmet, on field goals and Trys. The personal foul is enforced from the previous spot. (12-2-8-j)

A.R. 12.73 ILLEGAL LOW BLOCK—CHANGE OF POSSESSION

Fourth-and-2 on A45. Team A punts. B5 catches the ball at the B10 and runs to the B20 where he fumbles. A3 recovers and runs the ball into the end zone for a touchdown. A4 blocked B5 below the waist from the front at the 10-yard line during A3's run.

Ruling: A's ball, first-and-10 on B25. Neither team may block below the waist after a change of possession. (12-2-13)

A.R. 12.74 LEGAL LOW BLOCK—PASS

Second-and-10 on B45. Wide receiver A4 is flexed four yards outside tackle A5, and slot back A2 is positioned one yard to the inside of A4. At the snap, A4 hesitates as slot back A2 fires out and blocks cornerback B2 who is lined up right over A4. The block, which occurs prior to the pass and is below the waist, springs A4 on an inside slant route. A4 catches the pass and scores.

Ruling: Touchdown Team A. Kickoff A35. The low block is legal since it is away from the ball at the snap. However, this could be offensive pass interference by A2 if the contact occurred more than one yard beyond the line of scrimmage. (12-2-10)

A.R. 12.75 ILLEGAL CHOP BLOCK (ONE MAN)—PASS

Second-and-5 on B40. Quarterback A1 drops back to pass and offensive lineman A5 sets up to pass block, but he does not make contact. A6 is an offensive lineman adjacent to A5. As A5 shows pass block, A6 blocks the defensive player over A5 in the area of the thigh or lower. The pass is complete to A4 for a touchdown, and: a) A5 is the offensive tackle and A6 is the tight end; b) A5 is the center and A6 is the left guard; or c) A5 is the tight end and A6 is the wing back.

Rulings: In a), b), and c): Second-and-20 on A45. This is an illegal one-man chop block, provided lineman A5 shows pass block, and the defensive player being "lured" by A5 is immediately chopped. (12-2-15-3)

A.R. 12.76 ILLEGAL/LEGAL CHOP BLOCK—RUN

Third-and-5 on A40. Quarterback A1 hands off to back A2 who runs wide around right end to the 50. While tackle A5 is contacting the defensive end, wing back A3 blocks the defensive end in the area of the thigh at the line of scrimmage. The block occurred: a) **at the normal position of the tight end**; or b) outside the normal position of the tight end.

Rulings: a) Third-and-20 on A25. Illegal chop block during a run by a backfield player.

b) A's ball, first-and-10 on 50. Legal block. (12-2-15-5)

A.R. 12.77 LEGAL CHOP BLOCK—RUN

Third-and-5 on A30. Quarterback A1 hands off to running back A2 who runs wide around right end to the 50. While tackle A5 is contacting the defensive end below the waist, halfback A3 blocks the defensive end above the waist.

Ruling: A's ball, first-and-10 on 50. Legal block—halfback did not block defensive end below the waist. (12-2-15-5). To have a foul here, the back must block low while the defender is engaged high by another offensive player.

A.R. 12.78 LEGAL/ILLEGAL CHOP BLOCK—RUN (FLOW AWAY)

Third-and-5 on A30. Quarterback A1 hands off to running back A2 who runs wide around right end to the 50. Center A5 posts up nose guard B1, and lineman A6 chops B1 in the area of the thigh or lower. Lineman A6's original position is: a) left guard; or b) left tackle.

Rulings: a) A's ball, first-and-10 on 50. Legal block, as A6 was adjacent to A5. (12-2-15-6)

b) Third-and-20 on A15. Illegal chop block. A6 was not adjacent to A5. (12-2-15-6)

A.R. 12.79 PEEL-BACK BLOCK

Second-and-10 on A30. As A2 takes a hand off and runs around the right end, guard A3 "peels back" directly towards the line of scrimmage and blocks B2 on the side below the waist. The block occurs at the A35: a) at or inside the original position of the offensive tackle; or b) outside the original position of the offensive tackle. A2 runs to the A40 where he is tackled.

Rulings: a) First-and-10 on A40. No foul.

b) Second-and-20 on A20. If this action occurs anywhere from end line to end line, **outside the outside shoulder of the normal position of the offensive tackle, it is a foul for an illegal peel-back block.** (12-2-11)

(D) DEFENSELESS PLAYER

A.R. 12.80 HITTING A DEFENSELESS PLAYER

Second-and-5 on 50. Quarterback A1 throws a pass to A2 at the B40. A2 leaps for the pass and it goes off his hands incomplete. As A2 was airborne, B2 launches and hits A2 in the chest a) with the crown of his helmet; or b) with his head up so that his facemask hits A2's chest.

Rulings: a) A's ball, first-and-10 on B35. Unnecessary roughness. (12-2-8-g)
b) Third-and-5 on 50. No foul.

A.R. 12.81 HITTING A DEFENSELESS PLAYER

Second-and-5 on 50. Quarterback A1 throws a pass to A2 at the B40. A2 leaps for the pass, and while he is defenseless, B2 hits A2 in the chest or shoulder pads with the crown of his helmet or with his forearm, and a) the pass falls incomplete; or b) A2 hangs on to the pass and lands with the ball at the B38.

Rulings: a) First-and-10 on B35.
b) First-and-10 on B23. Hitting a defenseless player with the crown of the helmet or forearm is a foul regardless of whether the pass is complete. (12-2-8-g)

A.R. 12.82 HITS ON DEFENSELESS INELIGIBLE RECEIVERS

Second-and-10 on B45. Tight end A2 is "covered" on the line of scrimmage by wideout A3. A2 goes downfield to catch a pass and is attempting to catch the pass and defenseless at the B25 when B1 hits him helmet to helmet. The pass falls incomplete.

Ruling: First-and-10 on B30. Ineligible receivers are given the same protection against illegal hits on defenseless receivers as is given to eligible receivers. (This is also an illegal formation and illegal man downfield by the offense, resulting in a 5 vs. 15 enforcement).

A.R. 12.83 ILLEGALLY HITTING A DEFENSELESS PLAYER

First-and-10 on B40. A1 throws to A2 over the middle at the B20. A2 is stretched out trying to catch the ball when B2 launches and hits A2 in the helmet with his shoulder pad. The pass falls incomplete.

Ruling: First-and-10 on B25. Contact with the shoulder to the head is a foul.

A.R. 12.84 ILLEGALLY HITTING A DEFENSELESS PLAYER WITH HEAD UP

First-and-10 on B40. A1 throws to A2 over the middle at the B20. A2 is stretched out trying to catch the ball when B2 leaps and hits A2 in the helmet with his head up so that B2's facemask hits A2's helmet. The pass falls incomplete.

Ruling: First-and-10 on B25. Contact to the head or neck area of the defenseless player by the defender's helmet (including facemask) is a foul.

(E) MISCELLANEOUS

A.R. 12.85 HEAD SLAP

Third-and-6 on 50. Quarterback A1 throws a pass to end A2, and the pass falls incomplete at the B40. B2 head slaps A3 at the A48 prior to the pass.

Ruling: A's ball, first-and-10 on B35. Personal foul by B2; penalize from the previous spot. (12-2-2)

A.R. 12.86 FACEMASK—BY AND AGAINST RUNNER

First-and-10 on A45. Quarterback A1 hands off to A2, who runs around right end to the B30. During the advance, A2 grabs defender B1 by the facemask at the B35, wrapping his fingers around the mask, and a) twists it; or b) controls the tackler's head, but releases it before he turns or twists the facemask. B1 also grabs and releases A2's facemask at the B30 during the tackle (no pulling or twisting).

Rulings: a) First-and-5 on 50. Enforcement is from the spot of the foul. (12-2-5)
b) First-and-10 on B30. There is no foul for incidental grasping and release of the facemask, without twisting, turning, or pulling of the mask. (12-2-5)

A.R. 12.87 FACEMASK—BY TEAM B AGAINST NON-RUNNER

Second-and-10 on B40. A1 passes incomplete. During the pass rush, B1 puts his hand on blocker A2's facemask and: a) pins A2's head back and maintains that position without immediately releasing him; or b) pins A2's head back **but releases the head immediately, or c)** grabs A2's facemask and twists it.

Rulings:
a) First-and-10 on B35. Illegal hands to the face.
b) **First-and-10 on B35. Illegal hands to the face if the head is pinned back, even briefly.**
c) First-and-10 on B25. Personal foul, facemask. (12-2-5)

A.R. 12.88 FACEMASK—INCIDENTAL

Second-and-10 on A35. A1 runs off tackle to the A44 where B1 tackles him, and in the process, grabs and releases A1's facemask (no twisting, turning, or pulling). As A1 was running through the line, left guard A2 grabbed the mask of defender B2 as he was blocking him, but did not turn, twist, or pull the facemask, and did not push B2's head back.

Ruling: Third-and-1 on A44. No fouls. (12-2-5)

A.R. 12.89 GRASPING HELMET OPENING

First-and-10 on A40. Quarterback A1 hands off to A2 who runs to the B30. During the advance, B2 grabs runner A2 by the helmet opening and: a) immediately releases it without twisting the helmet; or b) pulls A2 down by the helmet opening in the process of the tackle at the B30.

Rulings: a) First-and-10 on B30. No foul. (12-2-8-i)

b) First-and-10 on B15. Personal foul for twisting the helmet opening. (12-2-8-i)

A.R. 12.90 THROWING HELMET—PERSONAL FOUL

Third-and-10 on B40. Runner A2 is unhappy about the way he was tackled by B4 at the B32, so he gets up and throws his helmet at B4.

Ruling: Fourth-and-17 on B47. Personal foul by A2 plus an automatic disqualification. (12-2-14)

A.R. 12.91 HORSE COLLAR

Second-and-10 on B40. As quarterback A1 starts to scramble, B1 pulls A1 down from behind by grabbing the inside collar of the back of the shoulder pads or jersey, or inside the collar of the side of the shoulder pads or jersey, and immediately pulls A1 to the ground. a) A1 is still in the pocket; or b) A1 is outside the pocket, when this occurs. A1 is tackled at the B45.

Rulings: a) A's ball, third-and-15 on B45. No foul, as the quarterback (or runner) was still in the pocket (or tackle box).

b) A's ball, first-and-10 on B30. Behind/Behind. (12-2-1-d)

A.R. 12.92 HORSE COLLAR—FUMBLE

First-and-10 on A30. A2 breaks through the line and is at the B10 when B1 catches him from behind, grabs the collar of A2's shoulder pads, and pulls him back and to the ground. However, before A2 hits the ground, he fumbles at the B9, and B1 recovers at the B8.

Ruling: A's ball, first-and-goal at B5. It is a personal foul despite the fumble prior to A2 being down, and the enforcement is a foul on a run followed by a change of possession. (12-2-1-d)

A.R. 12.93 HORSE COLLAR

Second-and-10 on B40. A2 takes a handoff and runs around left end toward the sideline. B1 grabs the inside of A2's shoulder pad opening (or the inside of his jersey) on the side or back and pulls A2 to the ground, twisting around in front of A2 so that A2 goes to the ground face first at the B35.

Ruling: A's ball, first-and-10 on B20. Horse collar. The direction that the runner is pulled down is irrelevant. (12-2-1-d)

A.R. 12.94 LEVERAGE

On a Try that is successful, defensive player B3 jumps up and pushes off the back of a teammate or an opponent with a foot or knee at the line of scrimmage to gain additional height to attempt to block the kick.

Ruling: Option: Retry for two points at the B1, or Try good. Kickoff 50. (12-3-1-p)

A.R. 12.95 LEVERAGE—FIELD GOAL

Fourth-and-6 on B22. During a successful field-goal attempt, B2 a) places his hand(s), or b) gets one of his knees, on the back of a teammate or opponent at the line of scrimmage in an obvious attempt to gain additional height to block the kick.

Rulings: a) and b): A's ball, first-and-10 on B11, or award three points and kickoff from the 50. (12-3-1 o, 12-13-1-p, 14-1-14)

A.R. 12.96 LEVERAGE—FIELD GOAL

Fourth-and-10 on B25. During an unsuccessful field-goal attempt from the B32 that goes out of the end zone, B2 a) steps with a foot or knee on the back of A5 as he tries to rush the kicker, but B2 does not reach up with a hand to attempt to block the kick until he is beyond A5, or b) while B2 has his knee on A5's back and is rushing the kicker, B2 also raises a hand up to try and block the kick.

Rulings: a) B's ball, first-and-10 on B32. No foul (unless B5 commits unnecessary roughness by stomping on or kicking the opponent).

b) A's ball, first-and-10 on B12½. Illegal leverage. (12-3-1-p)

SECTION 3—UNSPORTSMANLIKE CONDUCT

A.R. 12.97 THROWING HELMET—UNSPORTSMANLIKE CONDUCT

Third-and-3 on B40. B3 is unhappy with the Line Judge, because he thinks he was held on the play as A3 ran a sweep around end and was finally downed at the B35. B3 argues with the Line Judge and throws his helmet down in disgust.

Ruling: First-and-10 on B20. Unsportsmanlike conduct.

NOTE: B3 is not disqualified, as he did not throw the helmet at the Line Judge or opponent or use it as a weapon. (12-3-1-h, 12-2-14)

A.R. 12.98 TAUNTING—DURING THE RUN

Second-and-10 on A20. A1 breaks free and is running for a touchdown ahead of all Team B players by 10 yards. When A1 gets to the B15, he turns around and holds the ball out at the trailing Team B players as A1 continues backward into the end zone.

Ruling: Touchdown Team A. Kickoff A20. Taunting fouls, whether during the play or after the dead ball, are enforced from the succeeding spot, unless they are part of a double foul. (12-3-1-b, 12-3-1-c)

A.R. 12.99 HELMET OFF—DURING THE PLAY

Third-and-10 on B20. With Team B ahead and the ball snapped with three seconds remaining in the game, B1 believes he has sacked quarterback A1 at the B35. Thinking the game is over, B1 jumps up and takes his helmet off to celebrate in front of the Referee. The pass was complete to A2 who was tackled at the B10. Time expired during the play.

Ruling: Game over. Unsportsmanlike and Taunting fouls are treated as dead ball fouls, whether they occur during the play or after the play is over.

A.R. 12.100 TAUNTING—KICKOFF

On the opening kickoff, receiver B1 catches the kick deep in the end zone and downs the ball, after which kicking team players encircle B1 and use taunting acts (pointing and dancing) and abusive language directed at receiver B1.

Ruling: B's ball, first-and-10 on B35. Taunting. (12-3-1-b, 12-3-1-c)

A.R. 12.101 TAUNTING—AFTER A SCORE

Second-and-10 on B15. Back A2 runs for a touchdown and spikes the ball at the feet of defender B2 who had missed the tackle at the 2-yard line.

Ruling: Touchdown Team A. Kickoff A20. Taunting. Penalize 15 yards on the kickoff. (12-3-1-c-Note 3)

A.R. 12.102 TAUNTING/UNSPORTSMANLIKE CONDUCT—GESTURES

Second-and-15 on A20. Quarterback A1 is sacked on the A15 by B1. After the tackle, B1 does “six-shooters” or gives a “throat-slash” signal at (a) A1, or (b) the crowd.

Rulings: a) A's ball, first-and-10 on A30 (taunting). (12-3-1-b-Note 4)

b) A's ball, first-and-10 on A30 (unsportsmanlike conduct). (12-3-1-c-Note 4)

A.R. 12.103 LEAPING—UNSUCCESSFUL FIELD GOAL

Fourth-and-5 on B20. Team A's field-goal attempt fails. Defensive player B1 lines up four yards from the line of scrimmage, runs forward, and leaps in an attempt to block the kick. B1 lands on a member of the kicking team or his teammate within one yard of the line of scrimmage.

