



**THE OFFICIAL PLAYING RULES
FOR THE
CANADIAN FOOTBALL LEAGUE
2009**



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Darryl Baron	49	Referee/Field Judge	Sherwood Park, AB
Ron Barss	25	Line Judge	Regina, SK
Rick Berezowski	43	Back Judge	Rosetown, SK
Al Bradbury	72	Head Linesman	Winnipeg, MB
Heinz Brademann	40	Back Judge	Sherwood Park, AB
Larry Butler	59	Side Judge	Sherwood Park, AB
Don Carmichael	21	Back Judge	Stouffville, ON
Marty Carreau	57	Line Judge	Ottawa, ON
Brian Chrupalo	73	Field Judge	Winnipeg, MB
Murray Clarke	22	Referee	Victoria, BC
Don Cousens	35	Head Linesman	Georgetown, ON
Steve Dolyniuk	56	Field Judge	Winnipeg, MB
Don Ellis	70	Back Judge	Newmarket, ON
Dave Foxcroft	30	Head Linesman	Burlington, ON
Mike Foxcroft	65	Line Judge	Grimsby, ON
Dave Gatza	75	Side Judge	Burlington, ON
Bill Hagans	24	Umpire	Scarborough, ON
Jeff Harbin	27	Side Judge	Toronto, ON
Dave Hawkshaw	23	Line Judge	North Vancouver, BC
Rob Hill	63	Head Linesman	Edmonton, AB
Dave Hutton	41	Umpire	Burlington, ON
Glen Johnson	32	Referee	Etobicoke, ON
Jim Koshman	45	Umpire	Okotoks, AB
Tim Kroeker	74	Field Judge	Saskatoon, SK
Jason Maggio	37	Field Judge	Burlington, ON
Ben Major	31	Umpire	Ile Perrot, QC
Al McColman	54	Field Judge	Hamilton, ON
Ritchie Miller	34	Umpire	Winnipeg, MB
Kim Murphy	48	Referee	Beamsville, ON
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Jocelyn Paul	47	Side Judge	St. Agapit, QC
Michel Pinsonneault	33	Head Linesman	Chateauguay, QC
Andre Proulx	28	Referee	St. Charles, QC
Rob Skaggs	46	Field Judge	Edmonton, AB
Bud Steen	66	Referee	Edmonton, AB
Parry Steen	55	Umpire	Abbotsford, BC
Bryan Taylor	51	Field Judge	Welland, ON
Gordon Unger	50	Line Judge	Edmonton, AB
Tom Vallesi	60	Back Judge	Hamilton, ON
Boris Velcic	52	Head Linesman	Calgary, AB

RETIRED NUMBERS

- 26 - Don Barker
- 16 - Ross Perrier
- 38 - Lorne Woods



CFL TIE-BREAKING PROCEDURE

When two or more member Clubs are tied in the final Division standings at the conclusion of the regular season schedule, preferential ranking for playoff purposes shall be determined on the basis of the following priorities and shall be awarded to the club that:

a) has won the greater number of games played against all member Clubs of the League or,

b) has won the greater number of games played against the other tied Club(s) or,

c) has scored the higher net aggregate of points (i.e. points scored for less points scored against) in games played against the other tied Club(s) or,

d) has scored the higher net quotient of points (i.e. points scored for divided by points scored against) in games played against the other tied Clubs(s) or,

e) has won the greater number of games (or percentage of games) played against all member Clubs of the Division or,

f) has scored the higher net aggregate of points in games played against all member Clubs of the Division or,

g) has scored the higher net quotient of points in games played against all member Clubs of the Division or,

h) has scored the higher net aggregate of points in games played against all member Clubs of the League or,

i) has scored the higher net quotient of points in games played against all member Clubs of the League or,

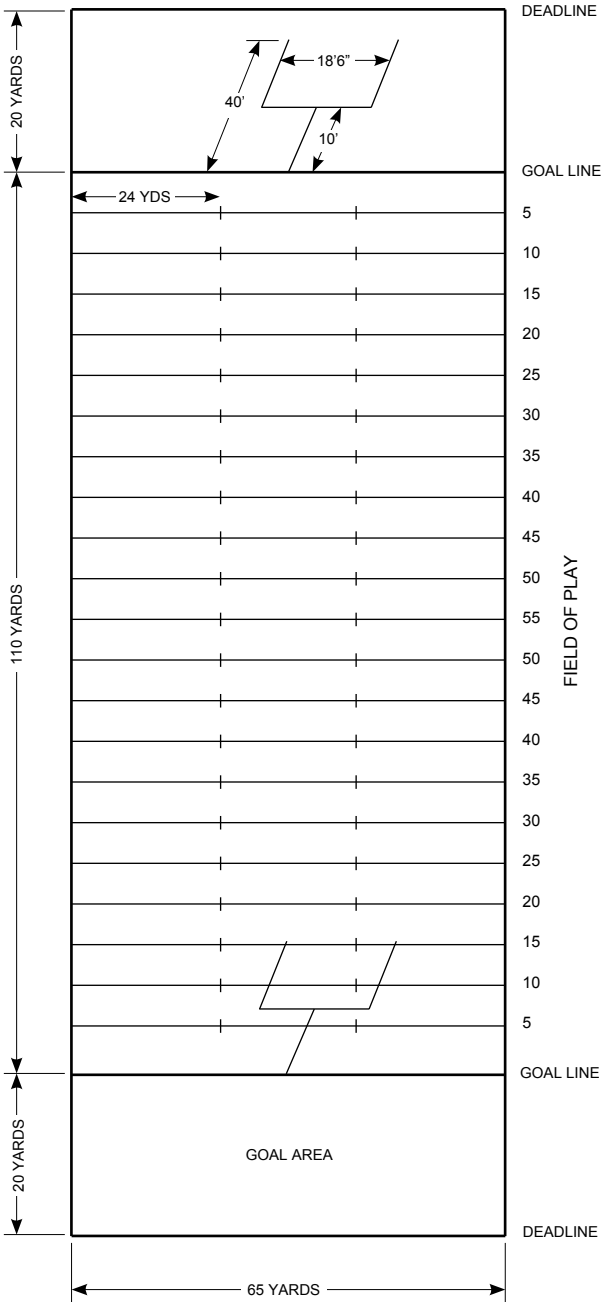
j) has won a coin toss against the other tied club.

LEGEND OF ABBREVIATIONS

AFD	Automatic First Down	L25	Loss of 25 yards
AR	Approved Ruling	LB	Loss of Ball
1D	First Down	LD	Loss of Down
12D	First or Second Down	LS	Line of Scrimmage
3D	Third Down	PBD	Point Ball Dead
Team A	Team putting ball into play	PBH	Point Ball Held
Team B	Other Team	PF	Point of Foul
DR	Down Repeated	PLS	Point of Last Scrimmage
L5	Loss of 5 yards	PPG	Point Possession Gained
L10	Loss of 10 yards	YG	Yards Gained
L15	Loss of 15 yards	YNG	Yards Not Gained



PLAN OF THE PLAYING FIELD





SUMMARY OF PENALTIES

5-YARD PENALTIES

- | | |
|----------------------|-----------------------|
| Illegal Handoff Pass | Kickoff Out Of Bounds |
| Illegal Procedure | Pyramiding |
| Offside | Time Count |
| No Yards | |

10-YARD PENALTIES

- | | |
|-------------------------------|-------------------------------|
| Contacting the Kicker | Objectionable Conduct * |
| Delay Of Game | Holding |
| Pass Interference | Illegal Block |
| Illegal Contact On A Receiver | Second Forward Pass On A Play |
| Illegal Participation | Taunting * |
| Sleeper Play | Too Many Players |
| Illegal Substitution | Tripping |
| Ineligible Receiver | Use Of An Illegal Substance |
| Late Start | Unauthorized Person On Field |
| Punt Out Of Bounds In Flight | |

15-YARD PENALTIES*

- | | |
|-----------------|-----------------------|
| Chop Block | Hazardous Equipment |
| Clipping | Piling On |
| Crackback Block | Roughing The Passer |
| Cut Block | Roughing The Kicker |
| Face Masking | Unnecessary Roughness |
| No Yards | |

25-YARD PENALTIES*

- | | |
|---------------------------|----------------------------------|
| Illegal Deployment Of | Rough Play |
| Designated Quarterback Or | Objectionable Conduct – Physical |
| Designated Import | Abuse of Official |
| Spitting | |

DISQUALIFICATION*

- | | |
|---------------------------------|----------------------------------|
| Hazardous Equipment | Rough Play |
| Excessive Objectionable Conduct | Objectionable Conduct – Physical |
| Spitting | Abuse of Official |

AUTOMATIC FIRST DOWN

- | | |
|-------------------|------------------------------------|
| Pass Interference | Unnecessary Roughness |
| Rough Play | Illegal Interference On Loose Ball |

LOSS OF DOWN

- | | |
|--|-----------------------|
| Time Count | Intentional Grounding |
| (in last 3 Minutes of a Half,
except on 3rd down) | |

* **NOTE:** The penalty shall be applied in addition to any yardage gained or score made.



2009 CFL RULE CHANGES

- 1) **Rule 1 Conduct of the Game – Helmets** – sentence added: Any player's chinstrap must be completely fastened prior to the snap. (Page 20)
- 2) **Rule 3 Scoring – Field Goal** - After a field goal there are only two options to the team scored upon, kickoff from their own 35-yard line or receive a kickoff from the opponents 35-yard line. (Page 27)
- 3) **Rule 3 Scoring – Safety Touch** - After a Safety Touch, there are still three options to the scoring team: kickoff from their 35-yard line, scrimmage at their 35-yard line or receive a kickoff from the opponent's 25-yard line. (Page 27 & 28)
- 4) **Rule 4 Scrimmage – Designated QB's** - Designated QB is not required to line up in a position to receive the snap (Page 35)
- 5) **Rule 5 Kicking – Illegal Interference** - Illegal Interference by the kicking team while the ball is in the air will be applied at the point possession is gained by the receiving team. (Page 38)
- 6) **Rule 7 Fouls and Penalties – Crackback Blocks** - The rule regarding Crackback Blocks has been amended to penalize any outside-in block below the waist. (Page 53 & 54)
- 7) **Instant Replay – Type of Reviewable Play added** - Simultaneous catch has been added to the list of reviewable plays. (Page 71)
- 8) **Instant Replay Overview – Number of Challenges** - If a team is successful on their first two replay challenges they will be granted a third challenge. (Page 16 & 68)

Note: All 2009 rule changes have been printed in bold.

RULE 1 – CONDUCT OF THE GAME

SECTION 1 – THE FIELD

Article 1 – Regulation Fields

The field shall be 110 yards long by 65 yards wide. It shall be distinctly marked as indicated herein:

- The lines marking the sides of the field shall be named Sidelines.
- The lines marking the ends of the field shall be named Goal Lines.
- The area bounded by these two sets of lines shall be called the Field of Play.
- Twenty yards behind each Goal Line, and parallel to it, shall be marked a line named the Dead Line.
 - The Sidelines extended from Goal Line to Dead Line shall be named the Sidelines in Goal.
 - The area bounded by the Goal Line, the Dead Line and the Sidelines in Goal shall be named the Goal Area.
 - The bounds shall be defined as the inside of the Sidelines, Sidelines in Goal and Dead Lines.
 - The Field of Play shall be marked every 5 yards with lines extending from Sideline to Sideline and parallel to the Goal Lines.
 - Twenty-four yards in from each Sideline each 5-yard stripe shall be marked by a short cross stripe parallel to the Sidelines (Hash Marks).
 - Markers shall be placed opposite each 5-yard line from the Goal Line, indicating the distance of each such line from the Goal Line toward the centre of the field.
 - The four intersections of Goal Lines and Sidelines and the four intersections of Dead Lines and Sidelines in Goal shall be indicated by flexible markers that must be placed so that they are not touching the surface of the playing field.
 - Vertical posts (goal posts) shall be placed and centred on each Goal Line. The distance between the posts shall be 18 feet 6 inches. The goal posts shall extend 40 feet above ground level and shall be joined by a crossbar parallel to the ground at a height of 10 feet. The diameter of each post above the crossbar shall be not less than 3 inches or greater than 4 inches.
 - At the extreme top of each post, there shall be attached a coloured ribbon 4 inches wide and 42 inches long. A wishbone type or single-shaft goal post assembly may be used, provided that it complies with the above standards and the base of the assembly is not further than 75 inches from the Goal Line.

Article 2 – Fields Less Than Regulation Size

If the regulation length of a field is not available because of a fence, a running track or any other object, a clear line of demarcation shall be established at least one foot toward the playing surface from such fence, track or object.

A line shall be painted on the playing surface and shall be considered as the boundary line. A player who touches this line, the surface outside the line or any object outside the line shall be ruled as having gone Out of Bounds.

**SECTION 2 – THE BALL**

The game is played with a ball made of Wilson Exclusive Game ball Leather in four panels that shall be inflated to a pressure not less than 12 1/2 psi nor greater than 13 1/2 psi. The circumference of the long axis shall be not less than 27 3/4 inches nor greater than 28 1/4 inches. The circumference of the girth or short axis shall be not less than 20 7/8 inches nor greater than 21 1/8 inches. The length of the long axis shall be not less than 11 inches nor greater than 11 1/4 inches. The total weight of the ball shall not be less than 14 ounces nor greater than 15 ounces. The exposed laces shall be not more than 4 3/8 inches in length and 1 1/8 inches in width.

The ball shall be painted with 1-inch white stripes around the short axis, commencing 3 inches away from the point of greatest circumference of the short axis.

A minimum of seven balls shall be used in a game and changed at the discretion of the Referee. The balls shall be kept clean and in playable condition.

The official football for a Canadian Football League game shall be the Wilson CFL Official Game Ball, which shall be inscribed with the signature of the Commissioner.

SECTION 3 – POSSESSION

Possession means having the ball firmly held in hand or hands, arm or arms, leg or legs, or under the body.

When players of the opposite teams have possession of the ball, it shall belong to the player who first gained possession and who has not lost possession.

If players of both teams legally gain possession of the ball simultaneously, it shall belong to the team that last previously had possession.

A ball not in possession of a player is still in play. A ball shall be considered to have been fumbled if the player last in possession has lost control of it.

If a kicked ball other than a kickoff is legally touched by a player of either team, such touching shall be deemed to be possession.