Ruling: A's ball, first-and-goal on B10. Unsportsmanlike conduct, leaping. (12-3-1-r)

A.R. 12.104 LEAPING—NO FOUL

Fourth-and-5 on B18. Team A's field-goal attempt from B25 fails and the ball rolls into the end zone. Defensive player B1, who was originally lined up within one yard of the line of scrimmage at the snap, leaps and lands on a kicking team player or his teammate within one yard of the line of scrimmage.

Ruling: B's ball, first-and-10 on B25. Legal action. (12-3-1-r)

A.R. 12.105 LEAPING—TRY—NO FOUL

On a Try that is successful, defensive player B1 runs forward four yards and leaps in an attempt to block the kick. He comes down with little or no contact to a teammate or opponent.

Ruling: Try is good. No foul since B1 did not land on players. (12-3-1-r)

A.R. 12.106 LINGERING—SUBSTITUTION

Third-and-15 on B25. Team A breaks the huddle with 11 players on the field, but they act as though they have 12 men on the field. Quarterback A1 excitedly motions A11 to get off the field quickly. A11 runs off towards the sideline pretending to leave the game, however, he stops at the sideline and takes a legal position on the line of scrimmage one yard from the sideline. No defensive player covers him. The ball is snapped and A11 catches a pass for a touchdown.

Ruling: Third-and-30 on B40. Unsportsmanlike conduct.

NOTE: If A11 had been covered by a defensive player, there would be no infraction. (12-2-1-k)

A.R. 12.107 HIDE OUT

Third-and-6 on B45. Split receiver A2 lines up in front of his bench area at the B45, two yards from the sideline, or goes in motion and is two yards from the sideline at the B45 in front of his bench area when the ball is snapped. Team A snaps the ball and throws a quick pass to A2 who runs for a touchdown, as no defensive player saw him in front of the bench area.

Ruling: Third-and-21 on A40. Illegal hide out.

NOTE: If A2 had been covered by a defensive player, there would be no infraction. (12-3-1-l)

A.R. 12.108 GOAL TENDING

Fourth-and-10 on B30. On an attempted field goal by A2 from the B37, B3 stands under the goal post and jumps above the crossbar and deflects (or catches) the kick so that it does not cross the crossbar, for what would have been, a successful field goal.

Ruling: Option for Team A: Three points awarded to Team A and Kickoff A35; or first-and-10 on B15. Palpably unfair act. (12-3-1-s)

NOTE: If the field goal had been successful despite B3's action, there would be no foul.

A.R. 12.109 PLAYER REMOVING HIS HELMET

Third-and-10 on B20. A2 runs for a touchdown, and after scoring, removes his helmet: a) in the end zone and turns to the crowd and glares; b) after he gets back to his team's huddle and turns to the crowd or opposing team and glares; or c) in the end zone, however he makes no unusual expressions and simply jogs back to his bench carrying his helmet.

Rulings: a), b), and c): Touchdown. Kickoff A20. Players are not allowed to remove their helmets on the field except in the situations designated in the Rule Book. The actions taken by the player after removing his helmet are irrelevant in determining whether the action is a foul. (12-3-1-h)

A.R. 12.110 PLAYER REMOVING HIS HELMET

Third-and-10 on B20. A2 runs and is tackled by B2 at the B15. a) A2 then gets up off the ground and removes his helmet as he walks back to the huddle; or b) B2 removes his helmet after getting up off the tackle.

Rulings: a) Fourth-and-20 on B30.

b) First-and-goal on B7½. (12-3-1-h)

A.R. 12.111 PLAYER REMOVING HIS HELMET—OTHER FOULS ON THE PLAY

Second-and-10 on A40. Back A2 runs to the A49 where he is tackled by the facemask by B1. After being tackled, A2 jumps up off the ground and immediately removes his helmet and glares at B1.

Ruling: Second-and-10 on A40. Replay because of the double foul. (12-3-1-h, 14-1-9)

A.R. 12.112 PLAYER FROM BENCH AREA REMOVING HIS HELMET

After a touchdown, a player from the bench comes on the field to congratulate his teammate in the end zone. Upon entering the field, the substitute takes his helmet off to celebrate with his teammates in the end zone, and he stays in the game for the Try.

Ruling: Touchdown. Kickoff A35. No foul. (12-3-1-h)

A.R. 12.113 FOUL AGAINST OFFICIAL

Fourth-and-10 on 50. Punter A1 muffs the snap and is downed at the A35. B2 clips A2 after the play has ended (dead-ball foul). Upset that a foul was called, B2 pushes the Field Judge.

Ruling: B's ball, first-and-25 on B35. Disqualify B2. Not a multiple foul because all fouls against officials are enforced as fouls between downs. (12-3-1-g)

A.R. 12.114 FOUL AGAINST OFFICIAL

Fourth-and-2 on B35. A1 runs to the B34 where he is tackled. Immediately after he is tackled, A1 jumps up and yells at the Head Linesman arguing that he was tackled by the facemask. In the process, he bumps the official.

Ruling: B's ball, first-and-10 on B49. Disqualify A1. All fouls against officials are enforced, and they are enforced as fouls between downs. (12-3-1-g)

A.R. 12.115 FOUL AGAINST OFFICIAL

Second-and-2 on B25. A1 runs to the B20 where he is tackled by the facemask. A1 jumps up and yells at the Umpire because he didn't think the foul had been called (although it had).

Ruling: First-and-goal on B25. Both fouls are enforced, and the foul against the official is treated as a foul between downs, thus resulting in first-and-25. (12-3-1-b)

A.R. 12.116 FOUL AGAINST OFFICIAL—NO CONTACT

Third-and-10 on B45. A1 passes to A2 at the B10 where B2 is guarding him closely. The Side Judge calls offensive pass interference. When B2 sees the flag, he thinks the foul was called on him, and he kicks the flag, or throws his helmet down, clearly to dispute the call. Time in the first half expires on the play.

Ruling: Half over. The offensive foul on the last play of the half results in the end of the half. The foul against the official is treated as a foul between downs. It therefore does not offset the pass interference, and it is enforced on the second half kickoff. B2 is not disqualified because he does not contact the official and does not throw his helmet at the official. (12-3-1-b)

AR 12.117 THROWING BALL AT OFFICIAL

First-and-Ten on B12. Back A2 takes a handoff from QBA1 and runs for a touchdown, after which, he spikes the ball in the end zone away from players. B7 becomes upset because he felt the ball was spiked near him, and there was no flag thrown. B7 therefore picks up the ball and deliberately throws it at the Field Judge, a) hitting the Field Judge, or b) missing him with the ball, because the Field Judge ducked out of the way.

Ruling:

- a) Kickoff 50. DSQ B7.
- b) Kickoff 50. B7 is not disqualified, because the ball did not hit the official.

A.R. 12.118 TIMEOUT ON FIELD-GOAL ATTEMPT—FREEZING THE KICKER

Fourth-and-10 on B22. When Team A breaks the huddle to attempt a field goal, B1 calls a timeout. B2 then attempts to call another timeout to freeze the kicker. The officials ignore the second request, and a) the field goal is good; or b) the attempt fails.

Rulings: a) Option: Field goal good. Kickoff 50 or A's ball, first-and-10 on B11 (no points).
b) A's ball, first-and-10 on B11. The officials properly ignored the second request and did not stop the game. The unsportsmanlike penalty is deemed to occur on the play. (Same ruling on a Try attempt). (12-3-1-v)

A.R. 12.119 TIMEOUT ON TRY ATTEMPT—FREEZING THE KICKER

On a Try attempt from the B2, just before the ball is snapped, B1 calls timeout to freeze the kicker, although Team B has already used all three of its timeouts. The Try attempt is good.

Ruling: Try good, kickoff 50, or retry B1, Kickoff A35. Ignore the request and allow the play to go through. (Same ruling on a field-goal attempt). (12-3-1-v)

SECTION 4—MISCELLANEOUS PLAYS

A.R. 12.120 FOUL DURING HALFTIME OR OVERTIME INTERMISSION

As the teams are walking to the locker room at the end of the first half, or while awaiting the overtime coin toss, A1 a) slugs, or b) taunts B1.

Rulings: a) and b): The 15-yard penalty will be assessed against Team A on the succeeding kickoff. A1 would also be ejected for the slug, if appropriate.

RULE 13—NON-PLAYER CONDUCT

A.R. 13.1 SUBSTITUTE SHOVES RUNNER AFTER HE IS OUT OF BOUNDS

Second-and-5 on 50. Runner A1 goes out of bounds in the Team B bench area at the B45. Substitute B12 shoves A1 to the ground out of bounds.

Ruling: A's ball, first-and-10 on B30. Unsportsmanlike conduct by B12. Penalize from succeeding spot. Disqualify B12 if the action is flagrant. (13-1-1)

A.R. 13.2 HEAD COACH COMES ON FIELD

Second-and-10 on B30. Upset when the Line Judge rules a forward pass is incomplete at the B15, A's head coach runs onto the field at the B15-yard line to calmly discuss the ruling with the Line Judge.

Ruling: Third-and-25 on B45. Penalize 15 yards from the succeeding spot. (13-1-1)

A.R. 13.3 COACH USING MEGAPHONE

Second-and-7 on B45. Team A coach is yelling instructions to his team, huddled on the field, by use of an electronic megaphone.

Ruling: Second-and-22 on A40. Illegal action. (13-1-S.N. 1)

A.R. 13.4 NON-PLAYER SHOVES OFFICIAL

Third-and-8 on A45. Quarterback A1 throws a pass to A2 near the sideline. The pass is low and the ball touches the ground right as the receiver pulls the ball into his body. The Line Judge rules the pass incomplete. As the teams line up for the next play, a non-playing member of Team A, A4, pushes the Head Linesman.

Ruling: Fourth-and-23 on A30. Unsportsmanlike conduct by non-playing personnel. Disqualify A4. (13-1-1, 13-1-6)

A.R. 13.5 NON-PLAYER IN SIX-FOOT BORDER – CONTACT WITH OFFICIAL

Third-and-5 on B30. An injured Team A player, in street clothes and wearing an appropriate credential, stands in the six-foot, solid-white border next to the sideline and accidentally trips the Field Judge who is covering a long run.

Ruling: The Referee will enforce a 15-yard penalty from the spot that he and the crew deem most equitable, including negating a score, if that is what they deem equitable. (13-1-8)

A.R. 13.6 NON-PLAYER IN SIX-FOOT BORDER—CONTACT WITH PLAYER

Third-and-5 on B40. On the last play of the game with the score tied and no timeouts left for either team, quarterback A1 hands off to A2 who runs wide and down the sideline. A2 is at the B30 when he collides with a Team B player from the bench area who is standing on his sideline. A2 fumbles and A3 recovers at the B20. A2 is injured on the play.

Ruling: A's ball, first-and-10 on B15 for an untimed down (A2 could remain in the game), or the Referee may award a touchdown if he and the crew feel that is equitable. (13-1-7)

A.R. 13.7 COACH IN SIX-FOOT BORDER

First-and-10 on A30. The Side Judge is covering a long run in front of A's bench area when he runs into Team A's head coach who is standing in the six-foot, solid-white border at the 50-yard line. The Side Judge is knocked to the ground. Team A scores.

Ruling: The Referee will enforce a 15-yard penalty from the spot that he and the crew deem most equitable, including negating a score, if that is what they deem equitable. (13-1-4)

A.R. 13.8 COACH IN SIX-FOOT BORDER

Third-and-10 on A45. A1 throws a swing pass to back A2 at the B45. A2 runs down the sideline to the B20 where he is tackled. The Side Judge, while covering the play, is knocked to the ground by a Team B assistant in the restricted white-border area, outside the Team B bench area.

Ruling: A's ball, first-and-10 on B10. The officials also may enforce whatever penalty they think is equitable under the circumstances. (13-1-4)

A.R. 13.9 SUBSTITUTE COMES ON FIELD DURING PLAY

Third-and-5 on B45. Runner A1 fumbles at the B35. Substitute B12 comes off the bench and recovers the ball at the B33.

Ruling: A's ball, first-and-10 on B20. Palpably unfair act by B12. The Referee will enforce a 15-yard penalty from the spot that he and the crew deem most equitable. Team A retains the ball. Disqualify B12. (13-1-7)

A.R. 13.10 SUBSTITUTE COMES ON FIELD DURING PLAY

First-and-10 on A45. Runner A1 fumbles near the sideline at the 50. Substitute B12 runs onto the field of play and bats the ball to player B6 who recovers at the B45.

Ruling: A's ball, first-and-10 on B40. Palpably unfair act by B12. The Referee will enforce a 15-yard penalty from the spot that he and the crew deem most equitable. Disqualify B12. (13-1-7)

A.R. 13.11 SUBSTITUTE COMES ON FIELD DURING PLAY

Second-and-5 on B45. Runner A1 fumbles in front of his own bench. Substitute A12 comes onto the field and recovers the fumble at the B40.

Ruling: Second-and-20 on A40. The Referee will enforce a 15-yard penalty from the spot that he and the crew deem most equitable. Disqualify A12. (13-1-7)

A.R. 13.12 SUBSTITUTE COMES ON FIELD DURING PLAY

Second-and-5 on B45. Runner A1 fumbles in front of his own bench. Substitute A12 comes onto the field, pushes B2 away, and recovers the ball at the B40.

Ruling: B's ball, first-and-10 on A45. Palpably unfair act. The Referee will enforce a 15-yard penalty from the spot that he and the crew deem most equitable. Disqualify A12. (13-1-7)

A.R. 13.13 SUBSTITUTE COMES ON FIELD DURING PLAY

A1 is on his way to an apparent touchdown when B12 comes off his bench to tackle A1 at the B30.

Ruling: After a crew conference, the Referee will make any ruling the crew considers equitable, including the awarding of a touchdown. Disqualify B12. (13-1-7)

A.R. 13.14 CONTACT WITH OFFICIAL BY COACH DURING HALFTIME

After the end of the first half (or second half if the game is going into overtime), Team A's coach contacts an official while arguing with him as they leave the field, or in the tunnel.

Ruling: Enforce the 15-yard penalty against Team A on the ensuing kickoff. Disqualify the coach. The officials' jurisdiction continues during intermissions.

A.R. 13.15 CONTACT WITH OFFICIAL BY PLAYER DURING HALFTIME

After the end of the first half (or second half if the game is going into overtime), A1 contacts an official while arguing with him as they leave the field, or in the tunnel.

Ruling: Enforce the 15-yard penalty against Team A on the ensuing kickoff. The officials' jurisdiction continues during intermissions. A1 is disqualified.

A.R. 13.16 ACTION BY PLAYERS DURING PREGAME WARM-UPS

While the teams are warming up 30 minutes before the game, A1 slugs B1 on the field.

Ruling: Team A will be assessed a 15-yard penalty on the opening kickoff, and A1 is disqualified. The officials' jurisdiction starts when they take the field in uniform approximately 55 minutes before kickoff.

RULE 14—PENALTY ENFORCEMENT

1) FOULS BEFORE THE SNAP

A.R. 14.1 MULTIPLE DEAD-BALL FOULS

Third-and-5 on A40. B1 encroaches, continues on, and roughs the quarterback.

Ruling: A's ball, first-and-10 on B45. Multiple dead-ball fouls; the foul for unnecessary roughness would be accepted. (14-4)

A.R. 14.2 DEAD-BALL FOULS WITH/WITHOUT A DELAY

Second-and-3 on B40. A1 false starts and then A2 grabs B1 by the facemask and throws him to the ground (not a disqualifying act) a) immediately after the false start; or b) after a significant delay.

Rulings: a) Second-and-18 on A45. Multiple dead-ball fouls; the foul for facemask would be accepted. (14-4)

b) Second-and-23 on A40. Because of the delay between fouls, both dead-ball fouls are enforced.

A.R. 14.3 DEAD-BALL FOULS

First-and-10 on A25. A2 false starts, and after a significant delay, B2 and A3 slam one another to the ground (not a part of the false start action, and not a disqualifying act).