SECTION 4 – DEAD BALL

The ball is dead:

- Whenever a field official blows the whistle
- When an official has signalled a score
- When the ball goes Out of Bounds
- When a forward pass is declared incomplete
- When a kicked ball strikes the opponent's goal post assembly in flight, without first touching the ground, a player or an official
 - When the ball carrier is tackled and the forward progress has been halted (tackling is defined as the act of grasping or encircling a ball carrier with hands and arms)
 - When the ball carrier behind the line of scrimmage is firmly in the grasp and control of a tackler to the extent that the ball cannot be thrown



- When a ball carrier is tackled and driven back towards the ball carrier's own Goal Line, an official must assume that an attempt was being made to advance the ball and that only the actual contact with an opponent prevented such advance. Therefore, the most forward point of advance shall be considered the point where the ball became dead

- When the ball carrier is contacted by an opponent and loses balance so that a portion of the body, other than hands or feet touches the ground, the ball shall be dead at the point where it was held when touching the ground, or the point where the ball was held when contacted, whichever is the furthest point of advance

- When the quarterback, in possession of the ball, intentionally kneels on the ground during the last three minutes of a half

- When the quarterback, in possession of the ball, dives in a feet first sliding motion, the ball shall be declared dead at the point it was held when another part of the quarterback's body, other than hands or feet, touch the ground

- When a player, having possession of the ball in own Goal Area, intentionally kneels on the ground

- When a ball carrier is on the ground and, in the judgment of the official, is not attempting to advance the ball, the official shall immediately declare the ball dead.

NOTES: A ball lying on the ground and not in possession of a player is not dead.

A ball striking an official is not dead except on a forward pass.

SECTION 5 – TEAMS

For reference hereinafter, the team that puts the ball in play shall be identified as Team A and the other team shall be named Team B. The game is played by teams of 12 players.

SECTION 6 – TEAM CAPTAINS

At all times, each team must have on the field a player designated as captain, and so identified to the Referee.

The captain shall be the sole communicator between the team and the officials (through the Referee) and may appeal to the Referee only on questions of interpretation and application of rules. Such consultations should be held apart from other players on the field.

The captain may request the Referee to call in the yardsticks to determine whether a first down has been made or how much distance is required. If in the judgment of the Referee, the position of the ball is within one yard of the first down marker, time out shall be signalled and a measure called for. Otherwise, the request shall be denied and play resumed.

The Referee's decision cannot be disputed. A captain is entitled to an explanation of any decision but no prolonged argument is to be allowed. When the yardsticks are called in from the Sidelines to determine whether a first down has been gained, the on-field captain for each team shall be the only players permitted in the vicinity of the measurement.

In case of a foul, the captain of the non-offending team shall be given the choice of the penalty or the option provided.

**SECTION 7 – STARTING & TIMING****Article 1 – Starting**

The game shall start promptly at the time prescribed by the Commissioner. If the team is late appearing on the field at the start of the first or third periods, they will be penalized.

PENALTY: L10

At the start of the game, the captains of both teams shall meet the Referee at centre field. The Referee shall toss a coin with the visiting team captain making the call. The captain of the team winning the coin toss shall declare whether to have first choice at the start of the first or second half.

The captain of team having first choice at the start of the first half shall choose between:

- (a) kicking off or receiving the kickoff or,
- (b) which end of the field to defend.

The captain of the other team shall have first choice at the start of the second half, when both captains shall again meet the Referee at centre field to make their choices.

Article 2 – Playing & Rest Periods

The length of game shall be 60 minutes of actual playing time, divided into four periods of 15 minutes each. The scoreboard clock shall be the official time for the game and shall be operated under the direction and control of the Timekeeper. (See Rule 2, Section 2, Article 10).

Goals shall be changed at the end of the first and third periods. At the start of the second and fourth periods, the ball shall be put into play at a point corresponding exactly to the point at the other end of the field where the ball became dead at the end of the previous period. It shall be put into play in exactly the same manner as if play had not been interrupted.

The kickoff to start the second half shall take place at exactly 14 minutes after the conclusion of the first half and a team shall be subject to penalty if the players are not lined up on the field ready to start the second half at that time.

PENALTY: L10

Article 3 – Time Out

Time shall start when the ball is touched following the kickoff at the start of a half, or after a scoring play, and shall continue until the ball is ruled dead and an official signals to the timekeeper that time shall stop for any of the following reasons:

- When a score has been made
- When the ball goes Out of Bounds
- When a forward pass is incomplete
- For the application of penalties
- For player substitution
- For delay caused by player injury
- When time expires at the end of each period
- When the ball becomes dead after the three-minute warning has been given in any half.



- When a player requests a team timeout
- For a convert attempt during the last three minutes of a half
- When the Referee deems it necessary to suspend play.

If in any period the ball becomes dead with only a short period of time remaining, the team in possession shall be entitled to one complete play even though that play may extend beyond the normal termination of that period.

If a touchdown is scored on the last play of a period, the period shall be extended to include the convert attempt.

Article 4 – Time In

After a time out for any reason, time shall start again on the signal of the Referee for any of the following reasons:

- When the ball is touched following a kickoff
- When it is ready to be scrimmaged
- When it is snapped immediately after a time count foul
- When it is snapped on the play immediately following a time out due to crowd noise
 - When it is snapped following a team time out
 - When it is snapped after Team A creates two consecutive fouls prior to the ball being put legally into play prior to the last three minutes of any half
 - When it is snapped on the play immediately following a kickoff or a kick from scrimmage or an open-field kick during the last three minutes in any half
 - When it is snapped immediately following a play during which possession changed in the last three minutes in any half
 - When it is snapped immediately following an incomplete legal forward pass in the last three minutes in any half
 - When it is snapped immediately following a time out caused by the ball being carried Out of Bounds during the last three minutes in any half
 - When it is snapped immediately following a score during the last three minutes in any half
 - When it is snapped immediately following the application of a penalty for a foul that occurs after the three-minute warning signal has been given in any half – however, the non-offending team may decline the penalty and permit time to resume as though a foul had not occurred
 - When it is snapped immediately following the application of dual penalties during the last three minutes of a half.
 - When it is snapped after Team A commits an offensive foul prior to the snap, inside their own 25 yd line or on any convert attempt.

If, during the last three minutes of a half, an infraction is committed before the ball can be snapped the non-offending team may:

- (a) accept the penalty, in which case time shall resume on the snap or,
- (b) decline the penalty and elect whether time shall resume on the snap or when the Referee declares the ball in play.

After a touchdown, time shall stop and shall resume when the Referee declares the ball in play for a convert attempt, except during the last three minutes of a half, when time shall resume when the ball is touched on the ensuing kickoff.



Article 5 – Team Time Out

During a half, a team shall be permitted to call one time out, subject to the following:

- (a) the time out may be requested by any player on the field, or the Head Coach, and may be directed to any official on the field,
- (b) the time out shall be 30 seconds in duration,
- (c) the game time will resume on the snap.

Article 6 – Instant Replay Review

An Instant Replay Review request, challenging the ruling on the field, may only be initiated by the Head Coach, who will throw a challenge flag onto the field, prior to the legal snap of the ball..

Each team will have the ability to execute two (2) challenges per game, **if a team is successful on both, they will gain the opportunity to execute a third challenge.**

The first challenge will have no impact on team time outs, regardless of the outcome of the challenge.

A second challenge, if unsuccessful, will result in the loss of a team time out, either first or second half.

In order to execute a second challenge, a team must have a team time out remaining.

In order to execute a third challenge, a team must have been successful on both their first two (2) challenges and must have a team time out remaining.

A third challenge, if unsuccessful, will result in the loss of a team time out, either first or second half.

If both first half and second half team time outs have been used prior to any challenges, a team will continue to have the opportunity for one challenge.

Article 7 – Ball In Play

The ball shall be considered in play until an official stops the game by sounding the whistle.

The game shall not be stopped because of player injury until the ball is dead.

The Referee shall not stop the game to impose a penalty until the ball is dead.

Article 8 – Delay Of Game

The game shall not be delayed except by permission of the Referee. Any unauthorized delay shall be subject to penalty.

(a) If the Referee finds it necessary to suspend play while a player in the game has equipment repairs, that player shall be required to leave the game for a minimum of three plays.

(b) If the Referee finds it necessary to suspend play while an injured player receives medical attention on the field, that player shall be required to leave the game for a minimum of three plays, except when the injury had occurred as a direct result of an



infraction for which the opponent was penalized, in which event the Referee may waive the requirement for the player to leave the game.

(c) On a kickoff, Team A shall be required to kick the ball within 20 seconds of notification by the Referee that play is to commence.

(d) If a Team B player interferes with the placement of the ball after it has been declared in play by the Referee, that team shall be penalized.

PENALTY: L10

Article 9 – Time Count

The Referee shall allow Team A 20 seconds in which to put the ball into play. If the stadium countdown clock is not in operation, the Referee shall be the sole judge as to when the time count shall commence, after allowing both teams reasonable time in which to line up after the preceding play.

PENALTY: L5 DR – Yardage penalty may be declined.

NOTE: After the three-minute warning has been given in a half the penalty shall be 12D – LD, 3D – L10 DR.

NOTE: The penalty for a time count violation on a convert attempt shall be L5 DR at any time during the game.

NOTE: If in the opinion of the Referee, Team A is taking a deliberate third down time count penalty, the Referee may order Team A to put the ball in play legally within 20 seconds or forfeit possession to Team B.

Article 10 – Crowd Noise

The Team A captain may request the Referee to stop the game if excessive crowd noise prevents Team A from putting the ball into play. The Referee may permit Team A to return to its huddle. The Referee shall allow reasonable time but under no circumstances shall the play be delayed more than three times.

In the event that the home team permits in its stadium the use of either electronic equipment or high volume loudspeakers when the visiting team is attempting to put the ball in play, with the result that the game is delayed, the home team shall be subject to penalty for delay of game.

PENALTY: L10

Article 11 – Ball In Goal

The ball is in goal if it is on or behind the Goal Line, even in the air.

SECTION 8 – TIE GAME

In the event that the score is tied at the end of the second half of a game, each team will be given the opportunity to score using the following procedure:

- The first team, as determined by coin toss, shall scrimmage the ball at the opponent's 35-yard line and may advance by consecutive series of downs until it makes a score or loses possession.

- The second team will then scrimmage at the same 35-yard line and proceed as above.

- If the score is still tied, the procedure shall be repeated at the opposite end of the stadium.



- A winner is determined only if both teams have had equal opportunities to score.
- If a winner is not determined after two attempts the game will be declared a tie.
- If the game is a playoff or championship game and a winner must be determined, the same procedure shall continue until a winner is finally declared.

SECTION 9 – OUT OF BOUNDS

Article 1 – Definitions

The ball is Out of Bounds when it touches a Sideline, Sideline in Goal, Dead Line or the ground or any other object on or beyond these lines. The ball is Out of Bounds when a player in possession of the ball touches a Sideline, Sideline in Goal, Dead Line or the ground or any other object on or beyond these lines.

NOTE: The ball shall remain in play when it is knocked or batted back into the Field of Play by a player who is off the ground and who has not touched the ground or any object Out of Bounds, see Rule 1, Section 9, Article 3.

NOTE: If a player gains possession of the ball while off the ground in bounds and is contacted by an opponent and lands Out of Bounds in possession of the ball, such player shall retain possession.

NOTE: A player who gains possession of the ball near the Sideline and touches the ground in bounds with the first step shall retain possession even if the next step is Out of Bounds.

Article 2 – Ball Kicked Out Of Bounds

When the ball is kicked Out of Bounds in the Field of Play, it shall belong to the opposite team, subject to the penalty applicable on a kickoff.

Article 3 – Ball Fumbled Out Of Bounds

When, on any play, the ball is fumbled Out of Bounds, or touches a player in the Field of Play and then goes Out of Bounds, it shall belong to the team that last touched the ball in the Field of Play.

A team shall be entitled to possession when a player of the team, while off the ground, knocks or bats the ball directly Out of Bounds, provided he lands in bounds.

The ball shall next be scrimmaged:

- (a) at the point where the ball went Out of Bounds or,
- (b) at the point where the ball was last touched in the Field of Play, whichever point is closer to the Goal Line of the team entitled to possession.

Article 4 – Ball Going Into Opponent’s Goal Area

When a player directs the ball, other than by kicking, from the Field of Play over the opponent’s Goal Line and hence Out of Bounds in the Goal Area without the ball touching an opponent, it shall be ruled as a fumble Out of Bounds in the Field of Play, with the ball declared dead at the point where it was last touched in the Field of Play.

Article 5 – Ball Going Into Own Goal Area

When a player fumbles or directs the ball from the Field of Play into his own Goal Area, where the ball goes Out of Bounds without possession being gained by either



team, a safety touch score shall be awarded.

Article 6 – Ball Touched In Goal Area

When a player directs the ball other than by kicking, from the Field of Play over the opponent's Goal Line where it is recovered by an opponent, or is touched by an opponent before going Out of Bounds in the Goal Area, there shall be no score and the ball shall be awarded to the opponent's team at its 25-yard line. If in attempting to run the ball out of the Goal Area, the opponent's team commits an infraction the penalty shall be applied from the 25-yard line.

Article 7 – Ball Fumbled Out Of Goal Area

When a team in its own Goal Area fumbles or directs the ball, other than by kicking, across the Goal Line and Out of Bounds in the Field of Play without touching an opponent, the non-offending team may:

(a) accept a two-point score if the offending team had previously directed the ball into its own Goal Area or,

(b) accept a one-point score if the non-offending team had kicked the ball into the Goal Area or,

(c) decline the score and require the team entitled to possession to scrimmage the ball 24 yards in from the point where the ball went Out of Bounds or,

(d) if prior to the fumble or offside pass Out of Bounds, the player's team had gained possession in its Goal Area by intercepting a forward pass or recovering an opponent's fumble from the Field of Play, it shall be awarded the ball at its 25-yard line without option.

Article 8 – Illegal Participation

A player of either team, who goes Out of Bounds, except as a result of bodily contact, must remain out of that play.

PENALTY: L10

If such player reaches back into or re-enters the field of play and touches or recovers a loose ball:

PENALTY: LB PF

Article 9 – Ball Kicked Out Of Bounds In Own Goal Area

When a team in its own Goal Area kicks the ball Out of Bounds in its own Goal Area, the ball shall be deemed to have become dead in the Goal Area and the opponent shall be awarded:

(a) a single point if the ball had been kicked into the Goal Area by the opponent or,

(b) a safety touch score if the ball had been kicked, passed or carried into the Goal Area by the team scored against.