Ruling: A's ball, first-and-15 on A20. The false start is enforced, and the subsequent dead-ball fouls are clearly separate from the timing of the false start and, therefore, offset at the succeeding spot. (3-11-2-c, 14-3-1)

2) FOULS ON RUNNING PLAYS

A.R. 14.4 DOWN BEYOND LINE—DEFENSE FOULS

First-and-10 on A20. Runner is downed on A28. During the run: a) B1 holds on the A38; or b) B1 holds on the A24.

Ruling: A's ball, first-and-10 on A33 in both a) and b). Enforce defensive fouls from the dead-ball (basic) spot. (14-1-5)

A.R. 14.5 DOWN BEYOND LINE—OFFENSE FOULS

First-and-10 on A20. Runner is downed on A28. During the run: a) A2 held on the A30, or b) A2 held on the A24.

Rulings: a) A's ball, first-and-12 on A18. Offensive foul in advance of dead-ball (basic) spot. (14-1-5)

b) A's ball, first-and-16 on A14. Offensive foul behind the dead-ball (basic) spot. (14-1-5)

A.R. 14.6 DOWN BEHIND LINE—DEFENSE FOULS BEYOND LINE

First-and-10 on A20. Runner is downed on A18. During the run, B1 held on the A26.

Ruling: A's ball, first-and-10 on A25. Enforce from the previous spot. (14-1-12-Exc. 5)

A.R. 14.7 DOWN BEHIND LINE—OFFENSE FOULS

Second-and-10 on A40. Runner A1 is downed on the A36. During the run, A2 held on the A44 or on the A36.

Ruling: Second-and-20 on A30. Enforce both from the previous spot.

NOTE: If the penalty is declined, third-and-14 on A36. (14-1-5-Exc. 2)

A.R. 14.8 OFFENSE FOULS OUT OF BOUNDS IN END ZONE—SAFETY

First-and-10 on A2. Runner A1 is downed on the A3 near the sideline. B1, who went out of bounds in the end zone to avoid a block, was pulled to the ground by A2 out of bounds behind the goal line.

Ruling: Safety. Safety kick A20. Foul was out of bounds in the end zone. (14-1-6)

A.R. 14.9 FOUL IN END ZONE—AFTER INTERCEPTION

First-and-10 on B40. B1 intercepts in the end zone and runs with the ball. B2 clips in the end zone during the run. B1 is downed in the end zone.

Ruling: Safety. Safety kick B20. (14-1-11-b)

A.R. 14.10 FOUL IN FIELD OF PLAY—AFTER INTERCEPTION

First-and-10 on B40. B1 intercepts in the end zone and runs with the ball. A2 illegally trips B2 at the B5 during the run. B1 is downed in the end zone.

Ruling: B's ball, first-and-10 on B30. Defensive fouls during a running play are enforced from the dead ball spot, which is transferred to the 20 yard line as a result of the touchback.

A.R. 14.11 DEFENSE FOULS—BEHIND/BEHIND ENFORCEMENT

Third-and-10 on 50. Quarterback A1 drops back to pass and is sacked on the A30. While at the A36, B1 grabs A1's facemask and: a) releases it immediately, or b) twists it.

Rulings: a) Fourth-and-30 on A30. No foul. (12-2-5)

b) First-and-10 on B49. Enforcement is from the spot of the foul, which is closer to the line of scrimmage. (Behind/behind enforcement) (14-1-12-Exc. 7)

A.R. 14.12 DEFENSE FOULS—BEHIND/BEHIND ENFORCEMENT

Third-and-15 on A8. Quarterback A1 is tackled in end zone. Prior to A1 being downed, B1 held A2 on the A6.

Ruling: A's ball, first-and-10 on A11. (Behind/behind enforcement) (14-1-12-Exc. 7)

A.R. 14.13 FOUL DURING RUN—FUMBLE

Third-and-10 on A30. Runner A1 fumbles on A34. A2 recovers and is downed on the A42. While A1 was a runner: a) A3 held on the A28; or b) B2 grabbed and twisted A2's facemask on the A32.

Rulings: a) A's ball, third-and-20 on A20.

b) A's ball, first-and-10 on B43. (14-1-12)

A.R. 14.14 TAUNTING—PRIOR TO SCORE

Second-and-10 on A20. A1 is running for a touchdown ahead of all Team B players by 10 yards. When A1 gets to the B15, he turns around and holds the ball out at the trailing Team B players as A1 continues backward into the end zone.

Ruling: Touchdown Team A. Kickoff A20. The taunt during the play is enforced on the ensuing kickoff. (14-1-7)

A.R. 14.15 LEGAL/ILLEGAL CONTACT WITH FACEMASK BY RUNNER

Second-and-10 on B30. A2 runs right to the B10 where A2 stiff-arms B1 in the facemask and continues into the end zone for an apparent touchdown. (a) A2 leaves his hand on the facemask for three yards, but does not grasp it; (b) A2 delivered a blow with the stiff arm; (c) A2 grabs the facemask and controls the defender (but does not twist, turn, or pull) and releases it after three yards; or (d) A2 twists and turns the facemask.

Rulings: a) Touchdown Team A. Kickoff A35. (No foul)

b) A's ball, second-and-5 on B25. (UNR)

c) Touchdown Team A. Kickoff A35. (No foul)

d) A's ball, second-and-5 on B25. (FMM) (12-2-5)

3) FOUL DURING A RUN—FOLLOWED BY A CHANGE OF POSSESSION

A.R. 14.16 FUMBLE AND FOUL BEHIND—FOLLOWED BY A CHANGE

Third-and-10 on A20. Quarterback A1 fades back and fumbles on the A10 where B1 recovers. Prior to the fumble, B2 held A3 at the A12.

Ruling: A's ball, first-and-10 on A20.

NOTE: A foul during a run followed by a change of possession is penalized from the spot of the foul or the spot of the fumble, whichever helps the fumbling team the least, and must at least get back to the line of scrimmage. (14-1-13-Exc. 2)

A.R. 14.17 FUMBLE AND FOUL BEHIND—FOLLOWED BY A CHANGE

Third-and-10 on A40. Quarterback A1 drops back seven yards. While A1 is still in the pocket, B1 illegally chucks A2 at the A47. A1 then fumbles at the A33. B2 recovers at the A31.

Ruling: First-and-10 at the A40. This is a defensive foul during a running play which is followed by a change of possession. However, the penalty includes an automatic first down, and the ball must get back to the line of scrimmage. (14-1-13)

A.R. 14.18 FOUL BY TEAM A—FOLLOWED BY A CHANGE

Third-and-10 on A30. Runner A1 fumbles or attempts a backward pass on the A34. B1 recovers and is downed on the A33. While A1 was a runner: a) A2 held on the A28, or b) A3 clipped B2 on the A32.

- Rulings:** a) B's ball, first-and-10 on A33. (Decline penalty)
b) B's ball, first-and-10 on A18. The personal foul before recovery of the fumble or backward pass (change of possession) is carried over and enforced from the dead-ball spot.

A.R. 14.19 FOUL BY TEAM B—FOLLOWED BY A CHANGE

Second-and-10 on A38. Runner A1 fumbles or attempts a backward pass at the A42. B1 recovers and is downed on the A30. While A1 was a runner: a) B2 pushed and held A3's head back on the A40, or b) B3 grabbed and twisted A2's facemask on the A40.

- Rulings:** a) A's ball, first-and-10 on A45. Illegal hands to the face.
b) A's ball, first-and-10 on B45. Fifteen-yard facemask.

A.R. 14.20 KICKOFF—FOUL—FOLLOWED BY A CHANGE

B1 receives the kickoff at the B10. B1 runs to the B25 where he fumbles and A2 recovers there. During B1's run, kicker A1 blocks low at the B15 to take out the wedge.

- Ruling:** B's ball, first-and-10 on B30. (14-1-13)

A.R. 14.21 INTERCEPTION—FOUL—FOLLOWED BY A CHANGE

Second-and-10 on A35. B1 intercepts a pass on the B35 and fumbles on the B40 where A1 recovers. A2 tripped B1 on the B36 prior to the fumble.

- Ruling:** B's ball, first-and-10 on B46. (14-1-13)

A.R. 14.22 FOUL BY TEAM A—FUMBLE AND CHANGE OF POSSESSION

Second-and-10 on B40. A2 and A3 chop block as A1 drops back to pass. A1 then scrambles and runs to the B35 where he fumbles. B1 recovers the ball at the B30 and a) runs to the 50 where he is downed; or b) runs to the 50 where he fumbles, with A3 recovering the fumble at the 50.

- Rulings:** a) B's ball, first-and-10 on A35. The personal foul before the change of possession is carried over and enforced from the dead-ball spot. (8-3-6)
b) B's ball, first-and-10 on B45. The personal foul before the change is enforced from the spot of B's recovery of the loose ball. (8-6-3 Exc.)

4) FOULS DURING PASSING PLAYS

A.R. 14.23 FOUL PRIOR TO—LEGAL FORWARD PASS

Second-and-10 on A10. A1's pass is incomplete. Prior to the pass: a) B1 held receiver A2; b) A3 held B2 on the A3-yard line; or c) A3 held B2 in A's end zone.

- Rulings:** a) First-and-10 on A15. Previous spot enforcement. (14-1-5-a)
b) Second-and-15 on A5 or third-and-10 on A10. Previous spot enforcement. (14-1-5-a)
c) Safety. Safety kick A20.

A.R. 14.24 ILLEGAL CHUCK

Second-and-10 on A10. Quarterback A1 drops back to pass, and while A1 is in the pocket, B2 chucks A2 on the A17. A1 then: a) passes complete to A3 who is tackled on the A20; b) passes incomplete; or c) scrambles, runs, and is tackled at the A11.

- Rulings:** a) First-and-10 on A20. Decline penalty. (12-1-6-Exc. 1)
b) First-and-10 on A15. Enforced from the previous spot. (12-1-6-Exc. 1)
c) First-and-10 on A16. Enforced from the end of the run. (12-1-6-Exc. 1)

A.R. 14.25 DEFENSIVE PASS INTERFERENCE

Second-and-10 on B40. A1 is reaching for a forward pass when B2 holds A1's arm down to prevent him from catching the pass. The pass falls incomplete. The contact occurred: a) on the B11; or b) in B's end zone.

- Rulings:** a) First-and-10 on B11.
b) First-and-goal on B1.

A.R. 14.26 INELIGIBLE PLAYER TOUCHING PASS—BEHIND LINE

Second-and-10 on B40. Quarterback A1's forward pass skips off the top of the helmet of tackle A7 at the B42. It is then caught by eligible receiver A2 at the B30 who runs to the B20. During A2's run, B3 inadvertently grasps and releases A2's facemask.

- Ruling:** First-and-10 on B20. Neither incidental touching of the ball by an ineligible player, or incidental grasp and release of the facemask are fouls. (12-2-5)

A.R. 14.27 PERSONAL FOUL BY DEFENSE—PRIOR TO COMPLETION

Third-and-10 on A30. Prior to A1's forward pass, B1 grabs and twists lineman A3's facemask. A1's pass is then completed to A2 who is tackled at the: a) A35; or b) A25.

Rulings: a) First-and-10 on 50. Enforce from the end of the run.
b) First-and-10 on A45. Enforce from the previous spot.

A.R. 14.28 PERSONAL FOUL BY OFFENSE—PRIOR TO INTERCEPTION

Third-and-10 on A30. Prior to A1's forward pass, lineman A2 chop blocks. A1's pass is intercepted by B1 at the 50. B1 returns the interception to the A35 where: a) B1 is tackled, or b) B1 fumbles the ball and A3 recovers at the A30.

Rulings: a) B's ball, first-and-10 on A20. The penalty is tacked on.
b) B's ball, first-and-10 on A35. The penalty is enforced from the spot of the interception.

A.R. 14.29 FOULS BEFORE OR AFTER INTERCEPTION—TOUCHBACK

Second-and-10 on B25. A1's pass is intercepted by B1 in the end zone where B1 is tackled. a) A3 chop blocks before the pass; or b) A4 tackles B1 by the facemask in the end zone.

Rulings: a) and b): B's ball, first-and-10 on B35. As the play resulted in a touchback, personal fouls before or after the change of possession are enforced from the 20-yard line.

A.R. 14.30 PERSONAL FOUL PRIOR TO FUMBLE

First-and-10 on 50. A4 and A5 chop block. The pass is complete to A2 at the B30, but A2 fumbles at the B28 and B1 recovers there and returns the fumble to the B40.

Ruling: B's ball, first-and-10 on A45.

A.R. 14.31 INTENTIONAL GROUNDING

Third-and-5 on A30. Quarterback A1 is called for intentional grounding on the A15.

Ruling: Fourth-and-20 on A15. (14-2-1-Note)

A.R. 14.32 INTENTIONAL GROUNDING

Third-and-5 on A10. Quarterback A1 is called for intentional grounding on the A4.

Ruling: Fourth-and-11 on A4. If the spot of the foul is more than half the distance, the enforcement is to leave the ball at the spot of the foul. (14-2-1-Note)

A.R. 14.33 INTENTIONAL GROUNDING

Third-and-5 on A10. Quarterback A1 is called for intentional grounding on the A6.

Ruling: Fourth-and-10 on A5. (14-2-1-Note)

A.R. 14.34 ILLEGAL FORWARD PASS—BEYOND THE LINE

Second-and-10 on B40. Quarterback A1 scrambles to the B38 where he throws a forward pass to A2 that is caught at the B30 after which A2 fumbles and B2 recovers at the B25.

Ruling: B's ball, first-and-10 on B25. Penalty for illegal pass is declined. (8-1-1)

A.R. 14.35 ILLEGAL FORWARD PASS—SECOND FORWARD PASS FROM END ZONE

Second-and-10 on A8. Quarterback A1 attempts to pass to A2 from the end zone, but the ball is batted back by defender B1. A1 catches the batted pass in the end zone and again passes from end zone to A2 who catches the pass at the A22, fumbles, and B2 recovers at the A24.

Ruling: B's ball, first-and-10 on A24 or safety, safety kick A20.

A.R. 14.36 ILLEGAL FORWARD PASS—PERSONAL FOUL

Third-and-15 on A30. Quarterback A1 scrambles to the A32 where he throws a forward pass to A2 at the B20. The pass is underthrown, and B1 is in position to intercept the pass, when A2 grabs and twists B2's facemask while the pass is in the air. The pass falls incomplete.

Ruling: Fourth-and-18 at the A27 (illegal forward pass thrown from beyond the line), or third-and-28 on A17 (personal foul enforcement on a running play). Pass interference is not an option. (14-1-12)

NOTE: Additional plays involving penalty enforcement during forward pass plays can be found in Rule 8 of the Casebook.

5) FOULS DURING FREE KICKS

A.R. 14.37 KICKOFF—THREE-AND-ONE ENFORCEMENT

On a kickoff, B1 catches the ball at the B4 and runs to the 50. During B1's run, B2 clipped at the B40.

Ruling: B's ball, first-and-10 on B25. (14-1-5)

A.R. 14.38 KICKOFF—MULTIPLE FOULS BY TEAM B

On the opening kickoff, B1 is offside. B2 gets the ball on the B5 and runs it back to the B18. During B2's runback, B3 clipped on the B36.

Ruling: B's ball, first-and-10 on B9. Decline offside by B1. (14-1-5, 14-4)

A.R. 14.39 KICKOFF—FOUL BY TEAM B DURING KICK

Kickoff from the A35. Team B clips while the kick is in the air. B1 catches the ball on the B5 and returns it to the B30.

Ruling: Rekick from the 50 if the penalty is accepted, or decline the foul and it would be B's ball, first-and-10 on B30. (14-1-5-a)

A.R. 14.40 KICKOFF—DOUBLE FOUL

Kickoff from the A35. A1 is offside and B2 clips while the kick is in the air. B2 catches the ball on the B5 and returns it to the B30.

Ruling: Double foul. Rekick from the A35. Both fouls happened before the change of possession. (14-3-2)

A.R. 14.41 KICKOFF—DOUBLE/WITH

Kickoff from the A35. A1 is offside and B1 catches the ball at the B6 and returns it to the B30. B2 clips during the return at the B10.