If the team in its own Goal Area had gained possession through interception of a forward pass or recovery of an opponent's fumble, there shall be no score and the team shall take possession at its 25-yard line.

If, under similar circumstances, a team should kick the ball Out of Bounds in the opponent's Goal Area without gaining possession, the play shall be ruled as though the opponent had kicked the ball out of its own Goal Area.



SECTION 10: PLAYING UNIFORMS

Article 1 – Equipment

Equipment or apparel that, in the judgment of the Referee, may endanger or confuse opponents is illegal.

The use of metal or other hard objects – including casts, guards and braces – to protect body parts, is permitted provided that such are appropriately covered on all edges and surfaces by foam rubber or similar material.

PENALTY: L10 PBD. The offending player shall be required to leave the game for a minimum of three plays and shall not be permitted to return until the illegal equipment has been removed. Substitution for the player shall be allowed.

Article 2 – Helmets

A player shall be required to wear a helmet when on the Field of Play and shall not voluntarily remove it while the play is in progress. **Any player's chinstrap must be completely fastened prior to the snap.**

The use of helmets or other objects to deceive opponents as to the whereabouts of the ball is prohibited.

PENALTY: L5

NOTE: See Rule 7, Section 2, Article 3 & Rule 7, Section 4.

Article 3 – Numbering Of Players

Each player shall be conspicuously numbered on the front and back of the jersey, and on the upper arms or shoulders. Such number must correspond with that listed with the scorer. A player shall retain the same number throughout the game except when permission to change is given by the Referee. Such change shall be reported to the scorer.

In the event that a Team A player is required to wear a different jersey number in order to play at a different position, the jersey must be changed in the team bench area. Under no circumstances shall the jersey be changed while the player is on the playing field.

PENALTY: The offending player shall be removed from the game until the proper playing number is determined. Substitution shall be allowed.

Article 4 – Illegal Substance

A player shall not be permitted to wear or apply or have applied on the uniform, equipment or body:

(a) an adhesive substance, a rosin bag or tacky cloth that, in the sole judgment of the Referee, has made the game ball unsuitable for play as a result of direct or indirect contact with that player, and/or,

(b) a greasy substance that, in the sole judgment of the Referee, has the potential to give that player an unfair advantage.



PENALTY: L10 PBD. The offending player shall be required to leave the game for a minimum of three plays and shall not be permitted to return until the illegal substance has been removed. Substitution for the player shall be allowed.

Article 5 – Blood Hazards From Open Wounds

If a player has an open wound that, in the opinion of the Referee, is bleeding significantly, then that player will be required to leave the Field of Play to have the wound properly dressed by club medical staff. The player would be permitted to re-enter the Field of Play after receiving clearance from the Referee.

Article 6 – Hazardous Equipment

A player shall not be permitted to wear unauthorized equipment (ex. baseball cleats, track spikes or golf shoes) or equipment that has been deliberately altered so that, in the sole judgment of the Referee, it has the potential to cause injury to an opponent.

PENALTY: L15 The offending player shall be disqualified from the game.

NOTE: If the infraction is detected during or following a play in which that player participated, the Referee may apply the penalty at the point of origin of that play, or PBD.

Article 7 – Dress Code

A team is required to dress in a professional manner and shall be subject to penalty if a player fails to comply with the following requirements:

(a) The team jersey shall be tucked inside the top of the pants and shall remain tucked in throughout the game. If the jersey is pulled out during the game, the player shall be required to tuck it in during a break in the play.

(b) Uniform stockings shall be worn in such manner that no part of the player's knee or leg is exposed.

(c) Protective gear shall be worn underneath the team jersey, pants and stockings. When a short-sleeved jersey is worn, the color of protective gear on the elbow or lower arm shall be the same as one of the basic colors of the team.

(d) The team uniform shall not be cut away or altered in any manner whatsoever.

(e) White tape may be used on wrists and hands, but tape used on stockings or any part of the uniform shall be the same color as the uniform or equipment it covers.

(f) Shoes of a standard football design, with appropriate football cleating, that have not been altered, deliberately or otherwise, in any manner and judged suitable by the Referee for the playing surface, may be used. Sneaker type shoes with no cleating may also be used.

PENALTY: L10 PBD The offending player shall be required to leave the game for a minimum of three plays and shall not be permitted to return until the dress code violation has been remedied. Substitution for the player shall be allowed.

**SECTION 11 – TEAM PERSONNEL****Article 1 – Bench Area**

The team bench area shall be a rectangular area situated not closer to the Sideline than 6 feet and extending for a distance of 30 yards parallel to the Sideline. During a game, the area may be occupied only by substitute players in uniform and other accredited persons including coaches, doctors, trainers, equipment assistants and water carriers. All such personnel are required to remain within the rectangular area with the exception of the coaches, who may take positions between the bench area and the Sideline. The coaches shall not be permitted on the playing field at any time during the game, except with the permission of the Referee.

PENALTY: L10

Article 2 – Official Time Out

When the Referee has called an official time out, not more than one player of each team may proceed to the Sideline to talk with the coach.

PENALTY: L10

Article 3 – Trainers & Injured Players

During a stoppage in play for injury or other reason, not more than two representatives of each team, other than medical personnel, shall be allowed to enter the field.

The Referee need not permit the attendants of both teams to enter the field in case of injury to a player of one team only and shall indicate such permission to the attendants of one or both teams.

When time out has been called for player injury or equipment repair, that player shall be required to leave the game for a minimum of three plays, except when the injury had occurred as a result of an infraction for which the opponent was penalized.

PENALTY: L10 PLS DR or L10 PBD or option.

Article 4 – Substitution Procedure

A substitute may enter the Field of Play at any time the ball is dead and only at that time.

A substitute who enters the game and communicates with a team mate on the field must remain in the game for at least one play.

A player leaving the game shall proceed directly to the Sideline on which the team bench is located and, thence, outside the Field of Play to the team bench.

A team shall not be permitted to use player substitution as a means of deceiving the opponents. A team that permits more than 12 players to participate in its huddle or formation before the ball is snapped shall be subject to a penalty for illegal substitution.



The side officials (Head Linesman and Line Judge) shall monitor the team bench on their sides of the field and, when the ball becomes dead, shall observe that Sideline for possible substitutions. When Team A breaks the huddle, or if no huddle, and the Referee declares the ball in play, the side officials shall turn away from the Sidelines and raise their arms to shoulder level. (“Raising the gates.”) Further substitution shall not be permitted.

When, on a kicking play, Team A has only 11 players on the field and the “gates” have gone up, a player may enter the field and participate in the play without being penalized for Illegal Substitution, if he is able to enter the “close line play area” and then assume a position, inside or outside this area, prior to the snap.

PENALTY: L10

Article 5 – Sleeper Play

A sleeper play is one in which Team A uses substitution procedures to disguise a player’s presence on the field and eligibility as a potential pass receiver, and throws a pass to that player.

Team A shall not use player substitution as a means of disguising a sleeper play. If following a substitution, a Team A player does not participate in the team huddle and takes a position within 11 yards of the Sideline adjacent to the Team A bench area when the ball is put into play, that player shall be deemed to be ineligible as a pass receiver.

PENALTY: L10

Article 6 – Error In Number Of Players

If through error in substitution or otherwise, a team has more than 12 players on the field, the offending team shall be penalized.

PENALTY: L10

SECTION 12 – OTHER PERSONNEL

Article 1 – Team Personnel

If a person entitled to be in a team bench area (i.e. a substitute player in uniform or one of the other accredited persons) interferes with the play in progress, that team shall be subject to penalty as follows:

(a) If the opponent had possession of the ball, the Referee shall award an automatic touchdown to the opponent.

(b) If the offending person’s team had possession, it shall be penalized for illegal interference (L10 PBH or PBD) while the downs shall continue without interruption.

(c) If neither team had possession, the ball shall be awarded to the opponent at the point of recovery with a penalty of half the distance to the Goal Line and the opponent shall be permitted a series of three downs regardless of the time remaining in the half.



Furthermore, the offending person shall be disqualified from the game immediately and subject to disciplinary action by the Commissioner. There shall not be any additional yardage penalty by reason of the disqualification.

Article 2 – Other Than Team Personnel

If a person other than one described in Article 1 should interfere with the play in progress, the penalty shall be:

(a) If such person interfered to the advantage of the team in possession, that team shall be penalized for illegal interference at the point where the ball was held when the interference occurred.

(b) If such person interfered to the advantage of the team not in possession, the team in possession shall be awarded:

(i) a touchdown score if, in the judgment of the Referee, a touchdown would have been scored on the play or,

(ii) a penalty of half the distance to the Goal Line from:

1. the point where the ball was held when the interference occurred or,

2. the point where the ball became dead or,

3. the point where the ball was put into play or the team gained possession, whichever is the greater advantage to the team in possession, plus a series of three downs regardless of the time remaining in the half.

(c) If such person interferes with the play when the ball is not in possession of either team, the Referee shall whistle the play dead immediately. The entire play shall be repeated at the point the ball was previously put into play, with the down, yardage, score and time remaining the same.

(d) If such person interferes with a forward pass play in the Goal Area, the ball shall be awarded to:

(i) Team A at the one-yard line if the interference was to the advantage of Team B or,

(ii) Team B at the 10-yard line if the interference was to the advantage of Team A.

NOTE: If the non-offending team is awarded a series of three downs with insufficient time remaining, it shall be permitted a maximum of three plays from scrimmage. If that team should score or lose possession, the game will be terminated at the conclusion of that play.



RULE 2 – OFFICIALS

SECTION 1 – DESIGNATION OF OFFICIALS

Article 1 – Field Officials

1. Referee
2. Umpire
3. Back Judge
4. Side Judge
5. Field Judge
6. Head Linesman
7. Line Judge

Article 2 – Sideline Officials

- Downsman
- Yardsmen
- Timekeeper
- Communication Coordinator
- Countdown Operator
- Scorer
- Statistician

SECTION 2 – JURISDICTION & DUTIES OF OFFICIALS

Article 1 – General

All field officials are equally responsible for the conduct of the game and no agreement shall be undertaken that would prevent the calling of any foul, against either team, by an official.

Each field official shall be equipped with a whistle and a coloured marker to be used to indicate a foul.

The sounding of the whistle shall stop the game.

The throwing of a marker indicates that a foul has been committed, but play shall continue until its termination.

The signal of “time in” shall be a clockwise sweep of the Referee’s arm from the overhead position and the sounding of the Referee’s whistle.

Article 2 – The Referee

The Referee shall take primary charge of the game and shall:

- Guide and direct the efforts of the other officials
- Enforce the rules and apply penalties
- Adjudicate upon disputes or matters not provided for in the rules
- Take position behind Team A in order to observe that the ball is put into play legally and thereafter judge its possession and progress
- Cover the actions of passers and kickers and the defensive actions of opponents
 - Cover lateral passes and onside kicks behind the line of scrimmage
 - Be primarily responsible for marking balls Out of Bounds in flight
 - In co-operation with the Head Linesman keep count of the downs and,
 - Notify each team captain when three minutes remain to be played in each half and furthermore may:
 - o Overrule any other official
 - o Cause the removal of any Sideline official and, if necessary,
 - o Require the replacement of such Sideline official

Article 3 – The Umpire

The Umpire shall have jurisdiction over the conduct and actions of players on the scrimmage lines of both teams and shall take a position behind the defensive linemen (Team B).

**Article 4 – The Back Judge**

The Back Judge shall have jurisdiction over the conduct and actions of players of both teams on Team B's side of the line of scrimmage and shall be responsible for Sideline violations downfield.

Article 5 – The Side Judge

The duties of the side judge shall be identical to those of the Back Judge.

Article 6 – The Field Judge

The Field Judge shall have jurisdiction over the conduct and actions of players of both teams on Team B's side of the line of scrimmage and shall take a position downfield between the hash marks.

Article 7 – The Head Linesman

The Head Linesman shall supervise and control the Yardsmen and their actions in the placement and movement of the yardsticks, under the direction of the Referee. He shall record the number of each down and assist the Referee in this respect and shall systematically check the Sideline for player substitutions and ensure that only approved substitution procedures are used.

Article 8 – The Line Judge

With the exception of:

- (a) the supervision and control of the Yardsmen, and,
- (b) the recording of downs,

the jurisdiction and duties of the Line Judge are identical to those of the Head Linesman.

Article 9 – Downsman & Yardsmen

Under the direction of the Head Linesman, the Downsman shall place a marker at the forward point of gain or loss after each play and shall indicate the number of each down on the marker provided.

Two Yardsmen shall function on one Sideline under the direction of the Head Linesman. They shall remain outside the Field of Play unless called to assist in measuring for a possible first down. They shall be equipped with two pickets, connected near the lower ends by a chain. The distance between these pickets shall measure 10 yards.

A third Yardsmen shall be used to hold a single picket on the opposite Sideline to mark the 10-yard objective line. However, such picket shall not be used to determine whether a first down has been gained.

Article 10 – Timekeeper & Scorer

Prior to the game, the Scorer shall be provided with a complete list of the eligible competing players and the starting lineups, and shall keep a record of all scoring plays in the game.

The Timekeeper shall keep the time according to Rule 1, Sections 7 and 8, and shall notify the Head Linesman or Line Judge when three minutes remain in each half.

If the scoreboard clock should fail to operate, the Timekeeper shall, prior to the last minute of play in each quarter, take a position in order to be clearly visible to the Referee and at the commencement of the last minute of play, shall raise a flag and continue to hold it in a raised position until time has expired in that quarter.



RULE 3 - SCORING

SECTION 1 – TABLE OF SCORES

Touchdown	6 Points
Single Point or Rouge	1 Point
Field Goals	3 Points
Convert	1 Point or 2 Points
Safety Touch	2 Points

The team scoring the majority of points shall be the winner.

SECTION 2 – DEFINITIONS

Article 1 – Touchdown

A touchdown is scored when the ball is in possession of a player in the opponent's Goal Area, or when the ball in the possession of a player crosses or touches the plane of the opponent's Goal Line. Should the ball subsequently be fumbled, or the player in possession forced back into the Field of Play, the touchdown shall score.

After a touchdown, the team scored against may kickoff from its own 35-yard line or require the scoring team to kickoff from its (scoring team's) 35-yard line.