Ruling: Rekick A35 or B's ball, first-and-10 on B5. (14-3-2-Exc. 1)

A.R. 14.42 KICKOFF—FOUL BY TEAM A DURING KICK

On the onside kick from the A35, which is rolling at the A44, A1 blocks B1 on the A43. B2 picks up the ball on the A44 and runs it back to the A20.

Ruling: B's ball, first-and-goal on A10. Team A fouls before the change of possession on a free kick can be enforced from the dead-ball spot.

A.R. 14.43 ONSIDE KICK—DOUBLE FOUL

On an onside kick from the A35, the ball goes out of bounds at the A43. B1 clipped at the A45 while the ball was rolling toward the sideline.

Ruling: Rekick A35. No 5 vs. 15 because of the change of possession. (14-3-2)

A.R. 14.44 ONSIDE KICK—5 VS. 15

On an onside kick from the A35, A2 is offside, A1 recovers at the A47, and B1 piles on A1 after A1 is down.

Ruling: Rekick 50. 5 vs. 15 (14-3-1)

NOTE: Additional plays involving penalty enforcement during free kick plays can be found in Rule 6 of the Casebook.

6) FOULS DURING SCRIMMAGE KICKS

A.R. 14.45 FAILURE TO REPORT

Fourth-and-10 on A30. Tight end A1 enters the game, goes into the huddle without reporting, and takes a tackle position in a punt formation. The punt is made and B1 muffs the ball on the B30 and A2 recovers it there. B2 was offside.

Ruling: Fourth-and-10 on A30. (14-3-2, 7-2-4)

A.R. 14.46 RECEIVING TEAM FOUL

Fourth-and-6 on A40. A1 is the first to touch the punt on the B24. B1 recovers at the B18 and runs to the B30. B2 held on the B45: a) during the punt; or b) during the run by B1.

Rulings: a) B's ball, first-and-10 on B9. Post-possession foul. (9-1-5-Exc. 3)

b) B's ball, first-and-10 on B20. The penalty is enforced from the dead-ball spot.

A.R. 14.47 FIRST TOUCH—RECEIVING TEAM FOUL

Fourth-and-10 on A45. A1 first touches and downs the punt on the B10: a) B1 was offside; or b) B1 head slapped A2 at the snap.

Rulings: a) B's ball, first-and-10 on B10. Decline penalty.

b) A's ball, first-and-10 on B40. (14-3-1-Exc. 5)

A.R. 14.48 FIRST TOUCH—RECEIVING TEAM FOUL

Fourth-and-8 on A12. A1 first touches the punt on A48. B1 recovers on B48 and fumbles on A32 where A2 recovers. B2 held on A30: a) during the punt; or b) during the run by B1.

- Rulings:** a) B's ball, first-and-10 on B38.
b) B's ball, first-and-10 on A48 (spot of first touch). Team A would decline the penalty (10 yards) from A32.

A.R. 14.49 NOT POST-POSSESSION

Fourth-and-10 on A40. B1 clips on the B30 after the ball is punted. A1 first touches the kick on the B18. B2 muffs the loose ball on the B14. A2 recovers on the B12.

Ruling: A's ball, first-and-10 on B45. Enforce from the previous spot.

NOTE: This is not a post-possession foul, because Team B did not retain possession of the ball; and it is not "special exception 3," because Team B never possessed the ball.

A.R. 14.50 FIRST TOUCH—TEAM B FOULS—TOUCHDOWN FOR TEAM A

Fourth-and-3 on A45. A1 first touches the punt on the B10. B1 recovers on the B4 and fumbles on the B8. A2 recovers and runs into B's end zone. B2 grabbed and twisted A2's facemask on the B6: a) before; or b) after A2 crossed the goal line.

Rulings: a) Touchdown A. Kickoff 50. The foul during A's possession negates the first touching violation.

- b) B's ball, first-and-10 on B5. When Team A crosses the goal line (free of foul), the ball reverts to Team B at the spot of first touching (succeeding spot) from where the dead-ball foul is enforced. B's ball, first-and-10 on B5. (14-1-7)

A.R. 14.51 TEAM B FOUL—BEFORE AND AFTER PUNT

Fourth-and-8 on A16. B1 head slaps A4 at the A14 as B1 tries to block the punt. The punt is made, and B2 makes an invalid fair-catch signal at 50. B3, who did not signal, catches the ball at the B48, runs to the A45, fumbles, and A3 recovers there and scores.

Ruling: A's ball, first-and-10 on A31. Team A accepts the head-slap penalty. The ball is dead when caught after an invalid or valid fair-catch signal. (14-6)

A.R. 14.52 MULTIPLE FOULS—RECEIVING TEAM

Fourth-and-5 on 50. B1 runs into the kicker at the A36 after A1 punts the ball. B1 gives an invalid fair-catch signal at the B22 and muffs the ball there. The ball rolls to the B18 where A2 falls on it.

Ruling: A's ball, first-and-10 on B18. Team A declines both penalties. (14-6)

A.R. 14.53 DOUBLE FOUL—CHANGE OF POSSESSION

Fourth-and-10 on A40. A1 punts the ball, and B1 gives an invalid fair-catch signal at the B20. B1 is in position to catch the ball when it hits A2 in the air at the B21. B1 then picks up the ball at the B15 and runs to the B40 where he fumbles and A2 recovers.

Ruling: Fourth-and-10 on A40. Since Team B did not retain possession, the fouls offset and the down is replayed. (3-26, 14-3-2)

A.R. 14.54 POST-POSSESSION FOUL AND TOUCHBACK

Fourth-and-10 on A40. The punt rolls out of bounds in the end zone. During the punt, there was a foul by B1 at the B12. a) The foul was clipping by B1 at the B12; or b) the foul was blocking by B1 after giving a fair-catch signal at the B12.

Rulings: a) B's ball, first-and-10 on B10. (Twenty-Ten enforcement)

- b) B's ball, first-and-10 on B6.

A.R. 14.55 POST-POSSESSION FOUL—KICK ENDS IN END ZONE

Fourth-and-10 on 50. During the punt, B1 commits a post-possession illegal block in the back at the B40. B2 catches the punt in the end zone and returns it to the 50 where he is tackled.

Ruling: B's ball, first-and-10 on B10. (Twenty-Ten enforcement)

A.R. 14.56 POST-POSSESSION FOUL IN END ZONE—PUNT OUT OF BOUNDS

Fourth-and-10 on 50. During the punt, B1 commits a post-possession clip in the end zone. The punt goes out of bounds: a) at the B30; or b) at the B6.

Rulings: a) B's ball, first-and-10 on B15.

- b) B's ball, first-and-10 on B3. This is not a safety because Team B did not run with the ball.

A.R. 14.57 ILLEGALLY KICKING A BLOCKED PUNT

Fourth-and-10 on 50. A1's punt is blocked, and A1 kicks the rolling ball off the ground at the A45. The ball goes out of bounds at the B25.

Ruling: Team B option: Fourth-and-20 on A40, or B's ball, first-and-10 on B35. (12-1-9, 14-1-5-a)

A.R. 14.58 DOUBLE FOUL WITH A CHANGE

Fourth-and-10 on 50. B1 gives an invalid fair-catch signal as he waits to catch the punt at the B20. A1 bumps B1 before the punted ball arrives, but B1 catches the ball anyway at the B20.

Ruling: B's ball, first-and-10 on B15, or Team B has the option to replay. Double foul with a change. (14-3-2)

A.R. 14.59 DOUBLE FOUL—NOT POST-POSSESSION

Fourth-and-9 on A45. A3 is illegally downfield on the punt. B1 muffs the ball and A2 recovers at the B20. B2 held A1 on the 50 after the ball was kicked.

Ruling: Fourth-and-9 on A45. Replay. (14-3-2)

A.R. 14.60 PUNT—INVALID FAIR-CATCH SIGNAL—KICKER OUT OF BOUNDS

Fourth-and-15 on B48. B1 gives an invalid fair-catch signal at the B10-yard line. The punted ball is rolling on the ground near the sideline at the B1. Flyer A1 avoids blocker B2 at the 15-yard line by going out of bounds. A1 returns inbounds and then downs the ball at the B1.

Ruling: Replay. A's ball fourth-and-15 on B48. This is a double foul with a change of possession, and Team B would elect to replay the down. (14-3-2-Exc. 1)

NOTE: Additional plays involving penalty enforcement during scrimmage kick plays can be found in Rule 9 of the Casebook.

7) FOULS DURING A BACKWARD PASS OR FUMBLE**A.R. 14.61 TEAM B FOUL DURING FUMBLE—NO CARRY-OVER**

First-and-10 on 50. A1 runs to the B40 and fumbles. During the loose ball, B1 grabs and pulls A1's facemask in an effort to recover the ball. A2 recovers at the B35 and runs to the B20 where he is tackled.

Ruling: First-and-10 on B20. Team A would decline the penalty, as it would be enforced from the B40 to the B25.

A.R. 14.62 TEAM A FOUL DURING FUMBLE—BEHIND THE LINE

Second-and-5 on A40. A1 runs to the A38 where he fumbles. In the scramble to recover the loose ball, A2 grabs B2 and pulls him away from the ball (A2 makes no effort to recover the ball) at the: a) A36; or b) A42. A1 recovers the ball at the A45.

Rulings: In both a) and b), second-and-15 on A30. Enforce from the previous spot.

A.R. 14.63 TEAM A FOUL DURING FUMBLE—BEYOND THE LINE

Second-and-5 on A40. A1 runs to the A43 where he fumbles. In the scramble to recover the loose ball, A2 grabs B2 and pulls him away from the ball at the: a) A36; b) A42; or c) A44. A2 makes no effort to recover the ball. A1 recovers the ball at the A45.

Rulings: a) Second-and-15 on A30. Enforce from the previous spot.
b) Second-and-13 on A32. Enforce from the spot of the foul.
c) Second-and-12 on A33. Enforce from the spot of the fumble.

A.R. 14.64 TEAM A FOUL DURING FUMBLE—TEAM B RECOVERY

First-and-10 on B40. A1 runs to the B35 where he fumbles. During the loose ball, A1 grabs and twists B1's facemask at the B30. B2 recovers the ball at the B30 and runs to the 50 where he is tackled.

Ruling: B's ball, first-and-10 on A35. The personal foul "carry's over" and is tacked on. (8-6-3)

A.R. 14.65 TEAM B FOUL DURING FUMBLE

Second-and-5 on A40. A1 runs to the A43 where he fumbles. In the scramble to recover the loose ball, B2 grabs A2 and pulls him away from the ball at the: a) A36, or b) A42, or c) A44. B2 makes no effort to recover the ball. A1 recovers the ball at the A45.

Rulings: In a), b), and c), first-and-10 on A48. Enforce from the spot of the fumble. (8-6-3)

A.R. 14.66 TEAM B FOUL DURING FUMBLE

First-and-10 on B40. A1 runs to the B35 where he fumbles the ball. During the loose ball, B1 grabs and twists A1's facemask. After a scramble for the ball, it is eventually recovered by A1 on the B18.

Ruling: First-and-10 on B18. The penalty would be enforced from the spot of the fumble, so it would be declined.

A.R. 14.67 TEAM A FUMBLES IN ITS END ZONE

Third-and-10 on A5. A1 drops back into his end zone and is hit and fumbles the ball there. During the loose ball, A2 grabs and twists B2's facemask in the end zone. A1 then recovers the fumble: a) at the A4; or b) in the end zone.

- Rulings:** a) Safety. Safety kick B20. The foul occurred in the end zone.
b) Safety. Safety kick B10. The play results in a safety, and personal fouls on scoring plays are enforced on the ensuing free kick. (14-1-14)

A.R. 14.68 FUMBLE IN END ZONE – FOUL IN FIELD OF PLAY – TEAM A'S IMPETUS

Receiver B1 catches a free kick or punt, or intercepts a pass, in his end zone. While still in his end zone and running with the ball, B1 fumbles, and the ball rolls out to the B2 where B3 intentionally kicks it out of bounds at the B4.

Ruling: B's ball, first-and-10 on B1. (Since A's impetus put the ball in the end zone, the spot of the fumble is deemed to be the 20 yard line. Team B fouled behind that spot, so enforcement is from the spot of the foul).

A.R. 14.69 FUMBLE IN END ZONE – FOUL IN FIELD OF PLAY – TEAM B'S IMPETUS

Third-and-10 on B40. A1's pass is intercepted by B1 at the B5, and his momentum carries him into the end zone where he scrambles to try and run it out. While he is running in the end zone, B1 fumbles, and the ball rolls out to the B5 where it is ultimately recovered by B1. During the fumble, while the ball was rolling in the field of play, B2 holds A2 at the B5 to prevent him from recovering the ball.

Ruling: Safety. Safety kick B20. (Team B's impetus put the ball in the end zone, and the foul occurred during a loose ball. It is therefore enforced from the spot of the fumble which is in the end zone).

8) 5 VS. 15**A.R. 14.70 DOUBLE FOUL—5 VS. 15**

Second-and-5 on A30. Runner A1 is downed on A36. B1 was offside. Tackle A2: a) held; or b) clipped on A32 during the run.

- Rulings:** a) Second-and-5 on A30. Replay.
b) Second-and-20 on A15; 5 vs. 15. Penalize from previous spot. (14-3-1-Exc. 1)

A.R. 14.71 DOUBLE FOUL—5 VS. 15

Second-and-5 on B20. Guard A2, after getting into three-point stance, moves his legs abruptly. Whistle blows. B1 grabs quarterback A1 and throws him to the ground.

Ruling: A's ball, first-and-goal on B10; 5 vs. 15 enforcement. (14-3-Exc. 1)

A.R. 14.72 DOUBLE FOUL—5 VS. 15

Third-and-3 on A28. A1 is illegally in motion at the snap. Team A has six men on the line of scrimmage. A3 runs to the A40 where he is tackled by the facemask (personal foul) by B3. B4 was offside at the snap.

Ruling: A's ball, first-and-10 on A43; 5 vs. 15 enforcement. (14-3-1-Exc.)

A.R. 14.73 DOUBLE FOUL—5 VS. 15

Third-and-5 on A28. Defensive end B1 is offside at the snap. Runner A2 goes to the B25. During the run, A3 clips at the 50.

Ruling: Third-and-19 on A14.

NOTE: If A2 had fumbled the ball and B3 recovered, the penalties would offset, as 5 vs. 15 would not apply since there was a change of possession. (14-3-1-Exc. 1)

A.R. 14.74 DOUBLE FOUL—5 VS. 15

Second-and-10 at A40. End A3 is legally chucked out of bounds at the A43. A3 runs for five more yards while still out of bounds. He returns inbounds at the A48 and leaps in an attempt to catch the pass. The pass goes off of A3's fingers and, while A3 is in a defenseless position, B3 launches and strikes A3 helmet-to-helmet and the pass falls incomplete.

Ruling: First-and-10 at the B45 (5 vs. 15). Five-yard penalty for illegal touching of forward pass by an ineligible receiver and 15 yards for hitting a defenseless receiver.

A.R. 14.75 DOUBLE FOUL—NOT 5 VS. 15

Second-and-10 on B30. Fifty seconds remain in the game, and Team B is ahead 17-14. The clock is running, and Team A hurries to the ball, but A3 false starts. B1 then comes across the line and body slams A1.

Ruling: Second-and-10 on B30. There is no 5 vs. 15 enforcement because the false start was not a “simple 5” because of the 10-second run off portion of the foul. However, since there was a double foul, there is no 10-second run off, and the clock starts on the snap. (14-3-1-Exc. 1)

A.R. 14.76 DOUBLE FOUL—DELAY OF GAME AT END OF PLAY—OPTION 5 VS. 15

Second-and-10 on A20. During A2’s run, B1 grabs center A3’s facemask and pulls him to the ground. A2 runs to the a) 50, or b) A37 where he is tackled. In celebration, A2 (while still on the ground, or after getting up) forcibly spikes the ball.