Article 2 – Field Goal

A field goal is scored by a drop kick or place kick (except on a kickoff) when the ball, after being kicked and without again touching the ground, goes over the cross bar and between the goal posts (or goal posts produced) of the opponent's goal.

The ball shall be dead immediately when it crosses the cross bar.

After a field goal, the team scored against may kickoff from its 35-yard line or require the scoring team to kickoff from its 35-yard line.

AR: Team A attempts a field goal. After the ball is kicked and before crossing the line of scrimmage, it touches or is touched by a player of either team and then proceeds through the uprights and over the crossbar in flight. **RULING**– Field Goal.

AR: Team A attempts a field goal. After the ball has crossed the line of scrimmage, it touches or is touched by a Team B player before it proceeds through the uprights and above the crossbar in flight. **RULING** – Field Goal.

Article 3 – Safety Touch

A safety touch is scored when the ball becomes dead in the possession of a team in its own Goal Area, or touches or crosses the Dead Line or a Sideline in Goal as a result of the ball having been carried, kicked, fumbled or otherwise directed from the Field of Play into the Goal Area by the team scored against, or as a direct result of a kick from scrimmage having been blocked in the Field of Play or Goal Area.



After a safety touch, the options to the scoring team are to:

- (a) Scrimmage at their own 35-yard line,
- (b) kickoff from their own 35-yard line or,
- (c) Accept a kickoff from the 25-yard line of the team who conceded the safety touch.

If while in the act of conceding a safety touch, a team deliberately, in the judgment of the official, commits a Holding infraction, the score shall count and the penalty applied at the point where the ball is next put into play.

When a Rough Play or Unnecessary Roughness foul is committed on a play during which a safety touch is scored by the non-offending team, the score shall be allowed and the penalty assessed from the point where the ball is next put in play.

Article 4 – Single Point Or Rouge

If the ball is kicked into the Goal Area by an opponent, a rouge is scored:

- (1) when the ball becomes dead in possession of a team in its own Goal Area or,
- (2) when the ball touches or crosses the Dead Line or a Sideline in Goal, and touches the ground, a player or some object beyond these lines.

AR: Team A kicks to Team B. B1 attempting to catch the ball on Team B's 3-yard line, fumbles it and is tackled with the ball in possession in the Team B Goal Area.

RULING – Rouge (ball deemed to have been kicked into Goal Area by Team A).

AR: Team A kicks to Team B. B1 catches the ball in the Field of Play while moving towards own Goal Line and, in the judgment of the official, the momentum carries B1 into own Goal Area. **RULING** – Rouge (possession deemed to have been gained in the Goal Area).

After a rouge, the team scored against shall next put the ball into play by a scrimmage as first down at any point between the hash marks on its 35-yard line.

If the single point was scored as the result of an unsuccessful field goal attempt, the team scored against may elect to scrimmage the ball at any point between the hash marks on its own 35-yard line or at the previous line of scrimmage.

NOTE: For the purposes of this Article, a drop kick or place kick shall, without exception, be deemed to be a field goal attempt.

NOTE: If during a kickoff, the kicked ball proceeds through the Goal Area and across the Dead Line or Sideline in Goal without being touched, there shall be no score and the ball shall be awarded to the receiving team at any point between the hash marks on its own 25-yard line.

**Article 5 – Convert**

A team scoring a touchdown may attempt to add to its score by means of a scrimmage play from any point between the hash marks on or outside the opponent's five-yard line, as follows:

- 1 point – By kicking a field goal or,
- 2 points – By scoring a touchdown by means of a ball carrying or passing play.

The ball shall remain in play until a score is made or the play has been terminated.

If Team B legally gains possession during an unsuccessful convert attempt (i.e. interception of forward pass, recovery of fumble or blocked kick), it may score two points by advancing the ball across Team A's Goal Line. If the play terminates with Team B in possession in its own Goal Area or in the Field of Play, there shall be no score.

If the play terminates with Team A legally in possession in Team B's Goal Area, Team A shall be awarded two points if the ball had been carried or passed across the line of scrimmage, but no points if the ball had been kicked across the line of scrimmage.

NOTE: There shall be no convert attempt on the winning touchdown scored in overtime.

NOTE: For infraction on convert attempt, see Rule 8, Section 5.

SECTION 3 – TERMINATING A PLAY IN GOAL

A player of the team in possession of the ball in its own Goal Area may terminate the play by dropping to the ground on one knee. The official shall immediately declare the play dead.

SECTION 4 – MISCELLANEOUS

No score can be made from a kickoff unless the ball, after it is kicked off, is touched by a player of either team within bounds.



RULE 4 - SCRIMMAGE

NOTE: Where a violation under this Rule occurs before the ball has been snapped, the officials are empowered to stop the play and apply the penalty. Such penalty shall apply without option; however, the yardage may be declined. For a violation during the last three minutes of a half, see Rule 1, Section 7, Article 4.

SECTION 1 – DEFINITIONS

Article 1 – Line Of Scrimmage

The line of scrimmage is an imaginary line, extending from Sideline to Sideline, parallel to the Goal Line, and passing through the point of the ball farthest from Team A's Goal Line.

Article 2 – Line & Backfield

Players of Team A who are within one yard of and on their own side of the line of scrimmage and are formed in a single line when the ball is put in play, shall be considered scrimmage line, or line players. A player, whose head and shoulders are within one yard of the line of scrimmage, shall be deemed to be a line player.

A player of Team A is considered to be in the backfield if such player is clearly back of the line when the ball is put in play. This will also include the player occupying the position of quarterback.

No player of Team A shall be in a position that will create doubt as to being on the line or in the backfield, when the ball is put in play.

PENALTY: L5

Article 3 – Scrimmage Zone

The scrimmage zone is the area extending one yard on each side of the line of scrimmage and from Sideline to Sideline.

Article 4 – Defensive Line

On a play from scrimmage, players of Team B must line up at least one yard back of, and on their own side of the line of scrimmage until the ball is put in play. This includes the player giving defensive signals.

PENALTY: L5

SECTION 2 – METHOD OF SCRIMMAGE

Article 1 – The Centre

At the commencement of a scrimmage play, one Team A player (the Centre) shall take position facing the opponent's Goal Line with the ball on the playing surface immediately in front and shall put the ball in play by snapping it back between the legs in one continuous motion to another Team A player behind the line of scrimmage. The ball must leave the hands of the Centre, who shall not touch the ball again until it has been in the possession of another player.



NOTE: On a Team A kicking formation, the Centre shall be permitted to move the head for the purpose of checking the position of an opponent prior to snapping the ball.

Article 2 – Illegal Movement

Team A shall be subject to penalty for attempting to draw an opponent offside if:

- (a) the quarterback makes a quick movement towards the centre position without the ball being snapped immediately or,
- (b) the quarterback, having assumed a stance with hands under the centre, bobs the head, moves the shoulders or flexes the knees in a jerking motion without the ball being snapped or,
- (c) the quarterback, having assumed a stance with hands under the centre, moves away without the ball being snapped.

Team A shall be subject to penalty for attempting to draw an opponent offside if:

- (a) the centre fakes a snap, without snapping the ball or **moves the ball forward**.
- (b) the centre, having assumed a stance holding the ball, bobs the head, moves the shoulders or flexes the knees without snapping the ball.

PENALTY: L5

Either team shall be subject to penalty for attempting to draw an opponent offside if a player makes a motion or voices a signal that, in the judgment of the official, is intended to draw an opponent offside. This shall include a “snap down” into a two or three point stance by an offensive lineman.

PENALTY: L5

Article 3 – Offside At The Snap

Team A players must be completely behind the line of scrimmage, except that the head, arms and hands of the centre may be in advance of the line of scrimmage.

PENALTY: L5

If a Team B player is offside on his own one-yard line.

PENALTY: Team A shall be awarded a first down or score made.

If a Team B player goes offside and contacts an opponent or breaks the plane of the line of scrimmage before the ball is snapped, the officials shall stop the play immediately and award the penalty, subject to the right of Team A to decline the yardage penalty and order the same down to be repeated as though a foul had not occurred. If the Team B player is within one yard of the line of scrimmage when the ball is snapped, the play shall continue, subject to the penalty against Team B.

If a Team B player enters the neutral zone within one yard of the line of scrimmage causing a Team A line player to move before the ball is snapped, Team B shall be subject to a penalty for offside.



If players of both teams are offside on the same play, the same down shall be repeated without penalty from the point of last scrimmage.

A player of either team who is offside and contacts an opponent, even though resuming an onside position prior to the snap, shall be penalized for being offside.

Team A may put the ball into play without waiting for Team B players to be onside, but an offside penalty cannot be claimed against Team B. Such an offside player shall not interfere with the play in any manner.

PENALTY: L5

SECTION 3 – INTERFERENCE

Article 1 – General Definition

Interference takes place when a player obstructs, blocks, screens or charges towards an opponent, with or without direct contact, in such a manner that prevents the opponent's approach to the ball carrier, potential ball carrier or the ball. Blocking is identified as the act of creating interference with contact.

Article 2 – By Team A

(a) On a play from scrimmage, a Team A player may interfere with an opponent from Dead Line to Dead Line commencing from the instant the ball is snapped, except in the case of:

(i) a play during which a forward pass is thrown across the line of scrimmage or,

(ii) a play during which the ball is kicked across the line of scrimmage.

(b) For interference on a forward pass play, see Rule 6, Section 4, Article 8.

(c) On a kicking play, a Team A player may interfere with an opponent up to one yard in advance of the line of scrimmage.

(d) A Team A player may use hands, open or closed, and may thrust them forward to contact an opponent, provided that the hands are kept inside the elbows and contact is made from the front or side of the opponent within the frame of the opponent's body that is presented to the blocker.

(e) Hands may not be thrust forward above the frame to contact the opponent on the neck, face or head.

PENALTY: L10

Article 3 – By Team B

(a) On any play from scrimmage, a Team B player may use hands and arms to reach the ball carrier, but shall not hold or encircle any Team A player, other than the ball carrier.

PENALTY: L10

(b) For interference on a forward pass play, see Rule 6, Section 4, Article 8(b).

(c) For interference on a kicking play, see Rule 5, Section 4, Article 4.

**Article 4 – Illegal Block-Hands To The Face**

No player of either team may thrust his hands forward above the frame to contact the opponent on the neck, face, head or facemask. This does not apply to a ball carrier using a “stiff arm” or “straight arm” tactic where there is no grasping of the face mask.

PENALTY: L10

SECTION 4 – PLACEMENT OF THE BALL**Article 1 – After A Score**

When the ball is placed in play by the Referee after a scoring play, after the ball has been declared dead in the end zone, or following the application of a penalty for a foul in goal or a foul on a convert, Team A may elect to scrimmage the ball at any point between the hash marks.

Article 2 – Within 24 Yards Of A Sideline

If the ball becomes dead within 24 yards of either Sideline, or goes Out of Bounds, it shall next be scrimmaged 24 yards in from such Sideline at the yardage point where it becomes dead.

Article 3 – Within 1 Yard Of Goal Line

If Team A has possession of the ball within one yard of either Goal Line, it shall be scrimmaged one yard out from such Goal Line.

Article 4 – Within 15 Yards Of Own Goal

When, on third down, Team A scrimmages on or within its own 15-yard line, Team A may position the ball away from the goal posts towards the closest Sideline, but not closer than 24 yards to such Sideline.

Article 5 – Within 10 Yards Of Own Goal

If Team A is scrimmaging within 10 yards of its own Goal Line, it shall be permitted to have the ball moved out to the nearest hash mark.

SECTION 5 – PLAYER RESTRICTIONS**Article 1 – Seven Players On Line**

At the instant the ball is put in play, at least seven players of Team A must be within one yard, and on their own side of the line of scrimmage. This does not include the player in the position usually occupied by the quarterback.

Conversely, Team A can never have more than five players, including the quarterback, in backfield positions.

PENALTY: L5

Article 2 – Stance

No line player of Team A, except the centre, having assumed a three-point or four-point stance, may legally move the head, body, arms, hand, legs or feet until the ball is snapped.

PENALTY: L5

**Article 3 – Identification & Positions**

On all scrimmage plays at least five line players, including the centre, shall be identified as ineligible pass receivers and must be positioned in a continuous, unbroken line. In addition, one player at each end of the line shall be identified as an eligible pass receiver.

Any other Team A player is an eligible pass receiver, if so identified by playing number and, at the snap of the ball, is occupying a backfield position at least one yard back of the line of scrimmage.

NOTE: Team A Players shall be identified by numbering as follows:

Eligible receivers will wear numbers from 0-49 and 70-00.

Ineligible receivers will wear numbers from 50-69.

NOTE: Notwithstanding this article, a Team A player wearing an eligible receiver number may enter the game at an ineligible receiver position under the following circumstances:

(a) on a third down play or,

(b) on a convert attempt or,

(c) on a first or second down kicking formation in the last minute of a quarter, provided that, prior to the game, Team A had declared to the Referee which eligibly numbered players may be so deployed, in which event, any such declared player shall not be eligible as a pass receiver, regardless of the position occupied on that play.

A maximum of 2 players wearing an ineligible number (50 – 69) will be allowed to line up in an eligible position as an end or in the backfield after reporting to the referee prior to a scrimmage play. The referee will inform the opposing team and all officials of the player number and position he will be playing.

PENALTY: L5

Article 4 – Linemen In Motion

No player of Team A, who is within one yard of the line of scrimmage, shall be moving towards the opponent's Goal Line when the ball is put in play.

All Team A players positioned in the scrimmage zone from offensive tackle to offensive tackle inclusive, or having assumed a three-point or four-point stance within one yard of the line of scrimmage, shall be required to remain motionless for at least one second immediately prior to the snap of the ball.

EXCEPTION: Rule 6, Section 4, Article 4, Note 4

Article 5 – Designated Quarterback

Prior to the game, a team is required to designate three players who shall be permitted to alternate for each other during the game at the quarterback position exclusively. Not more than one such player may be in the game at any time and none of the three can enter the game as a member of Team B.

PENALTY: L25 PLS DR or L25 PBD or option

NOTE: For the purposes of this Article 5, the duties of the quarterback position may include punting, place kicking and kicking off. If a team designates three quarterbacks for a game, the player designated as the third quarterback shall not be eligible for kicking duties.

Article 6 – Designated Import

If a team is using its full complement of import players, it shall, prior to the game, designate three import players as special teams players, who shall be permitted to enter the game at another position, only on the understanding that another import player is required to leave the game for that play. Such player may enter the game on an unrestricted basis, only if another import player is removed for the balance of the game.