Rulings: a) First-and-10 on A45. Team A has the option to decline the foul by B1 (which would be 5 vs. 15 enforcement, here) and allow just their delay-of-game penalty to be enforced.

b) First-and-10 on A35. Team A’s better option here is to accept 5 vs. 15 enforcement. (14-3-1-Exc. 2)

A.R. 14.77 DOUBLE FOUL AT END OF DOWN (NOT 5 VS. 15)

Third-and-5 on B45. With 15 seconds left in a tied game, A1 scrambles to the B20 where he is tackled by B1, who continues to lie on top of A1, preventing him from getting off the ground. A2 then grabs B1’s facemask and pulls him off the pile to allow A1 to get up.

Ruling: First-and-10 on B20. The clock starts on the snap. Dead-ball fouls by both teams offset at the succeeding spot. There is no 5 vs. 15 enforcement for dead-ball fouls at the end of a play. (14-1-8)

A.R. 14.78 DOUBLE FOUL AT END OF DOWN (NOT 5 VS. 15)

Third-and-5 on B45. With 45 seconds left in a tied game, A1 scrambles to the B20 where he is tackled by B1. A1 then forcibly spikes the ball in celebration. B1 is angered by this action and pushes A1, knocking him back to the ground.

Ruling: First-and-10 on B20. The clock starts on the snap. Dead-ball fouls by both teams offset at the succeeding spot. There is no 5 vs. 15 enforcement for dead-ball fouls at the end of a play. (14-1-8)

A.R. 14.79 KICKOFF—5 VS. 15

Team A attempts an onside kick from the A35. A1 recovers the untouched ball at the A48. During the kick, B1 clipped A2 who was offside.

Ruling: Rekick 50. 5 vs. 15 enforcement. There was no change of possession. (14-3-1-Exc.)

A.R. 14.80 KICKOFF—5 VS. 15

On a kickoff from the A35, A1 pooches the ball directly up into the air (it does not hit the ground). B1 gives an invalid fair-catch signal at the 50, where A2 contacts him before the ball arrives. A2 recovers the ball at the B45.

Ruling: Rekick A20. This is a 5 vs. 15 which is enforced from the A35.

A.R. 14.81 HELMET VIOLATION—5 VS. 15

Third-and-10 on A40. At the snap, B1 is offside. Quarterback A1 throws a pass to A2 and the pass is ruled incomplete. End A2 takes off his helmet to argue with the Back Judge.

Ruling: Third-and-25 on A25. 5 vs. 15 enforcement. (14-1-9, 14-3-1-Exc. 1)

NOTE: If the official had flagged A2 for unsportsmanlike conduct to the official, (rather than for taking his helmet off), the UNS would be treated as one between downs, so both fouls would be enforced. Third-and-20 on A30.

9) FOULS PRIOR TO A CHANGE OF POSSESSION**A.R. 14.82 FOUL PRIOR TO FUMBLE—DOUBLE CHANGE OF POSSESSION**

Fourth-and-10 on A40. B1 catches the punt on the B25 and runs to the B35 where he fumbles. During B1’s run (before the fumble), B2 blocks A3 low at the B37. A2 recovers the fumble at the B34 and runs to the B33 where he fumbles, and B2 recovers and is downed at the B30.

Ruling: A’s ball, first-and-10 on B19. Enforce from the spot of A2’s recovery, and return the ball to Team A.

A.R. 14.83 FOUL PRIOR TO FUMBLE—DOUBLE CHANGE OF POSSESSION

Fourth-and-10 on A40. B1 catches the punt on the B25 and runs to the B35 where he fumbles. During B1’s run, a), B2 blocks A3 low at the B37, or b) B3 blocks A5 in the back at the B37. A2 recovers the fumble at the B34 and runs to the B33 where he fumbles, and A3 recovers and is downed at the B30.

Ruling:

- a) A's ball, first-and-10 on B15. B2's personal foul is carried over the change of possession and enforced from the dead ball spot, since Team A never lost possession after recovering the fumble.
- b) A's ball, first-and-10 on B30. Only major fouls can be carried over the change of possession.

A.R. 14.84 DEFENSIVE FOUL PRIOR TO CHANGE OF POSSESSION—DOUBLE CHANGE OF POSSESSION

Fourth-and-10 on A40. B1 catches the punt on the B25 and runs to the B35 where he fumbles. During B1's run, A3 pulls and twists B2's facemask at the B37. A2 recovers the fumble at the B34 and runs to the B33 where he fumbles, and B2 recovers and is downed at the B30.

Ruling: B's ball, first-and-10 on 50. (This is a "foul on run followed by a change of possession," so the enforcement spot is either the spot of the foul, or the spot of B's fumble, whichever helps Team B the least. The other option is to decline and take the result of the play. There is no option to carry the foul over the double change of possession to the end of the play). (14-1-13)

A.R. 14.85 FOUL PRIOR TO CHANGE OF POSSESSION—DOUBLE CHANGE OF POSSESSION

Third-and-10 on A40. B1 intercepts A1's pass at the B25 and runs to the B35 where he fumbles. Prior to the interception, A2 and A3 chop block. A2 recovers the fumble at the B30.

Ruling: B's ball, first-and-10 on B40. Enforce from the spot of the interception. (8-6-3)

A.R. 14.86 FOUL PRIOR TO DOUBLE CHANGE OF POSSESSION

Third-and-10 on A40. A1 runs to the B24 where he fumbles, and B1 recovers the fumble at the B20, runs to the B40 and fumbles. A2 recovers at the B40. During A1's run, at the B22, a) B2 pulls A2 down by the facemask, or b) A3 clips B3.

Rulings: a) A's ball, first-and-10 on B12. This is a foul on a run, followed by a change of possession. (14-1-13)

b) B's ball, first-and-10 on B35. Enforce from the spot of B's recovery. (8-6-3)

A.R. 14.87 DEFENSIVE PERSONAL FOUL PRIOR CHANGE OF POSSESSION—PUNT

Fourth-and-10 on A40. B1 catches the punt on the B25 and runs to the B35 where he fumbles. Either at the snap, or during the punt, B3 pulls A3 down by the facemask. A2 recovers the fumble at the B30.

Ruling: A's ball, first-and-10 on B30. The options are to enforce from the previous spot, or decline the foul. The foul cannot be enforced from the dead-ball spot, as there is no option to carry over Team B fouls during punts.

A.R. 14.88 OFFENSIVE PERSONAL FOUL PRIOR TO CHANGE OF POSSESSION—PUNT

Fourth-and-10 on A40. B1 catches the punt on the B25 and runs to the B35 where he fumbles. A2 recovers the fumble and is downed at the B30. Either at the snap, or during the punt, A3 pulls B3 down by the facemask.

Ruling: Fourth-and-25 on A25. Previous spot enforcement.

10) DOUBLE FOULS WITH A CHANGE OF POSSESSION

A.R. 14.89 KICKOFF—DOUBLE/WITH

On the opening kickoff, kicking-team player A3 is offside. Receiver B2 catches the ball in the end zone and runs it back to the A35. On the runback, B3 clips on the A26.

Ruling: Rekick A35 or B's ball, first-and-10 on 50. (14-3-2-Exc. 1)

A.R. 14.90 KICKOFF—DOUBLE FOUL—REKICK

On a kickoff from the A35, A1 illegally touches the ball on the A43. B1 picks up the ball at A44, runs to the A25, fumbles, and A2 recovers the ball there. During B1's run, B2 clipped at the A35.

Ruling: Rekick A35. (14-3-2)

A.R. 14.91 KICKOFF—DOUBLE FOUL—REKICK

A's kickoff from the A35 rolls out of bounds on the B10 after last touching A1. B1 had blocked A2 low at the B15.

Ruling: Rekick A35. (14-3-2)

A.R. 14.92 KICKOFF—DOUBLE FOUL—NOT 5 VS. 15

On an onside kick from the A35, the untouched ball goes out of bounds on the A43. B1 clipped while the ball was rolling toward the sideline.

Ruling: Rekick from A35. Not 5 vs. 15 because there was a change of possession. (14-3-2)

A.R. 14.93 KICKOFF—DOUBLE FOUL

A1 is offside on the kickoff from the A35. B1 catches the ball in end zone and runs to B15. During the run, B2 clips a) on B6; or b) in B's end zone.

Rulings: a) Rekick A35, or B's ball, first-and-10 on B3.
b) Rekick A35. (14-3-2-Exc. 1)

A.R. 14.94 PUNT—DOUBLE FOUL WITH A CHANGE—PUNT

Fourth-and-5 on 50. A3 is in an illegal formation at the snap. B1 catches the punt at the B10 and runs to the A20. During B1's run, B2 clips at the 50.

Ruling: B's ball, first-and-10 on B35 or A's ball fourth-and-5 on 50. (14-3-2-Exc. 1)

A.R. 14.95 DOUBLE FOUL—KICKOFF OUT OF BOUNDS—DEAD-BALL FOUL

Kickoff from the A35, and after the ball goes out of bounds on the B20, B1 commits a dead-ball foul.

Ruling: B's ball, first-and-10 on B10, or Team B could choose to replay. This is a double foul with a change, so B's foul is enforced from the dead-ball spot, the B20. (14-3-2)

A.R. 14.96 PUNT—CLEAN HANDS SCORE

Fourth-and-5 on A28. A1: a) holds; or b) clips prior to punt. B1 catches the kick on B30 and runs for a touchdown. B2 clips after B1 scores.

Rulings: a) Touchdown Team B. Kickoff B20.
b) Touchdown Team B. Kickoff B35. (14-3-2, 14-1-14)

A.R. 14.97 PUNT—NOT 5 VS. 15—DOUBLE/WITH

Fourth-and-3 on A35. A2 punts to B1 at the B20. B1 returns the ball to the 50. At the snap, tight end A3 was in motion, and during the return, B4 clipped at the B30.

Ruling: B's ball, first-and-10 on B15 or A's ball fourth-and-3 on A35. (14-3-2-Exc. 1)

A.R. 14.98 PUNT—5 VS. 15

Fourth-and-10 on 50. At the snap, A5 grabs and twists B5's facemask. B1 was offside and gets through to block the punt. The ball is recovered at the A45 by a) A2; or b) B2.

Rulings: a) Fourth-and-10 on 50. Team A's failure to make a first down on the fourth down play, is a "change of possession" that eliminates 5 vs. 15 enforcement.
b) Fourth-and-10 on 50. Double foul, and B's foul is not a post-possession foul. There is no 5 vs. 15 enforcement because of the change of possession as a result of Team B recovering the punt.

A.R. 14.99 PUNT—5 VS. 15

Fourth-and-10 on 50. A1's punt is partially blocked at the A40 and bounces to the B48 and then back to the A48 (untouched) where A2 recovers and is downed. Team A had six men on the line at the snap, and in the scramble for the ball, B3 blocked A3 below the waist.

Ruling: Fourth-and-10 on 50. This is not 5 vs. 15 enforcement, because there was a change of possession on the play.

NOTE: Team A's failure to make a first down on the fourth down play is a "change of possession" that eliminates 5 vs. 15 enforcement.

A.R. 14.100 CHANGE OF POSSESSION—DOUBLE/WITH—LIVE BALL/DEAD BALL

Second-and-10 on A35. A1 is offside. B1 intercepts the pass and runs to the A20. B2 clipped on A30: a) during the runback; or b) after B1 was downed (dead-ball foul).

Rulings: a) B's ball, first-and-10 on A45.
b) B's ball, first-and-10 on A35. (14-3-2, 14-8-6, 14-1-7)

A.R. 14.101 CHANGE OF POSSESSION—DOUBLE/WITH

Third-and-10 on B40. A1 is offside. B1 intercepts pass on B4 and runs to B30. During the run, B2 held: a) on B10; or b) in B's end zone.

Rulings: a) B's ball, first-and-10 on B5.
b) Third-and-10 on B40. Replay. (14-3-2)

A.R. 14.102 NOT 5 VS. 15—DEAD-BALL FOUL

Second-and-10 on A15. B1 intercepts a pass on A22 and runs for touchdown, after which B2 clips. Prior to the pass, tackle A1: a) was offside; or b) clipped B3 on A10.

Rulings: a) Touchdown Team B. Kickoff B20; (Clean hands score)
b) Touchdown Team B. Kickoff B35. (14-3-2, 14-1-14)

A.R. 14.103 TOUCHDOWN—CLEAN HANDS

Fourth-and-8 on A36. a) A2 holds, or b) A2 is offside prior to the punt. B2 catches the kick on the B32 and runs for a touchdown. B4 clips after B2 scores.

Rulings: Touchdown Team B. Kickoff B20 in both a) and b). (14-3-2)

A.R. 14.104 INTERCEPTION—DOUBLE/WITH

Second-and-2 on B30. B1 intercepts the ball in the end zone, runs, and is tackled in the end zone. During the run, B2 clips at the B7. A2 was in motion illegally at the snap.

Ruling: B's ball, first-and-10 on B10. Double foul with a change. (Twenty-Ten) (14-3-2)

A.R. 14.105 DOUBLE FOUL (5 VS. 15 OPTION)—SPIKE

Third-and-7 on 50. During A2's run, nose guard B1 pulls center A3 to the ground by the facemask. A2 is tackled at the B42. In celebration, A2 forcibly spikes the ball.

Ruling: A's ball, first-and-10 on B35. Team A has the option to accept the 5 vs. 15 enforcement from the previous spot, or decline B's foul and only the dead-ball five-yard penalty for the spike is enforced. (14-3-1-Exc. 2)

A.R. 14.106 FIELD GOAL—NOT 5 VS. 15—DOUBLE/WITH

Fourth-and-3 on B28. Team A attempts a field goal that is short. B1 picks up the ball at the B6 and returns it to the B40. While the kicked ball was rolling on the ground, B2 clipped at the B8. At the snap, A2 was in motion illegally.

Ruling: B's ball, first-and-10 on B3 or A's ball, fourth-and-3 on B28. B2's foul is considered a post-possession foul. (14-3-2-Exc. 1)

11) DOUBLE FOULS AFTER A CHANGE OF POSSESSION

A.R. 14.107 INTERCEPTION—DOUBLE FOUL AFTER A CHANGE

Third-and-10 on B40. B1 intercepts a pass at the B10 and runs to the B40. During the run, A1 blocks low at the B28 to take out a blocker, and B2 blocks A2 in the back at the B20.

Ruling: B's ball, first-and-10 on B20. (14-3-3)

A.R. 14.108 MOMENTUM EXCEPTION—DOUBLE FOUL AFTER A CHANGE

Second-and-6 on B14. B1 intercepts the pass on B2, and momentum carries him into the end zone where he attempts to advance. A1 trips B1 who is downed in the end zone. B2 clips in the end zone after B1 is downed.

Ruling: B's ball, first-and-10 on B2. Since B's foul is a dead ball foul, the enforcement spot is the succeeding spot, the B2. (14-3-3-e)

A.R. 14.109 PUNT—DOUBLE FOUL AFTER A CHANGE

Fourth-and-7 on A22. A2 punts the ball to B1 who catches the punt at the B35. B1 is tackled by the facemask at the 50. During the return, B5 clips on the B40.

Ruling: B's ball, first-and-10 on B40. (14-3-3)

A.R. 14.110 POST-POSSESSION FOUL—DOUBLE FOUL AFTER A CHANGE

Fourth-and-10 on 50. The ball is punted, and during the punt, B1 commits an illegal block in the back at the B20 (post-possession foul). B2 catches the punt at the B10 and returns it to the B40, where A1 tackles B2 by the facemask.

Ruling: B's ball, first-and-10 at B20. The end of the kick cannot be used as the enforcement spot on a double foul after a change. (14-3-3)

A.R. 14.111 INVALID FAIR-CATCH SIGNAL—DOUBLE FOUL AFTER A CHANGE

Fourth-and-8 on A40. B1 gives an invalid fair-catch signal at the B15 and catches the ball at the B17: a) A3 tackles B1 at the B17; or b) A3 strikes B1 in the head after he makes the catch at B17.

Rulings: a) B's ball, first-and-10 on B10. No foul by A3. (10-1-1)
b) B's ball, first-and-10 on B15. Fouls by both B1 and A3. (14-3-3)

A.R. 14.112 LIVE-BALL AND DEAD-BALL FOULS—DOUBLE FOUL AFTER A CHANGE

Fourth-and-14 on A31. A's punt is fielded by B3 at the B15 and returned to the B23. During the punt, B4 holds A5 at the B20. After the ball is dead at the B23, a scuffle ensues, and A7 hits B7 in the facemask. Unnecessary roughness is called.

Ruling: B's ball, first-and-10 on B20. Double foul after a change. (The end of the kick is not an enforcement option on a double foul after a change.) (14-3-3)

A.R. 14.113 END ZONE—DOUBLE FOUL AFTER A CHANGE

Third-and-5 on B22. B1 intercepts a pass in B's end zone and attempts to run the ball out, but during the run, B2 holds in the end zone where B1 is downed. A3 piles on B1 after the tackle.

Ruling: B's ball, first-and-10 on B1. The spot of B's foul is normally a safety. (14-3-3-b)

A.R. 14.114 END ZONE—DOUBLE FOUL AFTER A CHANGE

Fourth-and-10 on A7. Punt is partially blocked, and B1 recovers on the A22. B1 runs for a touchdown. Prior to the score, B2 holds in A's end zone, and, after the score, A3 grabs B1's facemask and throws him to the ground.

Ruling: B's ball, first-and-goal on A1. (14-3-3)

A.R. 14.115 END ZONE—DOUBLE FOUL AFTER A CHANGE

Third-and-7 on B15. B2 intercepts a pass in the end zone and runs it back to the B30. When B2 was running at the B5, B4 pushed A1 in the back in the end zone. A3 piles on B2 after he was down.

Ruling: B's ball, first-and-10 on B1. Double foul after a change of possession puts the ball at the spot of B's foul. Since the enforcement of B's foul is normally a safety, the ball is placed at the B1. (14-3-3)

A.R. 14.116 END ZONE—DOUBLE FOUL AFTER A CHANGE

Second-and-10 on B30. B1 intercepts the ball in the end zone, runs, and is tackled in the end zone. During the run, B2 clips at the B7, and A2 tackles B1 by the facemask.

Ruling: B's ball, first-and-10 on B20. B's foul would normally be enforced from the B20. (14-3-3-a)

A.R. 14.117 KICKOFF—DOUBLE FOUL AFTER AND DOUBLE FOUL WITH A CHANGE

Team A is offside on the kickoff. Team B catches the kicked ball at the B15, and, during the return, Team B clips at the B45 and is tackled at the B37. A1 piles on.

Ruling: B's ball, first-and-10 on B37, or Team B has the option to replay. The double foul after a change takes precedence over the double foul with a change; however, Team B also can take the option to replay. (14-3-3)

A.R. 14.118 DOUBLE FOUL AFTER AND DOUBLE FOUL WITH A CHANGE

First-and-10 on 50. Illegal motion by A1, and the pass is intercepted by B1 at the B20. On the return, B2 commits an illegal block in the back at the B30, and A2 tackles B1 by the facemask at the B40.

Ruling: B's ball, first-and-10 on B30. The double foul after a change takes precedence over the double foul with a change. (14-3-3)

A.R. 14.119 KICKOFF OUT OF BOUNDS—DEAD-BALL FOUL

Kickoff from A35 goes out of bounds at the B20, after which A1 and B2 commit dead-ball fouls.

Ruling: B's ball, first-and-10 on B20, or Team B could elect to replay. This is a double foul with a change and a double foul after a change, so the double after is enforced from the dead-ball spot. (14-3-2, 14-3-3)

12) DOUBLE FOUL WITH A DOUBLE CHANGE OF POSSESSION**A.R. 14.120 DOUBLE FOUL BEFORE DOUBLE CHANGE**

First-and-10 on 50. Illegal motion by A1 and offside by B1. B2 intercepts, and during the return, B2 clips. B2 then fumbles the ball back to A2.

Ruling: A's ball, first-and-10 on 50. The double foul before the change of possession requires a replay. (14-3-2)

A.R. 14.121 DOUBLE FOUL—REPLAY

First-and-10 on 50. Illegal motion by A1, and B1 then intercepts the pass. On B's runback, B2 clips. B1 then fumbles and A2 recovers.

Ruling: A's ball, first-and-10 on 50. Since Team A did not have clean hands when they got the ball back, they cannot keep the ball. Replay. (14-3-2)

A.R. 14.122 DOUBLE FOUL—REPLAY

First-and-10 on 50. B1 intercepts on the B20. B2 clips on the return and then fumbles. A1 recovers on the B40, and during A1's run, A2 holds. A1 then fumbles the ball back to B3 on the B10.

Ruling: A's ball, first-and-10 on 50. Replay. Neither team got the ball back with clean hands. (14-3-2)

A.R. 14.123 DOUBLE FOUL—DEAD BALL

Third-and-10 on B40. B1 intercepts a pass on B10 and runs to B20 where he fumbles. During the run, B2 holds on the B15. A1 recovers the fumble and goes out of bounds on B12 after which A2 roughs B2 on the B20.

Ruling: A's ball, first-and-10 on B27. (14-3-2, 14-1-7-b)

A.R. 14.124 DOUBLE CHANGE—DOUBLE FOUL AFTER—FUMBLE

First-and-10 on 50. Illegal motion by A1, and B1 intercepts the pass at the B10. After the interception, B2 clips at the A40 on the return, and A2 grabs ball carrier B1's facemask. B1 then fumbles the ball at the B40, and A3 recovers there.

Ruling: B's ball, first-and-10 on B40. Team B had clean hands when they got the ball, and a double foul then occurred after that change of possession. The "double foul after" is enforced. The fouls offset, and Team B retains the ball at the spot of their foul or the spot of their fumble whichever hurts Team B the most. (14-3-3)

A.R. 14.125 DOUBLE CHANGE—DOUBLE FOUL AFTER—FUMBLE

Second-and-5 on A20. B1 intercepts a pass on the B40 and returns to the A30 where A3 tackles B1 by the facemask and B1 fumbles. During B1's run, B2 clipped on the A45. A4 recovers the fumble, runs to the 50, fumbles, and B4 recovers. During A4's run, B3 clips on A45.

Ruling: B's ball, first-and-10 on A45. Enforce the "double foul after". (14-3-3)

A.R. 14.126 DOUBLE CHANGE—DOUBLE FOUL AFTER—FUMBLE

Second-and-10 on B40. B1 intercepts the pass on the B10 and runs to the B20. During B1's run, B2 slugs quarterback A1 at the 50, and A2 tackles B2 by the facemask, causing B2 to fumble at the B20. A1 recovers at the B25.

Ruling: B's ball, first-and-10 on B20. Disqualify B2. When Team B fumbles the ball after a double foul after a change, the spot of the fumble can be used as an enforcement spot. (14-3-3)

A.R. 14.127 DOUBLE FOUL WITH A CHANGE—DOUBLE CHANGE

First-and-10 on 50. B1 intercepts on the B20. B1 fumbles, and A1 recovers and runs with the ball. A2 holds during the run. A1 fumbles, and B2 recovers, runs, and is tackled at the A40. During B2's run, B3 blocks below the waist at the 50.

Ruling: B's ball, first-and-10 on B35. Team B got possession with clean hands, so Team B retains possession, and their foul is enforced as a double foul with a change. (14-3-2)

13) FOULS AFTER A CHANGE OF POSSESSION

A.R. 14.128 TEAM A'S IMPETUS AND TEAM A'S FOUL

First-and-10 on 50. B1 intercepts a pass in his own end zone where he is tackled. During B1's run in the end zone, A2 blocks B2 below the waist in the field of play or in the end zone.

Ruling: B's ball, first-and-10 on B35. When the result of the play is a touchback, a personal foul by Team A is enforced from the 20-yard line. (14-1-11)

A.R. 14.129 TEAM B'S IMPETUS AND TEAM A'S FOUL

First-and-10 on 50. B1 intercepts on the B8, scrambles, and carries the ball into his own end zone, where he is tackled (not momentum exception). During the run, A2 blocks low anywhere.

Ruling: B's ball, first-and-10 on B15. A's foul is enforced from the goal line. (14-1-11)

A.R. 14.130 INTERCEPTION—TEAM B RUNS AND FOULS IN END ZONE

First-and-10 on 50. B1 intercepts in the end zone and runs with the ball. B2 clips in the end zone during the run. B1 is downed in the end zone or field of play.

Ruling: Safety. Safety kick B20. (14-1-11)

A.R. 14.131 INTERCEPTION—TEAM B RUNS AND FOULS IN END ZONE

First-and-10 on 50. B1 intercepts at the B16 and is tackled at the B18. B2 clips in the end zone during the run.

Ruling: Safety. Safety kick B20. (14-1-11)

A.R. 14.132 INTERCEPTION—TEAM B RUNS AND FOULS IN FIELD OF PLAY

First-and-10 on 50. B1 intercepts in the end zone and runs with the ball. B2 clips in the field of play at the B16 during the run. B1 is downed in the end zone.

Ruling: B's ball, first-and-10 on B10. Twenty-ten enforcement. (14-1-12)

A.R. 14.133 INTERCEPTION—DEAD-BALL FOUL

First-and-10 on 50. B1 intercepts at the B16 and is downed immediately with no return. B2 clips in the end zone or field of play after the interception.

Ruling: B's ball, first-and-10 on B8. Dead-ball foul enforced from the succeeding spot. (3-11-2-a, 14-1-5-e)

A.R. 14.134 INTERCEPTION—3 AND 1 ENFORCEMENT

First-and-10 on 50. B1 intercepts in the end zone and runs with the ball. B2 clips in the field of play at the B16 during the run. B1 is downed in the field of play at the B20.

Ruling: B's ball, first-and-10 on B8. Enforce 3 and 1. (14-1-12)

A.R. 14.135 PUNT—TEAM B RUNS AND FOULS IN END ZONE

Fourth-and-10 on 50. B1 catches the punt in the end zone or field of play and runs with the ball. B2 clips in the end zone while the punt is in the air. B1 is downed in the end zone or field of play.

Ruling: Safety. Safety kick B20. (14-1-11)

A.R. 14.136 PUNT—TEAM B'S RUN ENDS IN END ZONE—TEAM B FOULS IN FIELD OF PLAY

Fourth-and-10 on 50. B1 catches the punt in the end zone, runs with the ball, but is tackled in the end zone. B2 clips at the B16 while the punt is in the air.

Ruling: B's ball, first-and-10 on B10. Twenty-ten enforcement. (14-1-12)

A.R. 14.137 PUNT—TWENTY-TEN ENFORCEMENT

Fourth-and-10 on 50. B1 catches the punt in the end zone. B1 downs the ball immediately in the end zone, or the punt goes out of the end zone, B2 clips in the end zone or field of play while the punt is in the air.

Ruling: B's ball, first-and-10 on B10. Twenty-ten enforcement (14-1-12)

A.R. 14.138 ILLEGAL SUBSTITUTION BY TEAM B DURING SCRIMMAGE KICK

Fourth-and-5 on A45. A1's punt is touched by B1 at the B5, and it then rolls into the end zone where B1 picks up the ball and runs with it, although he is ultimately tackled in the end zone. Team B substitutes thought the play was over when the ball rolled into the end zone, so they started on to the field at the B35 before B1 was tackled in the end zone.

Ruling: B's ball, first-and-10 on B15. Twenty-fifteen enforcement.

A.R. 14.139 PUNT OUT OF BOUNDS —POST-POSSESSION FOUL IN END ZONE

Fourth-and-10 on 50. A1's punt rolls out of bounds at the B16, and B2 clips in the end zone during the punt.

Ruling: B's ball, first-and-10 on B8. (14-1-12)

A.R. 14.140 PUNT—POST-POSSESSION FOUL IN FIELD OF PLAY

Fourth-and-10 on 50. B2 clips at the B10 while the punt is in the air. The ball rolls out of bounds at the B16.

Ruling: B's ball, first-and-10 on B5. (14-1-12)

A.R. 14.141 PUNT—FOUL IN END ZONE AND FIRST TOUCH

Fourth-and-5 on A40. A1 first touches the punt on B10. B1 picks up ball and runs to B20. B2 held A2 in Team B end zone during the run by B1.

Ruling: Safety. Safety kick B20. (14-3-1-Exc. 4, 14-1-11-b)

A.R. 14.142 FAIR CATCH—FOUL IN END ZONE

Fourth-and-10 on 50. B1 fair catches the ball in the field of play at the B16. B2 clips in the end zone while the punt is in the air.

Ruling: B's ball, first-and-10 on B8. (14-1-12)

A.R. 14.143 MISSED FIELD GOAL—POST-POSSESSION FOUL

Fourth-and-8 on B22. On a field goal from the B29, the kick is blocked at the B28 by B1, and the ball bounces to the B12 where it rolls out of bounds. Before the ball went out of bounds, B3 clipped A2 at the B15.

Ruling: B's ball, first-and-10 on B6. Post-possession foul enforced from the end of the kick.

A.R. 14.144 MISSED FIELD GOAL—POST-POSSESSION FOUL

Fourth-and-8 on B22. On a field goal from the B29, the kick is blocked at the B28 by B1, and the ball rolls out of bounds in B's end zone. Before the ball went out of bounds, B3 clipped A2 at the B15.

Ruling: B's ball, first-and-10 on B10. Twenty-ten enforcement. If Team B touches the kick in the field of play beyond the line, or fouls during the kick, they forfeit the right to take the ball at the spot of the kick. (14-1-12)

14) SCORING PLAYS**A.R. 14.145 TOUCHDOWN—DEAD-BALL FOUL**

First-and-10 on 50. Runner A1 crosses B's goal line after which: a) A2 clips; or b) B1 clips.

Rulings: a) Touchdown Team A. Kickoff A20.

b) Touchdown Team A. Kickoff 50. Dead-ball foul after the ball is dead in touch. (14-1-7)

A.R. 14.146 FOUL BEFORE AND AFTER TOUCHDOWN

First-and-10 on 50. B1 intercepts a pass at the A20 and runs for a touchdown. B2 clipped in A's end zone: a) before; or b) after B1 crossed the goal line.

Rulings: a) B's ball, first-and-10 on A15. (14-1-13-S.N. 2)

b) Touchdown Team B. Kickoff B20. (14-1-7)

A.R. 14.147 DOUBLE FOULS OFFSET ON KICKOFF

First-and-10 on 50. B1 head slaps A1 at the snap. A2 then runs for a touchdown, after which A2 clips.

Ruling: Touchdown Team A. Kickoff A35. The Team B personal foul on a scoring play is enforced on the kickoff, and the Team A dead-ball foul is enforced from the succeeding spot. Therefore, both fouls offset at the A35, and the touchdown counts. (14-1-7-a, 14-1-9-b, 14-1-14)

A.R. 14.148 PERSONAL FOUL—SCORE

First-and-10 on A20. B1 recovers a fumble by quarterback A1 on A22 and runs for touchdown. Prior to the fumble, A4 chop blocked B2 on A20.

Ruling: Touchdown Team B. Kickoff 50. (14-1-14)

A.R. 14.149 TOUCHDOWN—DEAD-BALL FOUL

First-and-10 on A25. B1 recovers a fumble on A27 and runs for touchdown. B2 roughs A1 after B1 crosses the goal line.

Ruling: Touchdown Team B. Kickoff B20. (14-1-7-a)

A.R. 14.150 DOUBLE FOUL—CLEAN HANDS SCORE

Second-and-5 on A30. A1 runs for a touchdown. B1 was offside. A2 clipped after A1 scored.