If a designated import participates in the game illegally:

PENALTY: L25 PLS DR or L25 PBD or option.

SECTION 6 – SERIES OF DOWNS**Article 1 – 10 Yards On Three Downs**

Team A shall have three downs in which to gain the required distance of 10 yards. A down may be repeated following the application of a penalty against either team. If in a series of three downs, Team A has not gained the required 10 yards, the ball shall be awarded to the opponents as first down at the point where the ball becomes dead. If the required 10 yards are gained, a new series of downs begins.

Article 2 – Consecutive Downs

“Consecutive” shall mean possession in a continuous series of downs in which the ball is in possession of the one team.



Article 3 – Continuity Of Downs

The continuity of downs is interrupted:

- (a) When the ball, having been kicked, other than dribbled, crosses the line of scrimmage.
- (b) When on a scrimmage play, the ball is dribbled by Team B.
- (c) When the ball definitely passes into possession of opponents. Touching the ball by opponents is not possession.
- (d) When the required distance is gained.
- (e) When the ball is kicked Out of Bounds.

Article 4 – Position Of Ball In Measuring

In measuring for downs, the forward point of the ball, and not its centre, shall be the determining point and the ball, before measuring, shall be rotated so that its long axis is parallel to the Sidelines. A touchdown cannot be awarded as a result of such rotation.

NOTE: When Team A has failed to gain the distance required for a first down and the ball is awarded to Team B, the Referee shall reverse the ball in order to have the forward point facing in the opposite direction.



RULE 5 - KICKING

SECTION 1 – DEFINITIONS

Article 1 – Kicked Ball

A kicked ball is one struck by a player's foot or leg below the knee.

NOTE: If the ball accidentally strikes a player's leg or foot, it shall not be ruled as a kicked ball.

Article 2 – Drop Kick

A drop kick is made by dropping the ball from the hands and kicking it with the foot just as it rises from the ground.

Article 3 – Place Kick

A place kick is made by kicking the ball after it has been placed on the ground and held by a Team A player, who shall be considered offside with reference to the position of the ball.

On a kickoff, the ball may be held, placed on the ground or placed on a tee, provided that the lowest part of the ball shall be raised not more than three inches above the playing surface.

On a field goal or convert attempt, a kicking tee may be used provided that the ball shall be raised not more than one inch above the playing surface.

Article 4 – Punt

A punt is made by letting the ball fall from the hands and kicking it with the foot before it touches the ground.

Article 5 – Dribbled Ball

A dribbled ball occurs when the ball is kicked while not in possession or control of a player, i.e. a loose ball following a fumble, a blocked kick, a kickoff or a kick from scrimmage. Such a dribbled ball may be touched by the kicker or an onside player without penalty.

If touched by an offside player:

PENALTY: Ball awarded to opponent at point ball touched, or option.

If touched by an offside player in the opponent's Goal Area:

PENALTY: Ball awarded to opponent at its 25-yard line, or option.

If touched by an offside player in own Goal Area:

PENALTY: Ball awarded to opponent at 10-yard line, or option.

NOTE: If the touching by an offside player occurs on the last play of a half, the opponent may elect to extend the period for an additional play.

NOTE: A ball dribbled by Team A across the line of scrimmage does not interrupt the continuity of downs.

NOTE: A dribbled ball that strikes a goal post shall remain in play.



NOTE: When a ball is dribbled and recovered by Team A, they may not block below the waist.

Article 6 – Onside & Offside

An onside player is a member of the kicker's team who is behind the ball at the instant it is kicked towards the opponent's Dead Line.

An offside player is a member of the kicker's team who is not onside.

An offside player becomes an onside player when the ball, after being kicked towards the opponent's Dead Line, touches or is touched by an opponent, the kicker or another onside player.

EXCEPTION: On a kick from scrimmage, if a Team B player touches the ball before it crosses the line of scrimmage, such touching does not put an offside player of Team A onside.

Article 7 – Application Of Penalties

Under this Rule 5, the penalty for any infraction that occurs after the ball has been kicked and before possession has been gained by the receiving team shall be applied as follows:

(a) Foul by kicking team (Other than **Illegal Interference by the kicking team after a kick from scrimmage** or No Yards to kick receiver or failure to kickoff 10 yards): at point of last scrimmage, or point of kickoff, or point of actual kick on an open-field kick, as the case may be. If the open-field kick originates in the Goal Area, the penalty shall be applied at the 10-yard line.

(b) Foul by receiving team (Other than Contacting the Kicker or Illegal Blocking of the kicker or an onside player.): at point receiving team gains possession or is entitled to possession. If the possession was gained in the Goal Area, the penalty shall be applied from the receiving team's 10-yard line.

SECTION 2 – KICKOFF

Article 1 – Points Of Kickoff

The ball shall be kicked off by a place kick from any point between the hash marks on Team A's:

(a) 35-yard line – at the start of the game, or any half, or after a touchdown.

(b) 35-yard line – after a score of three points by the kicking team, or the team scored against may elect to put the ball in play by kickoff from its own 35-yard line.

(c) 25-yard line – after a score of two points against the kicking team or the scoring team may elect to put the ball in play by kickoff or scrimmage from its own 35-yard line.

Article 2 – Legal Kickoff

(a) The ball, unless touched by an opponent, must be kicked more than 10 yards towards the opponent's Goal Line before it may be legally touched by a member of Team A.

PENALTY: L5 kickoff repeated or Team B may take possession at the point the ball was first touched by Team A or option.

(b) The ball, unless touched, shall not go Out of Bounds in the Field of Play.



PENALTY: L5 kickoff repeated; or Team B may take possession either 30 yards in advance of where the ball was kicked or at the point where the ball went out of bounds.

(c) Should the ball be kicked Out of Bounds in the receiving team's Goal Area without being touched by a player of either team, there shall be no penalty and the ball shall next be put in play by the receiving team at its 25-yard line.

(d) Should the kicked ball strike the goal post assembly in flight, it shall be declared dead immediately and awarded to the receiving team at its 25-yard line.

(e) If the kicked ball is simultaneously recovered by players of both teams or is simultaneously touched by players of both teams before going Out of Bounds, the kickoff shall be repeated.

Article 3 – Offside On Kickoff - Team A

At the instant the ball is kicked off, no player of the kicking team shall be in advance of the ball except the player who may be holding the ball for such kickoff.

PENALTY: L5 – kickoff repeated, or option.

Article 4 – Offside On Kickoff - Team B

Players of the receiving team must stand at least 10 yards on their own side of the line of kickoff when the ball is kicked.

PENALTY: L5 – kickoff repeated, or option.

Article 5 – Interference By Team B

On a kickoff, a player of the receiving team may interfere with an opponent anywhere within bounds, commencing from the moment the ball is kicked, provided that contact is made only above the waist of the opponent.

PENALTY: L10 PBH or PPG

Article 6 – Interference By Team A

(a) Before gaining possession: A player of the kicking team shall not be permitted to interfere with an opponent who is attempting to play or recover the ball until that team has gained possession.

PENALTY: L10 – kickoff repeated, or option

(b) After gaining possession: If a player of the kicking team recovers the ball on the kickoff, that team may then interfere with opponents anywhere within bounds, provided that contact is made only above the waist of the opponent.

PENALTY: L10 – PBH

Article 7 – Gaining Possession On A Kickoff

On a kickoff, a player who catches the ball must come down in bounds to gain possession. If the player was the last to touch the ball, either he or the ball must come down in bounds for possession to be awarded.



SECTION 3 – BLOCKED KICK

Article 1 – Definition

A blocked kick is a kick from scrimmage in which, after being kicked, the ball is prevented from crossing the line of scrimmage because of contact with an opponent or a player of the kicking team who is offside.

It is not a blocked kick if, on a kick from scrimmage, the ball is touched by or touches an opponent or a player of the kicking team who is offside and then crosses the line of scrimmage. Such touching of the ball shall be disregarded.

If the kicked ball, after being touched prior to crossing the line of scrimmage, should strike any part of the receiving team's goal post assembly in flight without touching the ground, an official or a player, it shall be declared dead immediately and awarded to the receiving team on its 25-yard line.

Article 2 – Recovery Of Blocked Kick

If the ball is blocked, without going Out of Bounds, it may legally be recovered by a player of either team. If, however, the ball is recovered by a player of the kicking team, the continuing play shall be considered as any other play from scrimmage.

Article 3 – Blocked Out of Bounds

Where a kick is blocked and the ball goes Out of Bounds:

(a) On first and second down, it shall belong to the team last touching it in the Field of Play, 24 yards in from the Sideline:

(1) at the point where the ball left the Field of Play or,

(2) at the point where the ball was last touched in the Field of Play, whichever point is closer to the Goal Line of the team entitled to possession.

(b) On third down, it shall belong to the non-kicking team at either of the points set out in (a) above.

Article 4 – Blocked Into Goal Area

When a kick is blocked in the Field of Play or Goal Area, and is declared dead in the Goal Area in possession of the kicking team, or goes Out of Bounds in the Goal Area without either team taking possession, a safety touch score shall be awarded to the non-kicking team. No Option.

SECTION 4 – KICK FROM SCRIMMAGE AND OPEN-FIELD KICK

Article 1 – Restriction On Offside Player (No Yards)

(This article does not apply to a “dribbled ball”.)

When on a kick from scrimmage (ball crosses the line of scrimmage), or on an open-field kick, a player who is offside in relation to the kicker:

(a) if the player first touches, or is touched by, the ball:

PENALTY - in field of play
- in goal area

- L 15 from PBT (point ball touched)
- L 15, penalty applied at 10-yard line



(b) if the player does not allow five (5) yards to an opponent attempting to gain possession of the kicked ball. The 5-yard zone is determined by a circle with a 5-yard radius; with the centre point being the ball at the instant it is first touched.

PENALTY - in field of play - L 15 from PBT
- in goal area - L 15, penalty applied at 10-yard line

(c) if the player does not allow five (5) yards and the ball struck the ground before being touched by the receiving team:

PENALTY - in field of play - L 5 from PBT
- in goal area - L 5, penalty applied at 10-yard line

(d) if a kicking team player is making no attempt to withdraw from the 5-yard zone, and is hovering over the ball or the receiving team player about to take possession of the ball, a 15-yard penalty will apply regardless whether the ball bounced.

(e) if a kicking team player interferes with a receiving team player attempting to gain possession of the kicked ball, with or without contact:

PENALTY - L 15 from normal point of application

(f) if a kicking team player invades the 5-yard zone, and contacts in an unnecessarily rough manner a receiving team player who is attempting to play the ball, the kicking team player will be subject to an additional 15 or 25-yard penalty, regardless of whether the ball had struck the ground.

Article 2 – Onside Player

(a) The kicker or an onside player may enter the restraining zone and legally recover the kicked ball, but shall not interfere with an opponent attempting to recover the ball.

PENALTY: Ball awarded to receiving team at point of foul or at its 25-yard line, if the foul occurred in the receiving team's Goal Area.

(b) If the kicked ball has not yet been touched and a player of the receiving team fakes an attempt to recover the ball, that player may be tackled without penalty. If an offside player touches the ball, there shall be no penalty and the ball shall be awarded to the receiving team.

(c) If the kicked ball has not yet been touched and, in the judgment of the official, no effort is being made by either team to recover the ball, the ball may be declared dead and possession awarded to the receiving team.

Article 3 – Kick From Scrimmage Going Out-of-Bounds In Flight

On a kick from scrimmage going out of bounds in flight from 20 yard line to 20 yard line, the receiving team will have the option of taking possession at the point the ball went out of bounds in flight, or having a 10 yard penalty applied against the kicking team at the point of last scrimmage, with the down repeated.

**Article 4 – Kicked Ball Striking Goal Post Assembly**

(a) If the ball, after being kicked, should strike the opposing team's goal post assembly in flight, the ball shall be declared dead immediately and awarded to the receiving team as first down at its 25-yard line.

(b) A kicked ball striking the goal post assembly after having touched an official, the ground or a player, shall remain in play.

(c) A kicked ball striking the kicking team's goal post assembly shall remain in play.

(d) If the kicked ball on a field goal or convert attempt should strike the goal post assembly in flight, and then proceed through the uprights above the crossbar, the score shall count.

Article 5 – Interference On Kick From Scrimmage

(a) A player of the receiving team may interfere with any player of the kicking team who has crossed the line of scrimmage, provided that contact is made only above the waist. Such interference shall be permitted from the instant the ball is snapped.

PENALTY: L10 PBH or PPG

(b) The kicker or an onside player may not be contacted until reaching the line of scrimmage or until the receiving team has touched the ball.

PENALTY: L10 PLS

Article 6 – Interference On Open-Field Kick

A player of the team receiving an open-field kick may commence interfering with an opponent at the instant the ball is kicked, provided that such contact is made only above the waist of the opponent.

PENALTY: L10 PBH or PPG

Article 7 – Interference By Kicking Team

On a play from scrimmage in which the ball is kicked across the line of scrimmage, a player of the kicking team may interfere with an opponent up to one yard in advance of the line of scrimmage. After the ball is kicked, the player may use hands and arms to ward off a blocker interfering with the approach to the ball carrier.

PENALTY: L10 PLS or PPG

Article 8 – Recovery Of Own Kick

The kicker or an onside player may recover the kick across the line of scrimmage, in which case the ensuing down shall be first down whether or not the original yardage has been gained.

Following such recovery by the kicker or an onside player, a player of the kicking team may interfere with an opponent provided that contact is made only above the waist of the opponent.

PENALTY: L10 PBH



Article 9 – Kick That Fails To Cross Line Of Scrimmage

When a ball kicked from scrimmage fails to cross the line of scrimmage and is recovered by an onside player of the kicking team, the series of downs shall not be interrupted unless after recovery, the yardage required for a first down is gained.

If touched by offside player:

PENALTY: Ball awarded to opponent at point ball touched, or option.

If touched by offside player in own Goal Area:

PENALTY: Ball awarded to opponent at 10-yard line, or option.



RULE 6 - PASSING

SECTION 1 – LATERAL OR ONSIDE PASS

A lateral or onside pass is one thrown, handed, knocked, batted or fumbled by a player parallel to or in the direction of own Dead Line.

A player shall be considered onside in relation to a team mate in possession of the ball, if not closer to the opponent's Dead Line than such player in possession.

The point at which the ball is caught, strikes another player, an official or the ground, or goes Out of Bounds, is the factor that determines whether it is a lateral or an offside pass, regardless of the direction in which it goes afterwards.

A lateral pass striking the ground is not dead and may be recovered by either team without penalty.

When a lateral pass goes Out of Bounds in the Field of Play, the ball shall be put in play by scrimmage at a point 24 yards in from the point where the ball went Out of Bounds.

SECTION 2 – HANDOFF PASS

A handoff pass is made on a scrimmage play when the ball is handed, but not thrown, by one Team A player to another behind the line of scrimmage. There is no restriction on the number of handoff passes on any one play.

The player receiving the handoff pass must not be occupying the position of an interior lineman at the instant of receiving the ball.

PENALTY: L5 PLS DR

SECTION 3 – OFFSIDE PASS

Article 1 – Definition

An offside pass is made when the ball is directed towards the opponent's Dead Line in any manner other than by being kicked.

A team making an offside pass shall not be permitted to advance the ball or retain possession beyond the point of origin of the pass.

PENALTY: Next scrimmage at point of origin of pass, or option.

EXCEPTIONS: Handoff Pass (Rule 6, Section 2)
Forward Pass (Rule 6, Section 4)

Article 2 – Offside Pass In Field Of Play

An offside pass shall be ruled as having occurred in the following situations:

(a) On a scrimmage play, a Team A player makes an offside pass after crossing the line of scrimmage.

(b) On a play, other than from scrimmage (e.g. kick return, kickoff return, interception return, fumble return, recovery of onside kick or kickoff), a player makes an offside pass.

(c) In attempting to catch a forward pass, a Team A eligible receiver tips, deflects, knocks or bats the ball in an offside direction, where it is caught by another Team A player, who is not eligible as a receiver.

PENALTY: Ball to team making offside pass, at point of origin of pass (downs continue unless yards gained at that point, or option).



Article 3 – Not An Offside Pass

An offside pass shall be ruled not to have occurred in the following situations:

(a) On a scrimmage play, before the ball crosses the line of scrimmage, a Team A player in possession of the ball makes an offside pass – rule as a forward pass.

(b) On a forward pass play, an eligible Team A receiver, in attempting to catch the ball, tips, deflects, knocks or bats the ball in an offside direction, where it is caught by another eligible Team A receiver.

(c) In attempting to intercept a forward pass, a Team B player directs the ball in an offside direction, where it is caught by another Team B player.

(d) On any play where the ball carrier or a player attempting to catch a kicked ball, unintentionally drops or fumbles the ball forward and it is recovered by a player of the same team.

Article 4 – Offside Pass In Goal Area

(a) If Team A makes an offside pass in its own Goal Area and retains possession of the ball, Team B shall be awarded two points or option.

(b) If Team B makes an offside pass in its own Goal Area after gaining possession from a Team A kick, Team A shall be awarded one point, or option.

(c) If Team B makes an offside pass in its own Goal Area after gaining possession by interception of a Team A forward pass, or by recovery of a Team A fumble, it will scrimmage at its own 25-yard line, or option.

(d) If a player deliberately throws the ball out of own Goal Area and it is touched or goes Out of Bounds in the Field of Play, the play shall be ruled as an offside pass in the Goal Area and the opponent shall have the option to accept a one-point or two-point score, as applicable, or to accept the play as it terminated.

NOTE: This article applies to a ball fumbled from the Goal Area, into the Field of Play and Out of Bounds without touching an opponent.

SECTION 4 – FORWARD PASS

Article 1 – Definition & Possession

A legal forward pass is thrown by any Team A player from a point behind the scrimmage line, towards the opponent's Dead Line, to any eligible receiver or receivers. The ball shall not touch the ground, any part of the goal post assembly, an official or any other object. The ball is considered to be in the possession of Team A until the pass is ruled completed or incomplete. The passing motion begins when the passer's hand, with the ball in possession, begins moving forward.

A screen pass is a forward pass thrown to a receiver at a point behind the line of scrimmage. Should the ball be touched by an eligible receiver in the offensive backfield then proceed across the line of scrimmage, it shall continue to be considered a screen pass. Unless otherwise stated, rules governing forward passes shall apply to screen passes.

Article 2 – One Forward Pass On Any Down

Only one forward pass shall be thrown on any down. If a second pass is thrown:

PENALTY: L10 DR

**Article 3 – Eligibility Of Passer**

A pass may be thrown by any Team A player who was behind the scrimmage line when passing the ball. The passer need not be the first player to receive the ball from the centre.

If the pass is thrown from a point across the line of scrimmage:

PENALTY: L10 DR

NOTE: The release point of the ball is the determining factor whether the pass is thrown from a point across the line of scrimmage.

Article 4 – Eligibility Of Receiver

The following players are eligible receivers:

(a) any Team A player who is identified by number as an eligible receiver (see Rule 4, Section 5, Article 3, Note 1 & Rule 6, Section 4, Article 4, Note 2) and who, at the snap of the ball, is occupying a position either at the end of the line of scrimmage or in the backfield at least one yard back of the line of scrimmage.

(b) any player of Team B, whether or not the pass is legally thrown.

NOTE: If the ball is touched by a Team B player, all players of both teams become eligible receivers.

NOTE: Team A players shall be identified by numbering as follows:

Eligible receivers will wear numbers from 0-49 and 70-00.

Ineligible receivers will wear numbers from 50-69.

NOTE: Notwithstanding this article, a Team A player wearing an eligible receiver number may enter the game at an ineligible receiver position under the following circumstances:

(a) On a third down play or,

(b) On a convert attempt or,

(c) On a first or second down kicking formation in the last minute of a quarter, provided that, prior to the game, Team A had declared to the Referee which eligibly numbered players may be so deployed, in which event any such declared player shall not be eligible as a pass receiver, regardless of the position occupied on that play.

A maximum of 2 players wearing an ineligible number (50 – 69) will be allowed to line up in an eligible position as an end or in the backfield after reporting to the referee prior to a scrimmage play. The referee will inform the opposing team and all officials of the player number and position he will be playing.

NOTE: Notwithstanding paragraph (a) of Article 4, a Team A player wearing an eligible receiver number, who is in forward motion from a backfield position and within one yard of the line of scrimmage when the ball is snapped and who crosses the line of scrimmage at a point at least five yards beyond the offensive tackle position, shall remain eligible as a pass receiver.

When an ineligible receiver is the first player of Team A to catch or deliberately touch the ball:

PENALTY: L10

Article 5 – Complete Forward Pass

A pass is completed under the following conditions:

(a) when caught by a Team A eligible receiver or by two or more such receivers simultaneously,

(b) when caught by a player or simultaneously by players of Team B or when such a pass is touched by, or touches B1 and then is caught by B2,

(c) when caught simultaneously by players of both teams who maintain possession until the play is terminated, the ball shall be awarded to Team A,

(d) if an eligible receiver of either team catches a pass while off the ground and in bounds, but is carried or pushed by the opponent in a manner that causes the receiver to land Out of Bounds in possession of the ball, the pass shall be ruled complete at the furthest point of advance,

(e) an eligible receiver of either team, who catches a pass near the Sideline and touches the ground in bounds with the first step, shall retain possession even if the next step is Out of Bounds.

Article 6 – Incomplete Forward Pass

A forward pass shall be declared incomplete and the ball next put in play at the point of last scrimmage with downs continuing:

(a) when the ball strikes the ground, goal post assembly, an official or any object on or back of the Dead Line or Out of Bounds, even if previously touched by a player,

(b) when the ball goes Out of Bounds, even though touched by a player in the Field of Play,

(c) when the ball is caught by an eligible player of either team while off the ground who, on landing, touches a Sideline, a Sideline in Goal, a Dead Line or any object or ground beyond such lines,

(d) when the passer has commenced with a forward passing motion with the ball moving forward and, as a result of contact with an opponent, the ball leaves the passer's hand and strikes the ground,

(e) while in midair a receiver of either team who has firm control of the ball, but loses possession of the ball when that player's feet or other part of the body hits the ground, with or without contact by any opponent.

Article 7 – Intentional Grounding

If a Team A passer deliberately, and in the official's opinion for the purpose of avoiding loss of yardage, throws the ball behind the line of scrimmage to the ground or Out of Bounds or to an area in which there is not an eligible Team A receiver, the team shall be penalized.

PENALTY: LD at point from which pass was thrown. If the pass was thrown from the Goal Area, a safety touch score shall be awarded to Team B, subject to the right of Team B to decline the score and accept the play as it terminated.

NOTE: Team A shall not be penalized if the passer throws the ball across the line of scrimmage to an open area or Out of Bounds.

**Article 8 – Interference By Team A**

Prior to a pass being thrown a Team A player may:

- (a) on a screen pass, block a Team B player at any point on the field, effective the instant the ball is snapped or,
- (b) on a forward pass, block up to one yard in advance of the line of scrimmage.

PENALTY: L10

After a forward pass is completed, a Team A player may block an opponent at any point on the field.

Article 9 – Interference By Team B

(a) Prior to a forward pass being thrown, a player of Team B may interfere with a Team A player in a zone one yard in depth on Team B side of the line of scrimmage. Cut blocking of receivers attempting to proceed downfield is not permitted.

(b) In addition, a member of Team B occupying a defensive position behind the legal contact zone is entitled to use hands and arms to ward off a Team A player who is threatening the established defensive position. Any action other than that required to protect that position shall be ruled “Illegal Contact On A Receiver.”

(c) If a player commits pass interference when a forward pass is deemed uncatchable, it shall be ruled as “Pass Interference.”

PENALTY: L10

Article 10: Interference By Both Teams After A Forward Pass Is Thrown

(a) Should the attempt to catch the pass take place in the offensive backfield, the following shall apply:

- (i) Interference by Team A is legal.
- (ii) Interference by Team B against an eligible Team A receiver in an attempt to catch the ball is a foul.

PENALTY: 1D to Team A, 10 yards in advance PLS

(b) Should the forward pass be thrown across the line of scrimmage, the following shall apply:

(i) Eligible receivers of both teams have an equal right to the ball and are entitled to the positions they occupy.

(ii) If an official deems a pass uncatchable and Team B has committed pass interference, it shall be deemed pass interference on an uncatchable ball. (See Rule 6, Section 4, Article 9 (c).)

(iii) Pass interference shall not be called if it occurs after the ball has been touched by an eligible receiver of either team.

(iv) Inadvertent tripping by a player with equal position shall not be ruled as interference.

(v) Tripping an opponent from behind shall be considered accidental pass interference.

(vi) Screening (face guarding) of an opponent during an attempt to catch the ball is pass interference.



(vii) It is pass interference by either team when a player physically restricts or impedes an opponent in a manner that is visually evident and materially affects the opponent's opportunity to play the ball. A player who has gained position shall not be considered to have impeded or restricted the opponent in a prohibited manner if all such actions are a bona fide effort to go to and play the ball.

(viii) If opposing players are looking for the ball or if neither player is looking for the ball and there is incidental contact in moving to the ball that does not materially affect the route of an eligible player, there is no interference.

(ix) Any eligible receiver who makes contact, however severe, with one or more eligible opponents while looking for and making a genuine attempt to catch or bat a reachable ball will not be called for interference. It shall be ruled pass interference if a player "goes through" an opponent during an attempt to play the ball.

PENALTY: Team A L10

Team B Interference

(i) If interference is ruled accidental – L10 PLS and AFD for Team A.

(ii) If interference is ruled deliberate – AFD awarded to Team A at PF or 10 yards in advance of PLS (whichever is closer to Team B Goal Line). If the infraction occurs in the Team B Goal Area — AFD to Team A at Team B's one-yard line.

(iii) By Team B on a convert attempt – attempt repeated by Team A at Team B's one-yard line.

Article 11 – Interference Following An Interception

When a forward pass has been intercepted, any player of Team B may interfere anywhere, within the bounds, provided that contact is made only above the waist of the opponent.

Article 12 – Interception By Team B In Its Own Goal Area

If Team B is in possession of the ball and it is "held" within its own Goal Area, the ball is dead without score.

If Team B intercepts and then fumbles while attempting to run the ball out of the Goal Area, the ball may be legally recovered by Team A.

When the ball is dead without score, Team B shall scrimmage at its 25-yard line, first down.

If Team B, while in possession in its Goal Area following an interception in goal, commits any infraction in the Goal Area or in the Field of Play, the penalty shall be applied from the 25-yard line, or option.

If Team B intercepts a pass in its Goal Area and the play is ruled dead in B's Goal Area and Team A is called for Rough Play or Unnecessary Roughness in the Field of Play or in the Goal Area, the penalty shall be applied from Team B's 25-yard line.

NOTE: If a Team B player intercepts a pass in the Field of Play while moving toward the Team B Goal Line and momentum carries that player into the Goal Area, the play shall be ruled as an interception in goal.

NOTE: The only score that can result from a Team B interception in its Goal Area, while the ball remains in the Goal Area, is a touchdown by Team A following recovery of a Team B fumble.



RULE 7 – FOULS & PENALTIES

SECTION 1 – ILLEGAL TACTICS

Article 1 – Holding

Holding is defined as the use of the hands and/or arms to grasp or encircle an opponent. It is illegal at all times, except when a player tackles the ball carrier. Holding hands and locking arms during a scrimmage is prohibited.

PENALTY: L10 PLS PBH PPG

Article 2 – Contacting The Kicker

It shall be illegal to touch the kicker when in the act of kicking from scrimmage, subject to the following conditions:

(a) If prior to kicking the ball, the kicker had recovered a loose ball on the ground or made a motion to pass the ball or run with the ball, there shall be no protection under this Article.

(b) An opponent who blocks or touches the ball shall not be penalized for contacting the kicker.

(c) An opponent shall not be penalized when a blocker of the kicker's team causes contact with the kicker.

(d) If, in the Referee's opinion, a defensive player attempting to block the kick makes slight and incidental contact which does not affect the play, there shall be no penalty.

(e) This section does not apply to a quick kick or to an open-field kick.

(f) The act of kicking shall begin when the kicker's kicking foot leaves the ground and shall terminate when the foot returns to the ground after kicking, or attempting to kick, the ball.

PENALTY: L10 PLS

Article 3 – Pyramiding

It shall be illegal for a player to use the body of another player or the goal post assembly in any way to gain elevation in an attempt to block a field goal or a convert attempt.