Ruling: Touchdown Team A. Kickoff A20. (14-1-9)

A.R. 14.151 DOUBLE FOUL—CLEAN HANDS SCORE

First-and-10 on B40. At the snap, B1 pulls center A1 down by the facemask. A2 takes a handoff and runs for a touchdown. After scoring, A2 spikes the ball at the feet of B2.

Ruling: Touchdown Team A. Kickoff A35. This is a "clean hands score," so the touchdown counts, and both fouls are enforced and offset on the kickoff. (14-1-7-a, 14-1-9-b, 14-1-14)

A.R. 14.152 TOUCHDOWN—BANK PENALTIES

Second-and-7 on B13. A1 scores and A2 clips after the touchdown. On the Try kick, which is good, Team B is offside.

Ruling: One point try is good, kickoff A25.; or retry B1, kickoff A20. (14-5, 11-3-3-e)

A.R. 14.153 TOUCHDOWN—MULTIPLE FOULS

Second-and-goal on B7. A1 throws a pass to A2 in the end zone for a touchdown. A2 then spikes the ball in the face of B2 lying on the ground. A3 was downfield illegally prior to the pass.

Ruling: Second-and-goal on B12. The taunting foul must be declined, or the score would count.

A.R. 14.154 FOUL—SAFETY

Second-and-10 on A8. Quarterback A1 is downed in his end zone. Before A1 was downed, A2: a) held on A8; or b) clipped on A4.

Rulings: a) Safety. Safety kick A20.

b) Safety. Safety kick A10. (14-1-14) Same ruling if clip occurred after A1 was downed. (14-1-7-a)

A.R. 14.155 SAFETY—DEAD-BALL FOULS

Third-and-6 on A8. A1 is downed in his end zone after which A2 and B1 fight.

Ruling: Safety. Safety kick A20. Dead-ball fouls offset at the succeeding spot. Disqualify A2 and B1. (14-1-8)

A.R. 14.156 SAFETY AND PERSONAL FOUL BY TEAM A

Third-and-6 on A4. A4 chop blocks. A1 is then tackled in his own end zone for a safety.

Ruling: Safety. Safety kick A10. (14-1-14)

A.R. 14.157 SAFETY AND PERSONAL FOUL BY TEAM A

Third-and-8 on A4. A4 chop blocks in the end zone. A1 is then tackled on the A2.

Ruling: Safety. Safety kick A20. The personal foul in the end zone causes the safety. (The penalty could also be declined resulting in fourth-and-10 on A2). (14-1-12-Exc. 2)

A.R. 14.158 SAFETY AND MULTIPLE FOULS

Third-and-8 on A4. A2 chop blocks and A3 holds. Both fouls occurred in A's end zone. A1 is tackled: a) at the A5; or b) in the end zone.

Rulings: a) Safety. Safety kick A20. Multiple fouls, so only one can be enforced.

b) Safety. Safety kick A10. The chop block foul would carry-over. (14-1-12-Exc. 2, 14-1-14)

A.R. 14.159 TOUCHDOWN—MULTIPLE FOULS BY TEAM B

First-and-10 on B20. B1 grabs and twists runner A1's facemask, but A1 continues and scores a touchdown. Immediately after A1 crosses the goal line, B2 grabs A1's facemask and pulls him to the ground.

Ruling: Touchdown. Kickoff 50. Multiple foul. Only one is enforced.

A.R. 14.160 INTERFERENCE WITH THE OPPORTUNITY AND TOUCHDOWN

Fourth-and-10 on A40. A1 punts the ball, and A2 commits interference with the opportunity at the B20. B1 picks up the ball and runs for a touchdown. Well after B1 has crossed the goal line and B1 is running toward his bench, A1 grabs and pulls B1 by the facemask.

Ruling: Touchdown Team B. Kickoff A35. Both fouls are enforced on the kickoff. (14-5)

15) DEAD-BALL FOULS

A.R. 14.161 RUN—DEAD BALL

Second-and-10 on A30. A1 runs out of bounds at the A35 after which: a) A2 clips on A30; or b) B1 clips on A40.

Rulings: a) A's ball, third-and-20 on A20.

b) A's ball, first-and-10 on 50. Penalize dead-ball fouls from succeeding spot (dead ball) A35. (14-1-7-b)

A.R. 14.162 TOUCHDOWN—CLEAN HANDS

Third-and-8 on A40. A1 is offside. B1 recovers a fumble and runs for a touchdown. B2 clips after B1 scores.

Ruling: Touchdown Team B. Kickoff B20. (14-3-2)

A.R. 14.163 DOUBLE/MULTIPLE FOULS ON FOURTH DOWN—DEAD BALL

Fourth-and-1 on B30. Quarterback A1 is piled on by B2 after running out of bounds at the B30, after which: a) A2 roughs B1; or b) B1 roughs A2.

Rulings: a) B's ball, first-and-10 on B30. The 14-1-7 dead-ball fouls offset at the succeeding spot.

b) B's ball, first-and-10 on B15. Multiple 14-1-7 dead-ball fouls. Only one is assessed, and the down counts, giving the ball to Team B on downs. (14-1-7)

A.R. 14.164 FOURTH-DOWN PASS—DEAD BALL

Fourth-and-8 on B12. After an incomplete forward pass: a) B1 roughs A1, or b) A1 roughs B1.

Rulings: a) B's ball, first-and-10 on B6.

b) B's ball, first-and-10 on B27. Dead-ball fouls.

NOTE: If these fouls occurred during the forward pass: a) Team A would accept the penalty. A's ball, first-and-goal on B6. b) Team B would decline the penalty. B's ball, first-and-10 on B12. (14-1-7-d)

A.R. 14.165 FOURTH-DOWN PASS—DEAD BALL

Fourth-and-5 on B14. After a pass is incomplete, A1 roughs B1, and B1 punches A1.

Ruling: B's ball, first-and-10 on B14. Disqualify B1. Offsetting dead-ball fouls, and the down counts. (14-1-8)

A.R. 14.166 PASS—LIVE/DEAD BALL

Second-and-10 on A30. A1 grabs B1 by the facemask and throws him to the ground: a) prior to; or b) after an incomplete forward pass.

- Rulings:** a) Second-and-25 on A15 or third-and-10 on A30. (14-4)
b) Third-and-25 on A15. (14-4-Exc. 1)

A.R. 14.167 PUNT—DEAD BALL

Fourth-and-10 on A30. A1 recovers the untouched punt on B30, after which: a) A2 clips, or b) B clips.

- Rulings:** a) B's ball, first-and-10 on B45.
b) B's ball, first-and-10 on B15. Both are dead-ball fouls. (14-1-7-c)

A.R. 14.168 FAIR CATCH—DEAD BALL

Fourth-and-10 on A40. B1 fair catches a punt on B26 after which: a) A1 runs into B1; or b) B1 clips A2.

- Rulings:** a) B's ball, first-and-10 on B41.
b) B's ball, first-and-10 on B13. Both are dead-ball fouls. (14-1-7)

A.R. 14.169 FAIR-CATCH SIGNAL—DEAD BALL

Fourth-and-5 on A45. B1 gives a valid fair-catch signal at the B16. B1 muffs the ball at B14, and the ball rolls to the B12. A2 falls on ball at the B12, after which B1 piles on A2.

- Ruling:** A's ball, first-and-goal on B6. Dead-ball foul. (14-1-7)

A.R. 14.170 FAIR-CATCH INTERFERENCE—DEAD BALL

Fourth-and-10 on A10. B1 signals for a fair catch on the A45. A1 interferes at the A45 as the ball hits A1 in flight and goes out of bounds on the A48, after which: a) A2 roughs B2; or b) B2 roughs A2.

- Rulings:** a) B's ball, first-and-10 on A30. Multiple fouls. The fair-catch interference is enforced from the spot of the foul, and the roughing is declined. (14-1-7, 14-4)
b) Fourth-and-10 on A10, or B's ball, first-and-10 on B37. Double foul with a change of possession. (14-3-2-Exc. 1)

A.R. 14.171 END ZONE—DEAD BALL

First-and-10 on 50. B1 intercepts a pass in B's end zone and is downed there after which: a) A1 roughs B1; or b) B2 clips A2.

- Rulings:** a) B's ball, first-and-10 on B35.
b) B's ball, first-and-10 on B10. Enforce (a) and (b) from succeeding spot, B20. (14-1-7)

A.R. 14.172 DOUBLE FOUL—DEAD BALL

Third-and-6 on B20. A1 runs out of bounds on B14. A2 and B1 punch each other: a) before; or b) after A1 goes out of bounds.

- Rulings:** a) A's ball, third-and-6 on B20. Replay. Disqualify A2 and B1.
b) A's ball, first-and-10 on B14. Disqualify A2 and B1. (14-3-1-Exc. 3)

A.R. 14.173 KICKOFF—DEAD BALL

On a kickoff from the A35, the ball rolls out of bounds at the B10 after being touched by A2 and then B4. B3 then clips A3 after the ball is out of bounds.

- Ruling:** B's ball, first-and-10 on B5. (6-2-3, 14-1-7)

A.R. 14.174 FOURTH DOWN—DEAD BALL

Fourth-and-10 on 50. B1 sacks quarterback A1 at the A40 and jumps up and taunts A1.

- Ruling:** B's ball, first-and-10 on B45. Dead-ball foul. (14-1-5, 14-1-7)

A.R. 14.175 FOURTH DOWN—DEAD BALL

Fourth-and-10 on 50. Quarterback A1 scrambles and is run out of bounds by B1 at the A40, after which B1 immediately taunts A1.

- Ruling:** B's ball, first-and-10 on B45. The dead-ball foul is enforced from the succeeding spot. (14-1-7)

A.R. 14.176 FOURTH DOWN—DEAD BALL

Fourth-and-10 on 50. A1 runs to the B45 where he is tackled inbounds. After the ball is dead, A2 is called for a personal foul.

- Ruling:** B's ball, first-and-10 on A40. Dead-ball foul. (14-1-5, 14-1-7)

A.R. 14.177 TOUCHBACK—DEAD BALL

With 0:02 remaining in the first quarter, the kickoff goes to B1 in B's end zone. B1 kneels down, after which B2 roughs A2.

Ruling: B's ball, first-and-10 on B10. **The clock never starts, so 0:02 remains in the first quarter.**

A.R. 14.178 TOUCHDOWN—DEAD BALL

Second-and-8 on A44. Runner A2 runs for a touchdown, after which he turns back to B1 who was chasing him and spikes the ball. B2 was offside on the play.

Ruling: Touchdown Team A. Kickoff A20. **hands score.** (14-5-S.N. 2)

A.R. 14.179 SAFETY—DEAD BALL

Third-and-10 on A4. A1 held in his end zone prior to an incomplete pass. A2 roughed B1 after the completion.

Ruling: Safety. Safety kick A20 or A's ball fourth-and-12 on A2.

A.R. 14.180 SAFETY—DEAD BALL

Fourth-and-10 on A10. A1 is sacked in his own end zone, after which B1 piles on.

Ruling: Safety. Safety kick A35. Dead-ball foul. (14-1-7)

A.R. 14.181 SAFETY—DEAD BALL

Third-and-10 on A10. A2 is illegally in motion at the snap, and A1 is sacked in his own end zone. After the ball is dead, B1 piles on.

Ruling: Safety. Safety kick on A35. Team B scored with clean hands, so the Team A foul is declined, and the Team B foul is enforced on the safety kick. (14-1-9)

A.R. 14.182 SAFETY—DEAD BALL

Fourth-and-15 on A2. Punter A1 jumps to catch high snap and comes down on the end line. He punts and is then roughed by B1.

Ruling: Safety. Safety kick A35. If running into the kicker is called, disregard the foul, and safety kick A20. The ball is dead when A1 touches the end line. (14-1-7)

A.R. 14.183 FOURTH DOWN—FUMBLE FORWARD OUT OF BOUNDS—DEAD-BALL FOUL

Fourth-and-1 on B30. A1 runs to the B30 and fumbles the ball forward out of bounds at the B28. B1 commits a personal foul immediately after the ball goes out of bounds.

Ruling: B's ball, first-and-10 on B15. The foul is after the ball is out of bounds, so Team B takes over at the spot of the fumble, and the dead-ball foul is then enforced. (14-1-7)

A.R. 14.184 DEAD BALL—TWO-POINT TRY

On a two-point Try, A1 runs with the ball to the B1 and fumbles there. The ball rolls into the end zone where A2 recovers, and B2 piles on.

Ruling: Try fails. Kickoff 50. Fourth-down fumble rules are in effect on Trys, **and the penalty is after the try and therefore enforced on the kickoff.** (14-1-7)

A.R. 14.185 DEAD BALL—CLEAN HANDS SCORE

Fourth-and-goal on B5. On a field-goal attempt from the B12, B1 is called for a) leaping; or b) holding immediately after the snap. The field goal is good. After the score, A2 then slugs B1.

Rulings: a) Field goal is good. Kickoff A35. There is no option. Disqualify A2. Both fouls carry over and offset on the kickoff. This is a "clean hands score." (14-1-9)

b) Field goal is good. Kickoff A20. "Clean hands score." Only the dead-ball foul carries over to the kickoff. Disqualify A2.

A.R. 14.186 DEAD-BALL FOUL BEHIND THE LINE

Third-and-10 on A35. A1 scrambles behind the line and is finally tackled at the A10. B2 piles on after A1 is down.

Ruling: First-and-10 on A35. This dead-ball foul is enforced from the succeeding spot (A10), but since the Team B foul was behind the line, the ball must at least get back to the previous line of scrimmage.

NOTE: If this had occurred on fourth down, it would have been B's ball, first-and-10 on A25. The dead-ball foul is enforced after the change of possession.

A.R. 14.187 LAST PLAY—FUMBLE

Fourth-and-4 on B18. Score is tied on the last play of the half. A's field-goal attempt is blocked and the ball rolls to the B28. Kicker A2 picks up the ball, runs to the B19, and throws a pass to eligible A6 at the B15. A6 catches the pass at the B15, runs to the B5, fumbles, and: a) A8 recovers at the B2 and scores, or b) A6 recovers his fumble at the B4 and B8 piles on him after he is tackled.

Rulings: a) Half over. No score. A8 was not the fumbling player.

b) Half over. Enforce B's foul for unnecessary roughness on the opening kickoff of the 2nd half (or overtime).

A.R. 14.188 PERSONAL FOUL IN THE CONTINUING ACTION AFTER TIME EXPIRES

Two seconds remain in the fourth quarter of a tied game. A1 throws a long pass that falls incomplete, and time expires on the play. Immediately after the pass hits the ground, B2 slugs A2. a) It was fourth-and-10 on the 50; or b) it was third-and-10 on the 50.

Rulings: a) and b): Go to overtime. Disqualify B2. Enforce the dead ball personal foul on the overtime kickoff.

A.R. 14.189 PERSONAL FOUL IN THE CONTINUING ACTION AFTER TRY ATTEMPT

A1 scores on the last play of the fourth quarter to make the score 34-33 in favor of Team B. On the ensuing Try, A2 is driven out of bounds at the B½ yard line, and B2 hits him late out of bounds.

Ruling: Game over. Team B wins 34-33. There is no extension or enforcement of the foul, as it would be enforced on the kickoff. There would be no replay of the Try attempt, regardless of the remaining time on the clock.

16) DOUBLE AND MULTIPLE FOULS INVOLVING DEAD-BALL FOULS

A.R. 14.190 FOULS AGAINST OFFICIALS

Third-and-10 on B40. A1 runs to the B35 where he is tackled inbounds. Immediately after A1 is down, A2 screams at the Head Linesman that A1 was tackled by the facemask, and in the process, A2 shoves the Head Linesman.

Ruling: Fourth-and-20 on 50. Disqualify A2. Fouls against officials are never enforced as part of the play.

A.R. 14.191 MULTIPLE FOULS—FOUL AGAINST OFFICIAL

Third-and-10 on B40. B1 commits pass interference at the B28 and a flag is thrown. Right after the play, B1 is angry about the foul and throws his helmet down at the ground in the direction of the official. A second flag for unsportsmanlike conduct is thrown.