PENALTY: L5

Article 4 – Illegal Blocking

(a) After a change in possession during a play, or the recovery of a kicked ball by either team, a player of the team in possession shall not be permitted to contact an opponent below the waist in any manner whatsoever.

PENALTY: L10 PBH

(b) During any play, a player of the team in possession shall not be permitted to contact an opponent from behind in a manner that interferes with the opponent's approach to the ball carrier.

PENALTY: L10

Article 5 – Tripping

A player shall not use a leg below the knee to hinder the progress of an opponent.

PENALTY: L10 PLS, PBH or PPG

**Article 6 – Tandem Blocking**

It shall be illegal to assist the forward progress of a ball carrier by providing impetus from behind or in front of the ball carrier.

PENALTY: L10 PLS or PBH

SECTION 2 – MAJOR FOULS

NOTE: The Rules Committee has declared its total abhorrence of Rough Play and Unnecessary Roughness. Officials are instructed that no tolerance whatsoever is to be given to infractions under this Section.

Article 1 – General Application

(a) The penalty for a major foul shall be applied in addition to:

- i) any other penalty for any other foul and,
- ii) the advantage of any distance gained or score made.

(b) If the foul occurs during a scrimmage play prior to a first down being gained, the non-offending team may elect to have the penalty applied:

- i) from the point of the last scrimmage with the same down repeated

or,

ii) from the point where the ball became dead on the play with the downs continuing.

(c) If the foul occurs during a scrimmage play after a first down has been gained, the non-offending team may elect to have the penalty applied:

- i) from the point where the ball was held when the foul occurred or,
- ii) from the point where the ball became dead on the play.

(d) If the foul occurs after a change in possession, the non-offending team may elect to have the penalty applied:

- i) from the point where the ball was held when the foul occurred or,
- ii) from the point where the ball became dead on the play.

(e) If the foul occurs when neither team is in possession, the non-offending team may elect to have the penalty applied:

i) from the point where possession was gained or deemed to have been gained or,

- ii) from the point where the ball became dead on the play.

(f) If the foul occurs after the play has been terminated, the penalty shall be applied from the point where the ball became dead on the play.

(g) If the foul occurs after a scoring play, the score shall count and the penalty shall be applied from the point where the ball would normally next be put into play. If the scoring play was a touchdown, the penalty shall be applied on the convert or subsequent kickoff, at the option of the non-offending team. If the foul occurs after a convert attempt, the penalty shall be applied on the subsequent kickoff.

(h) If the foul occurs after the last play in the first or third quarter, the penalty shall be applied from the point where the ball is next put in play in the ensuing quarter.

(i) If the foul occurs after the last play of a half, the penalty shall be applied on the kickoff to start the next half.

(j) If the foul occurs after the last play of the game, there shall be no penalty applied but the Referee shall submit a complete report on the matter to the Commissioner.



Article 2 – Rough Play

A player shall be penalized and subject to disqualification for any act of rough play against an opponent, including but not limited to:

- (a) striking an opponent with the fist, hand, knee or elbow in an excessively rough manner,
- (b) kicking an opponent or,
- (c) any other act of excessive roughness considered by the Referee to warrant disqualification.

PENALTY: L25 and disqualification of offending player

If Team B is the offending team on a play from scrimmage, Team A shall be awarded a first down in addition to the yardage penalty.

When a player has been disqualified, the Referee shall inform the coaches of both teams and the official scorer.

In the event of dual fouls under this Article 2, the offending players shall be disqualified and penalties balanced at the point of application. If the fouls occur on a scrimmage play, Team A shall not be awarded a first down by virtue of the penalty against Team B.

Article 3 – Unnecessary Roughness

A player shall be penalized for any act of unnecessary roughness against an opponent, including but not limited to:

(a) Piling by a player who, in an unnecessarily rough manner, falls upon the ball carrier after the play has been terminated. Any player in possession of the ball, who falls to the ground without contact and is not attempting to advance the ball, may only be touched down and may not be contacted in any other manner,

(b) Contacting an opponent Out of Bounds in an unnecessarily rough manner,

(c) Contacting the passer in an unnecessarily rough manner (see Rule 7, Section 2, Article 4),

(d) Unnecessary roughness against the punter, kicker or the ball holder on a place kick,

(e) Grasping an opponent's face guard,

(f) Using the helmet to butt, ram or spear an opponent, including but not limited to, a passer, a receiver in the act of catching a pass, a ball carrier in the grasp of another tackler or a ball carrier on the playing surface not attempting to advance,

(g) All rushing defenders must attempt to avoid forcibly hitting a passer in the pocket, at or below the knees, either if their path to the passer was unrestricted, or if they are coming off a blocker,

(h) Contacting an opponent above the shoulders in an unnecessarily rough manner, including the long snapper on kicks from scrimmage and convert attempts,

(i) Contacting the ball carrier lying motionless on the ground in an unnecessarily rough manner,

(j) Tackling an opponent by grabbing the inside collar of the side or back of the shoulder pads,

(k) Clipping an opponent (see Rule 7, Section 2, Article 5),

(l) Crackback blocking (see Rule 7, Section 2, Article 6),

(m) Chop blocking an opponent (see Rule 7, Section 2, Article 7),

(n) Cut blocking an opponent (see Rule 7, Section 2, Article 8),



(o) Unnecessary physical contact, including but not limited to, running into, diving into, cut blocking or throwing the body on a player who is:

i) out of play, or

ii) should not have reasonably anticipated such contact by an opponent, before or after the ball is dead; throwing a ball carrier to the ground after the ball is dead.

(p) Any other act of roughness or unfair play, provided it is not considered excessive enough to warrant disqualification.

PENALTY: Team A - L15
Team B - L15 and 1D to Team A

If both teams offend, the penalties shall be applied against each other but Team A shall not be awarded a first down by virtue of the penalty to Team B.

Article 4 – Roughing The Passer

Because the act of passing puts the passer in a particularly vulnerable position to injury, special rules against roughing the passer apply. Once the ball is released, defensive players must avoid all unnecessary contact with the passer. A player shall be penalized for any act of Unnecessary Roughness to the passer, including but not limited to:

(a) Contacting the passer in an unnecessary manner, including stuffing him to the ground, violently throwing him to the ground, and landing on him with most of the defender's weight,

(b) Any blow above the passer's shoulder,

(c) All rushing defenders must attempt to avoid forcibly hitting a passer in the pocket, at or below the knees, either if their path to the passer was unrestricted, or if they are coming off a blocker,

(d) Attacking the passer who, after releasing the ball, is either standing still or fading backwards and is obviously out of the play and remains out of the play,

(e) When the quarterback slides feet first, all unnecessary contact must be avoided. The slide must be done in a timely manner to allow the defence to avoid such contact.

(f) Contacting the passer if either the initial source of contact, or primary source of contact, is the defender's helmet.

Article 5 – Clipping

Clipping means blocking an opponent, other than the ball carrier, from the rear in such a manner that the player charges into the opponent's back or falls across the back of the legs. The application of this penalty is determined by the initial contact, which must be observed by the official, and shall not be called if, in the judgment of the official:

(a) The block occurs in the area between the offensive tackles within two yards of either side of the line of scrimmage and is executed by a Team A player, who at the snap of the ball was positioned within this area or,

(b) The initial contact is made on the side of the opponent or,

(c) The opponent could see the blocker approaching and deliberately turned the body in order to be contacted from behind.

Article 6 – Crackback Blocking

A Team A player who, at the snap of the ball:

(a) is positioned more than three yards outside the offensive tackle or,



(b) A Team A Player who moves from a position more than 3 yards outside the offensive tackle towards the ball snap position, on any angle, is not permitted to contact an opponent below the waist in an area up to 5 yards in advance of the line of scrimmage from sideline to sideline.

Article 7 – Chop Blocking

Chop blocking means contacting an opponent at or below the knees at the time that opponent is already being engaged by another player, with or without actual physical contact.

Article 8 – Cut Blocking

It shall be illegal to contact an opponent at or below the knees when that opponent is:

- (a) in a backfield position blocking for the passer or kicker, or,
- (b) blocking for the ball carrier on a kick return play or,
- (c) a potential pass receiver on the line of scrimmage.

SECTION 3 – DISQUALIFICATION

A player shall be disqualified from the game, and substitution permitted, for any act of serious misconduct, including but not limited to:

- (a) Rough Play against an opponent,
- (b) physical abuse of an official,
- (c) excessive objectionable conduct against an opponent or an official,
- (d) wearing of hazardous equipment.

A player who has been disqualified from the game shall be required to leave the bench area and not permitted to return.

SECTION 4 – OBJECTIONABLE CONDUCT

A player shall be penalized for any act of objectionable conduct, including but not limited to:

- (a) verbal abuse or objectionable gesture directed at an opponent, official or spectator,
- (b) throwing the ball at an opponent, official or occupant of the team bench area,
- (c) interfering with the placement of the official's flag marking the spot for a penalty,
- (d) baiting or taunting an opponent by act or word,
- (e) voluntarily removing his helmet after a play while on the field, except during a timeout, or throwing it to the ground, or using it in an intimidating manner against an opponent, official or spectator,
- (f) unnecessary physical contact with an official,
- (g) if a player is in possession of a foreign or extraneous object that is not part of the uniform or equipment, during a game, either on the field or on the Sideline, he will be subject to an Objectionable Conduct penalty. If the object is deemed a safety hazard by the Referee, the player will also be disqualified.

PENALTY: L10



If a team continues with objectionable conduct after a penalty has been applied, a further penalty may be assessed.

PENALTY: L10

For physical abuse of an official in any manner whatsoever:

PENALTY: L25 plus disqualification of the offending player.

NOTE: An official must see the entire action for the player to be disqualified.

Spitting at an opponent, official or occupant of the team bench area:

PENALTY: L25 plus disqualification of the offending player.

NOTE: If a person authorized to occupy a team bench area during a game should commit any infraction pursuant to Section 4 above, the team shall be subject to penalty as though the offending person was a player.

NOTE: A penalty under Section 3 and 4 shall be applied in addition to:

- (1) any other penalty for any other foul and,
- (2) any yards lost or gained and,
- (3) any score made, in which event the penalty will be applied on the subsequent play.



RULE 8 – APPLICATION OF PENALTIES

SECTION 1 – DEFINITIONS

Article 1 – Loss Of A Down

In any penalty, “loss of a down” means that the down upon which the foul occurred has used up one of the permissible series of consecutive downs.

Article 2 – Loss Of Yards

In any penalty where there is a loss of yardage, there shall be no loss of down.

EXCEPTION: Major Foul (See Rule 7, Section 2)

Article 3 – Option Provided

When a foul has been committed on any play, the non-offending team shall be entitled to the penalty or the option of declining the penalty to take any advantage of position, score, down, time, etc. The non-offending team may decline a score to take advantage of a penalty or may decline a penalty to permit a score by the offending team to stand.

In certain cases, where so stated, a penalty shall be applied without option.

SECTION 2 – FOULS AFTER LEGAL GAINS

Article 1 – Foul After First Down Yardage Gained

Should any foul be committed on a play from scrimmage after the yardage necessary for a first down has been gained, the penalty shall be applied from the point where the ball was held when the foul occurred.

Article 2 – Foul Before First Down Yardage Gained

Should any foul be committed on a play from scrimmage during which the yardage necessary for a first down was gained, but the foul occurred prior to the necessary yardage being gained, the penalty shall be applied from the point of last scrimmage.

Article 3 – Foul After Change Of Possession

Should any foul be committed after a team has gained possession by a pass interception, a fumble recovery or a kick, the penalty shall be applied from the point where the ball was held when the foul occurred.

SECTION 3 – DOUBLE & DUAL FOULS

Article 1 – Double Fouls

Double fouls occur when the same team commits two or more fouls on the same play. The non-offending team shall have the option of accepting either penalty or may decline the penalties to take advantage of the play as it is terminated. If one of the fouls is a major foul, that penalty shall be applied whether or not the non-offending team accepts the penalty for the other foul.

**Article 2 – Dual Fouls**

Dual fouls occur when each team commits one or more fouls on the same play. If the penalties are of unequal value, the yardage shall be balanced. A penalty with no yardage value (AFD, LB, LD) shall be deemed to be 10 yards for balancing purposes.

An automatic first down shall not be awarded to Team A unless the Team B penalty is a major foul. If both teams commit major fouls, a first down shall not be automatically awarded.

Article 3 – Dual Fouls – No Change In Possession

When, on a play from scrimmage not involving a change in possession, dual fouls are committed, the following rules shall apply:

(a) If both fouls are committed prior to yards being gained, the Referee shall cancel the play. If the fouls are of equal value, the down shall be repeated at the point of last scrimmage. If the fouls are not of equal value, the Referee shall apply the penalties for both fouls balancing one penalty against the other from the point of last scrimmage. No option.

(b) If both fouls are committed after yards have been gained, the penalties shall be applied at the point the ball was held at the time of the first foul. However, the non-offending team on the first foul shall have the right to decline the penalty against the opponent and accept the play as it was completed, subject to the penalty against itself for the second foul at the normal point of application.

(c) If the first foul is committed before yards have been gained and the second foul after yards have been gained, the penalties shall be balanced and applied from the point of last scrimmage. However, the non-offending team on the first foul shall have the right to decline the penalty against the opponent and accept the play as it was completed, subject to the penalty against itself for the second foul at that normal point of application.

Article 4 – Dual Fouls – Change In Possession

When, on a play from scrimmage involving a change in possession (i.e. a kicking play or a forward pass interception or a play in which a fumble is lost), dual fouls are committed, the following rules shall apply. For the purposes of this Article 4, possession shall be deemed not to have changed until the second team has gained possession. A No Yards or Loose Ball Interference infraction shall be deemed to have occurred after the change in possession.

(a) If both fouls are committed before the change in possession, the penalties shall be applied as provided in Article 3.

(b) If both fouls are committed after the change in possession, the penalties shall be applied and balanced at the point the ball was held at the time of the first infraction. The non-offending team on the first foul shall have the right to decline the penalty against the opponent and accept the play, subject to the penalty against itself for the second foul at that normal point of application.

(c) If the first foul is committed before the change in possession and the second foul after the change in possession, the penalties shall be applied and balanced at the point of application for the first foul. The non-offending team on the first foul shall have the right to decline the penalty against the opponent and accept the play as it was completed, subject to the penalty against itself for the second foul at the normal point of application.