Ruling: First-and-10 on B14. The foul against the official is treated as a foul between downs, so both fouls are enforced. If the helmet is thrown at the official, B1 is disqualified.)

A.R. 14.192 DOUBLE FOUL (5 VS. 15)—DEAD BALL—RUN

First-and-10 on 50. A1 runs to the B30 and is tackled either inbounds or out of bounds. The defense is offside on the play. After A1 is tackled, A2 clips.

Ruling: A's ball, first-and-25 on A35; 5 vs. 15.

NOTE: Fouls during the play combine with dead-ball fouls to create double fouls. (14-1-9, 14-3-1-Exc. 1)

A.R. 14.193 DOUBLE FOUL AT END OF DOWN (NOT 5 VS. 15)

Second-and-10 on B45. A2 runs and is tackled by B1 at the B10. A2 jumps up and spikes the ball in celebration, which upsets B1, so B1 pushes A2 hard, knocking him back down to the ground.

Ruling: First-and-10 on B10. Dead-ball fouls by both teams offset at the succeeding spot. There is no 5 vs. 15 enforcement for dead-ball fouls at the end of a play. (14-1-8)

A.R. 14.194 DOUBLE FOUL—DEAD BALL—RUN

Second-and-10 on B40. A1 drops back to pass. A2 holds B1 while pass blocking. A1 passes complete to A2 at the B30 and is tackled either inbounds or out of bounds, after which B2 piles on.

Ruling: Second-and-10 on B40. Replay the down.

NOTE: Fouls during the play combine with dead-ball fouls to create double fouls. (14-1-9, 14-3-1)

A.R. 14.195 DOUBLE FOUL—TAUNT AND LIVE-BALL FOUL

Third-and-3 on A30. B2 intercepts a pass and returns it for a touchdown. When B2 is at the A10, he turns and taunts A1 who is chasing him. A2 clips B5 during B2's run.

Ruling: Touchdown Team B. Kickoff B35. The taunting foul is treated as a dead-ball foul, thus making this a "clean hands score." The fouls offset on the kickoff. (12-3-1-c)

A.R. 14.196 DOUBLE FOUL—DELAY OF GAME AT END OF PLAY—SPIKE

Second-and-10 on A20. During A2's run, nose guard B1 holds center A3 to prevent him from blocking linebacker B2. A2 runs to the a) A22, or b) A32 where he is tackled. After being tackled, A2 forcibly spikes the ball (while still on the ground, or after getting up).

- Rulings:** a) Second-and-10 on A20.
b) First-and-10 on A27. Team A has the option to accept double foul enforcement, or decline the foul by B1 and allow just the dead-ball delay-of-game penalty to be enforced. (14-1-9, 14-3-1-Exc. 2)

A.R. 14.197 MULTIPLE FOULS BY TEAM A—DEAD INBOUNDS

First-and-10 on 50. A3 is illegally downfield on a forward pass. The pass is complete to A2, who is tackled inbounds at the B30. Immediately after A1 is tackled, A1 taunts B.

Ruling: A's ball, first-and-15 on A45. Multiple fouls. If the taunting foul was accepted, it would be enforced from the succeeding spot and the down would count, A's ball, first-and-10 on B45. (14-4)

A.R. 14.198 MULTIPLE FOULS BY TEAM A—INCOMPLETE PASS

First-and-10 on 50. Incomplete pass by A1, and offensive pass interference on the play at the B25. After the pass is incomplete, A2 roughs B2.

Ruling: A's ball, first-and-20 on A40, or second-and-25 on A35 (enforced as a dead-ball foul). Multiple fouls. (14-1-7, 14-4)

A.R. 14.199 MULTIPLE FOULS BY TEAM B—INCOMPLETE PASS

First-and-10 on 50. Incomplete pass by A1, and B1 commits defensive pass interference on the play at the B25. After the pass is incomplete, B2 roughs the passer.

Ruling: A's ball, first-and-10 on B25. Multiple fouls. The roughing the passer penalty would be declined, as it would be enforced from the previous spot. (14-4)

A.R. 14.200 MULTIPLE FOULS BY TEAM A—TOUCHDOWN

First-and-10 on 50. A3 is illegally downfield on a forward pass. The pass results in a touchdown, and, after the score, A2 taunts B1.

Ruling: A's ball, first-and-15 on A45. Multiple fouls. The dead-ball foul would be enforced on the ensuing kickoff. Therefore, Team B must decline the taunting penalty, and accept the foul for the ineligible downfield. (14-1-7, 14-4)

A.R. 14.201 MULTIPLE FOULS BY TEAM B—FOURTH DOWN

Fourth-and-15 on B40. A2 runs a draw up the middle to the B35. During the run, nose tackle B1 holds A2 at the B38 to prevent him from blocking linebacker B2. B3 piles on after the play.

Ruling: A's ball, first-and-10 on B30. Multiple fouls. Since Team A did not make the line to gain, they must accept the live-ball foul and decline the dead-ball foul, or it would be B's ball. (14-1-7, 14-1-12)

A.R. 14.202 MULTIPLE FOULS BY TEAM B—SCRIMMAGE KICK

Fourth-and-10 on 50. On a punt, B1 gives an invalid fair-catch signal at the B20 and lets the ball go over his head. The ball rolls out of bounds at the B10. Immediately after the ball goes out of bounds, B2 commits a personal foul.

Ruling: B's ball, first-and-10 on B5 (personal foul). Multiple fouls. Enforcement of the foul for invalid fair-catch signal would result in B's ball, first-and-10 on B15.

NOTE: Same result if the ball was downed on the B10 rather than rolling out of bounds. (14-4)

A.R. 14.203 LIVE BALL AND FOUL BETWEEN DOWNS BY SAME TEAM

First-and-10 on 50. A3 is illegally downfield. The pass is completed to A2 who either runs out of bounds or is tackled inbounds at the B30. After a significant delay, A2 taunts B1.

Ruling: A's ball, first-and-30 on A30. The significant delay after the play ends and before the dead-ball foul, permits both fouls to be enforced. (14-1-2)

A.R. 14.204 MULTIPLE FOULS BY TEAM A—LIVE AND DEAD

First-and-10 on 50. A3 is downfield illegally. The pass is incomplete, and thinking he had been interfered with, A1 jumps up off the ground and slugs B1.

Ruling: A's ball, second-and-25 on A35 (decline ineligible downfield). Disqualify A1. (14-4)

A.R. 14.205 MULTIPLE FOULS BY TEAM A

Third-and-5 on B10. As quarterback A1 drops back to pass, A2 holds B1 at the line of scrimmage. A1 subsequently completes a pass to A3 in the end zone for a touchdown. Running back A4, in his excitement, runs into the end zone to congratulate A3 and takes off his helmet in the process. The Field Judge throws a flag for unsportsmanlike conduct.

Ruling: Third-and-15 on B20. Team B must decline the unsportsmanlike conduct penalty in order to negate the touchdown. (14-1-7, 14-1-9)

17) MISCELLANEOUS PLAYS**A.R. 14.206 FOULS BETWEEN HALVES**

At the end of the first half, or at the end of regulation time of a game going into overtime, one of the coaches or players argues with and shoves an official.

Ruling: Unsportsmanlike conduct fouls between halves, or between the end of the regulation game and overtime, are assessed on the kickoff at the start of the second half or overtime. Disqualify the coach or player involved. (14-5, 14-5-S.N. 3)

A.R. 14.207 DECLINE FOUL BUT DISQUALIFY PLAYER

Third-and-10 on A10. A1 is downed on A16. During the run, A2 punches B1 at A12.

Ruling: Fourth-and-4 on A16. Disqualify A2. Team B may decline the penalty of 15 yards but may not decline the disqualification. (14-6-Exc. 1)

RULE 16—SUDDEN DEATH

A.R. 16.1 KICKOFF RETURN FOR TOUCHDOWN

Team B receives the opening kickoff and returns it for a touchdown.

Ruling: Game over. Team B wins.

A.R. 16.2 ONSIDE KICK

On the opening kickoff of overtime from A35, Team A legally recovers the ball at the A46.

Ruling: A's ball, first-and-10 on A46. A kickoff is considered an opportunity to possess for the receiving team. Team B is considered to have had an opportunity to possess the ball.

A.R. 16.3 ONSIDE KICK

On the opening kickoff of overtime from A35, Team A attempts an onside kick. A2 legally touches the ball at the A47 but muffs it and it is recovered by B1 at the A48.

Ruling: B's ball, first-and-10 on A48. Team A is not considered to have had an opportunity to possess the ball.

A.R. 16.4 MUFFED KICKOFF

Following a successful field goal on the opening possession of overtime, Team A's kickoff is muffed by B1 at the B35 and is recovered by A2.

Ruling: Game over. Team A wins. Team B had an opportunity to possess the ball.

A.R. 16.5 TOUCHDOWN ON FIRST POSSESSION

Team A drives down the field on the opening possession of overtime and scores a touchdown.

Ruling: Game over. Team A wins.

A.R. 16.6 FIELD GOAL ON FIRST POSSESSION

Team A kicks a field goal on the opening possession of overtime.

Ruling: Three points for Team A, but the game is not over. Team A must kickoff to Team B. If Team B scores a touchdown or does not score the game is over. If Team B scores a field goal the game continues in sudden death.

A.R. 16.7 MUFFED PUNT

On the opening possession of overtime, Team A punts and B3 muffs the punt at the B20. A6 recovers at the B22.

Ruling: A's ball, first-and-10 on B22. Team B had the opportunity to possess the kick. Both teams have met the minimum requirements for possession, and the first team to score wins.

A.R. 16.8 FUMBLED KICKOFF RETURN

On the opening kickoff of overtime, B3 returns the ball to the B30 where he is hit and fumbles. A6 muffs the loose ball to the B28 where B5 recovers.

Ruling: B's ball, first-and-10 on B28. Since the ball was loose from a fumble as opposed to a kick, Team A is not considered to have had an opportunity to possess the ball.

A.R. 16.9 BLOCKED PUNT

Fourth-and-5 on A45. On the opening possession of overtime, Team A's punt is blocked by B3 at the A35. A2 picks up the loose ball at the A40 and runs to the 50 for a first down.

Ruling: A's ball, first-and-10 on 50. Since the punt did not cross the line of scrimmage, Team B is not considered to have had an opportunity to possess the ball.

A.R. 16.10 BLOCKED PUNT

Fourth-and-5 on A45. On the opening possession of overtime, Team A's punt is blocked by B3 at the A35. B4 attempts to pick up the loose ball at the A40 but muffs it to the A33 where it is recovered by A4 who runs to the B40 for a first down.

Ruling: A's ball, first-and-10 on B40. Since the punt did not cross the line of scrimmage, Team B is not considered to have had an opportunity to possess the ball.

A.R. 16.11 BLOCKED PUNT

Fourth-and-5 on A45. On the opening possession of overtime, Team A's punt is blocked by B3 at the A35. The ball hits the ground beyond the line at the B48 and bounces back to the A43 where it is recovered by A4 who runs to the B40 for a first down.

Ruling: A's ball, first-and-10 on B40. Team B is not considered to have had an opportunity to possess the ball, because they did not touch the ball beyond the line of scrimmage.

A.R. 16.12 BLOCKED PUNT

Fourth-and-5 on A45. On the opening possession of overtime, Team A's punt is blocked by B3 at the A35. The ball bounces beyond the line to the A48, where B4 muffs the loose ball to the A45 where it is recovered by A4.

Ruling: A's ball, first-and-10 on A45. Because Team B touched the punt beyond the line of scrimmage, a new series is awarded to Team A. Since Team B had the opportunity to possess the ball, both teams have met the minimum requirements for possession.

A.R. 16.13 FUMBLE

Third-and-5 on A30. On the opening possession of overtime, A2 takes a handoff and runs to the B35 where he fumbles the ball. B2 recovers the ball and runs to the B40.

Ruling: B's ball, first-and-10 on B40. Both teams have had an actual possession and the first team to score wins.

A.R. 16.14 FUMBLE

Third-and-5 on A30. On the opening possession of overtime, A2 takes a handoff and runs to the B35 where he fumbles the ball. B2 recovers the ball and runs to the B40 where he is hit and fumbles. A5 recovers at the B41.

Ruling: A's ball, first-and-10 on B41. Both teams have possessed the ball and the first team to score wins.

A.R. 16.15 INTERCEPTION

Third-and-5 on A30. On the opening possession of overtime, B2 intercepts a pass at the 50 and returns it for a touchdown.

Ruling: Game over. Team B wins. Each team has had an actual possession.

A.R. 16.16 FUMBLE

Second-and-10 on A30. On the opening possession of overtime, A2 takes a handoff and runs to the A38 where he fumbles the ball. B2 muffs the loose ball at the A35 and it is recovered by A5 at the A33.

Ruling: A's ball, third-and-7 on A33. Since the ball was loose from a fumble as opposed to a kick, Team B is not considered to have had an opportunity to possess the ball.

A.R. 16.17 TOUCHING OF A PASS

Third-and-5 on A30. On the opening possession of overtime, A1 drops back to pass and throws the ball from the A23. The ball is tipped by defensive lineman B4 at the A25 and is caught by tight end A3 at the A34. A3 runs to the A40 where he is tackled.

Ruling: A's ball, first-and-10 on A40. Touching of a pass by Team B does not constitute an opportunity to possess the ball.

A.R. 16.18 INCOMPLETE PASS

Second-and-5 on A30. On the opening possession of overtime, A1 drops back to pass and throws the ball from the A23 toward receiver A2 at the B40. Cornerback B4 jumps up to intercept the pass and lands with his left foot inbounds and his right foot on the sideline.

Ruling: A's ball, third-and-5 on A30. An incomplete pass is not considered an opportunity to possess.

A.R. 16.19 SAFETY

Third-and-5 on A7. On the opening possession of overtime, A1 is tackled in his own end zone for a safety.

Ruling: Game over. Team B wins. Both teams have met the minimum requirements for possession.

A.R. 16.20 FIELD GOAL

Fourth-and-5 on B25. On the opening possession of overtime, Team A's field-goal attempt is blocked by B3 at the line of scrimmage and lands at the B28 where it is recovered by A4 who runs to the B18 for a first down.

Ruling: A's ball, first-and-10 on B18. Since the kick did not cross the line of scrimmage, Team B is not considered to have had an opportunity to possess the ball.

A.R. 16.21 FIELD GOAL

Fourth-and-5 on B25. On the opening possession of overtime, Team A's field-goal attempt is blocked by B3 at the line of scrimmage. The ball hits the ground beyond the line at the B22 and bounces back to the B28 where it is recovered by A4 who runs to the B18 for a first down.

Ruling: A's ball, first-and-10 on B18. Team B is not considered to have had an opportunity to possess the ball because they did not touch the ball beyond the line of scrimmage.

A.R. 16.22 FIELD GOAL

Fourth-and-5 on B25. On the opening possession of overtime, Team A's field-goal attempt is blocked by B3 at the line of scrimmage. The ball bounces beyond the line to the B20, where B4 muffs the loose ball to the B18 where it is recovered by A4.

Ruling: A's ball, first-and-10 on B18. Because Team B touched the kick beyond the line of scrimmage, a new series is awarded to Team A. Since Team B had the opportunity to possess the ball, both teams have met the minimum requirements for possession.

A.R. 16.23 CHANGE OF POSSESSION AFTER FIELD GOAL

Trailing 13-10, after the first team to possess the ball in overtime kicks a successful field goal, Team A receives the kickoff and is downed at the A30. On it's first play from scrimmage, A1 fumbles a handoff, which is legally recovered by B1, who continues to run with the ball. B1 fumbles at the A20, where A2 scoops it up and runs for a touchdown.

Ruling: Game over, B wins 13-10. Once A1's fumble is recovered by B1, the play is blown dead and the game is over.