(d) If both fouls are committed in goal after the second team has gained possession in its own Goal Area, the penalties shall be applied and balanced from the second team's 10-yard line or the 25-yard line, if possession had been gained by an interception or a fumble. No option.

(e) If the first foul is committed in the Goal Area after the change in possession and the second foul in the Field of Play, the penalties shall be applied and balanced from the 10-yard line or the 25-yard line, if possession had been gained by an interception or fumble recovery in the Goal Area. The non-offending team on the first foul shall have the right to decline the penalty against the opponent and accept the play as it progressed, subject to the penalty against itself at the normal point of application.

Article 5 – Dual Fouls - Kickoff

When on a kickoff play dual fouls are committed, the following rules shall apply:

(a) If both fouls are committed before possession has been gained, the penalties shall be applied and balanced at the point of kickoff with the kickoff repeated. No option.

(b) If both fouls are committed after possession has been gained, the penalties shall be applied and balanced at the point of application for the first foul. The non-offending team on the first foul may decline the penalty against the opponent and accept the play, subject to the penalty against itself for the second foul at the normal point of application.

(c) If the first foul is committed before possession has been gained and the second foul after possession has been gained, the penalties shall be applied and balanced at the point of kickoff with the kickoff repeated. The non-offending team on the first foul may decline the penalty against the opponent, subject to penalty against itself for the second foul at that normal point of application.

SECTION 4 – RESTRICTIONS NEAR A GOAL LINE

Article 1 – Within 30 Yards Before Goal Line

If a distance penalty is applied within 30 yards of the offending team's Goal Line, it shall not exceed one half the distance between the point from where the penalty is applied and said Goal Line. In no case shall the ball be scrimmaged within the one-yard line.

Article 2 – Outside 30 Yards

In no case shall a distance penalty applied from a point outside the offending team's 30-yard line bring the ball closer to the Goal Line than the offending team's 15-yard line. This applies to a 25-yard penalty.

Article 3 – Yards Gained Or Goal Line Reached

Where an unrestricted penalty would have resulted in yards gained or Goal Line reached by Team A, a first down shall be awarded.

Article 4 – Double Fouls

If double fouls are called against the same team, one of which is for a major foul, the penalties shall be applied consecutively. The normal penalty shall be applied first, followed by the penalty for the major foul. Each penalty shall be subject to the limitation of half the distance to the Goal Line, although the aggregate of the two penalties may be greater than half the distance to the Goal Line from the point of application of the first penalty.



SECTION 5 – FOUL ON CONVERT

Article 1

For the purposes of this article, a convert attempt shall be deemed to commence when the Referee declares the ball in play and to conclude when the play is terminated or Team B gains possession. If a foul is committed during such convert attempt, the following shall apply:

(a) If either team commits a foul (except a Major Foul or Defensive Offside) prior to the ball being snapped or during a convert attempt, the non-offending team may elect to have the penalty applied from PLS or accept the play as it terminated,

(b) If the foul is a Major Foul or Defensive Offside, the non-offending team may elect to have the penalty applied from PLS or accept the play as it terminated and apply the penalty on the subsequent kickoff,

(c) If the time has expired in the period, the kickoff will take place at the start of the following period. If game time has expired, no further play shall be permitted.

Article 2

If the ball continues in play after an unsuccessful convert attempt and a foul occurs, the following shall apply:

(a) If the team in possession creates a foul, it shall forfeit the right to score,

(b) If the team not in possession creates a foul, the penalty shall be applied on the ensuing kickoff,

(c) If either team creates a major foul, the penalty shall be applied on the ensuing kickoff.

Article 3

If either team creates a major foul after the convert attempt is terminated, the penalty shall be applied on the ensuing kickoff.

SECTION 6 – FOUL IN GOAL

Article 1 – Foul In Own Goal

(a) If Team A commits a foul while in possession of the ball in its Goal Area, the penalty shall be applied from PLS or option.

EXCEPTIONS: Intentional Grounding – Rule 6, Section 4, Article 7

Offside Pass – Rule 6, Section 3, Article 4

Safety Touch – Rule 3, Section 2, Article 3

(b) If Team B commits a foul in its Goal Area while in possession of the ball in its Goal Area, Team A may elect to:

i) accept the one or two point score, if applicable, or,

ii) decline the penalty and accept the play as it terminated or,

iii) decline the score and require the penalty to be applied against Team B from its 10-yard line.

If the foul is committed outside the Goal Area while Team B is in possession of the ball in its Goal Area, the penalty shall be applied from Team B's 10-yard line or option.

EXCEPTION: See interception in Goal Area – Rule 6, Section 4, Article 12, and recovery of opponent's fumble in Goal Area – Rule 1, Section 9, Article 7.

**Article 2 – Foul In Opponent’s Goal**

If a team commits a foul in the opponent’s Goal Area, the penalty shall be applied as though the foul had occurred in the Field of Play. However, where a yardage penalty would otherwise be applicable in the Goal Area, it shall be applied as follows:

(a) If the foul occurs before a score is made, the score shall be disallowed and the penalty shall be applied from the 10-yard line.

(b) If the foul occurs after a score is made, the score shall count and the penalty shall be applied from the point where the ball is next put into play. If the scoring play was a touchdown, the non-offending team may elect to have the penalty applied on the convert or subsequent kickoff.

(c) If foul occurs after interception in Goal Area, see Rule 6, Section 4, Article 12.

(d) If Team A makes an offside pass in Team B’s Goal Area in the act of completing a forward pass (i.e. the ball is touched by an eligible Team A receiver in Team B’s Goal Area and deflected in an offside direction, where it is caught by another Team A player who is not eligible as a receiver), the pass shall be ruled as caught by the second Team A player at the point where it was touched by the first Team A player.

SECTION 7 - FOULS WHICH OCCUR ON THE LAST PLAY OF A QUARTER

If in any period time expires during a play in which a foul occurs the non-offending team may:

(a) accept the penalty, in which case the team entitled to possession shall be required to put the ball into play or,

(b) decline the penalty and accept the play as it terminated to end the period or,

(c) elect to have the penalty applied on the first play of the following period, if the foul was a Major Foul.

NOTE: For the purpose of this rule, an Offside Pass shall not be considered to be a foul.

Should the play be terminated by an official’s whistle prior to the ball being put into play, the penalty shall be applied and the period extended for another play.



RULE 9 - INTERFERENCE

SECTION 1 – DEFINITION

Interference takes place when a player obstructs, blocks, screens or charges towards an opponent, with or without direct contact, in such a manner that prevents the opponent's approach to the ball carrier, potential ball carrier or the ball. Blocking is identified as the act of creating interference with contact.

SECTION 2 – INTERFERENCE ON SCRIMMAGE PLAYS

Article 1 – By Team A

(a) On any play from scrimmage, except one in which a forward pass is thrown or the ball is kicked across the line of scrimmage, a player of Team A may interfere with an opponent from Dead Line to Dead Line, commencing from the instant the ball is snapped.

(b) After a forward pass has been completed, a player of Team A may interfere with an opponent anywhere within bounds. Prior to the pass being completed or declared incomplete, Team A may interfere with an opponent anywhere within bounds, provided that the pass is thrown to a receiver behind the line of scrimmage. If the pass is thrown to a receiver across the line of scrimmage, any interference that has occurred more than one yard beyond the line of scrimmage shall be ruled to have been illegal.

PENALTY: L10

(c) On a play from scrimmage in which the ball is kicked across the line of scrimmage, a player of Team A may interfere with an opponent up to one yard in advance of the line of scrimmage.

PENALTY: L10

Article 2 – By Team B

(a) On any play from scrimmage, a Team B player may use his hands and arms to reach the ball carrier, but shall not hold or encircle any Team A player, other than the ball carrier.

PENALTY: L10

(b) On a play from scrimmage in which a forward pass is thrown, Team B players may, prior to the pass being thrown, use their hands and arms to ward off Team A players who, as potential blockers, threaten their defensive positions, but shall not be permitted to interfere with potential pass receivers who are not threatening those defensive positions.

PENALTY: L10 PLS

(c) After the pass is thrown, a Team B player shall not be permitted to interfere with a Team A receiver in an attempt to catch the ball.

PENALTY: AFD at PF, or AFD 10 yards in advance of PLS, see Rule 6, Section 4, Article 10.



(d) On a play from scrimmage in which the ball is kicked across the line of scrimmage, a Team B player shall be permitted to interfere with any Team A player who has crossed the line of scrimmage, provided that contact is made only above the waist of the Team A player.

PENALTY: L10 PBH or PPG

(e) The kicker or an onside player of Team A may not be contacted until reaching the line of scrimmage or until the ball has been touched by Team B.

PENALTY: L10 PLS

SECTION 3 – INTERFERENCE AFTER GAINING POSSESSION WITHOUT SCRIMMAGE

On any play where a change of possession occurs (Kickoff, kick from scrimmage, interception, fumble recovery) neither team shall create interference below the waist. The team in possession may not block below the waist, and the team not in possession may not “break up” interference by contacting an opponent below the waist. This shall also apply to a ball dribbled and recovered by Team A.

PENALTY: L10 PBH

SECTION 4 – INTERFERENCE ON LOOSE BALL

Article 1

A player shall not deliberately interfere with an opponent attempting to recover a loose ball following a blocked kick, a dribbled ball, a fumble or a wild snap from the centre.

PENALTY: LB at PF

If foul occurs in the Goal Area, the ball shall be awarded to the non-offending team:

- (a) at the 10-yard line, if the foul occurred in the offending team’s Goal Area or,
- (b) at the 25-yard line, if the foul occurred in the non-offending team’s Goal Area.

Article 2

If in attempting to recover a loose ball, two or more players come into contact, the play shall not be ruled as illegal interference.

Article 3

A team having fumbled shall not be penalized if its blockers continue to carry out the normal assignments that they would have been entitled to carry out if the ball had not been fumbled.



CLIPPING
striking back of knees



COIN TOSS WINNER
pointing with both arms towards the team
that won the toss



CONTACTING THE KICKER
touch raised leg below knee



CUT OR CHOP BLOCK
horizontal chopping motion



DELAY OF GAME
both hands behind back



DISQUALIFICATION
chopping action on wrist



FACEMASK
clenched fist at face level



FIRST DOWN AWARDED
arm pointed forward



ILLEGAL PROCEDURE
hands rotating in forward motion



ILLEGAL SUBSTITUTION
one hand on top of head



INELIGIBLE RECEIVER
both arms extended sideways



INTENTIONAL GROUNDING
passing motion & pointing at ground



NO FLAG ON PLAY
drop flag on ground & swing arms
at hip level



NO YARDS
arms folded at chest



OBJECTIONABLE CONDUCT
one hand behind back



OFFSIDE
hands on hips



**FORWARD PASS BEHIND
LINE OF SCRIMMAGE**
raise arm above head



HOLDING
grasping wrist at chest level



ILLEGAL BLOCK
arm extended & grasp wrist



**ILLEGAL CONTACT
ON A RECEIVER**
one arm extended with open hand



ILLEGAL CRACKBACK
striking thigh with open hand



ILLEGAL INTERFERENCE
pushing arms forward from shoulders



ILLEGAL KICKOFF
hands rolling in forward motion
followed by swinging leg



ILLEGAL PASS
horizontal arc of arm



ONSIDE OR LATERAL PASS
pointing in the direction the
ball was thrown



PENALTY DECLINED
swinging arms at hip level



PILING ON
vertical chopping motion
with both hands



RESETTING THE 20-SECOND CLOCK
a stroking motion of the forearm



ROUGHING THE KICKER
kicking motion



ROUGHING THE PASSER
passing motion



SAFETY TOUCH
palms together above head



SINGLE POINT
one arm extended above head
& indicating 1 point



SPEARING
chopping motion above head



TIME COUNT VIOLATION
arm extended moving in circular motion



TIME IN
downward rotation of arm



TIME OUT
hands crossed above head



TOO MANY PLAYERS
both hands on top of head



TOUCHDOWN OR FIELD GOAL
both arms raised towards sky



TRIPPING
chopping action on both knees



UNNECESSARY ROUGHNESS
pumping motion of arm sideways



INSTANT REPLAY

OVERVIEW

Instant Replay is a system designed to assist officials in evaluating play situations on the field where judgment may be in question due to:

- their positioning and limited view of the action;
- the speed of the action, which makes a split second decision difficult;
- an error in judgment.

All Instant Replay reviews prior to the three-minute warning of the fourth quarter will be initiated by the head coach. All reviews after the three-minute warning of the fourth quarter will be initiated by the league.

Members of the CFL Officiating Department will monitor each and every game in its entirety from the CFL office. The television feed of the game will be recorded and used to determine the outcome of all challenges.

To initiate the review of a play, the head coach must decide to challenge the ruling on the field before the next legal snap of the ball. It is the responsibility of the coach to get the attention of the nearest official and to throw his challenge flag.

Once a play has been challenged by one of the teams or the league, there are two possible outcomes:

1. The ruling on the field stands. This occurs when there is sufficient evidence to support the original ruling on the field or there is no indisputable evidence to overturn the ruling made on the field.
2. The ruling on the field is overturned. This occurs when the Replay Official has indisputable visual evidence that the ruling should be changed.

The Referee will have the responsibility of evaluating team challenges and deciding, based on this manual, whether or not a play is reviewable.

Each team will be entitled to two challenges per game. If they are successful with both challenges (i.e. the ruling is in their favour) and they still have at least one time-out remaining, they will be granted a third and final challenge. The teams are not permitted to use any challenges once the three-minute warning has occurred in the fourth quarter, regardless of how many challenges or time-outs they have remaining. If a team is unsuccessful with their first challenge, they will not lose a time-out. If they are unsuccessful with their second or third challenge, they will lose a time-out in either the first or second half. In other words they must have at least one time-out remaining if they want to use their second or third challenge.

Once a challenge flag is thrown by the coach, the Referee will consult with the other on-field officials to discuss the ruling that was made on the field. He will then go to the coach to find out what is being challenged. If the play is reviewable the Referee will announce what is being challenged.

At the same time, the Replay Official at the CFL office will immediately call the Supervisor at the stadium. They will remain on the line while the Replay Official reviews the play until he has come to a decision.



After announcing that a play has been challenged and is under review, the Referee will go to the sideline and put on the headset which will allow him to speak with the Supervisor at the stadium and the Replay Official at the CFL office.

By the time the Referee gets to the sideline, the hope is that the Replay Official at the CFL office will have already made his decision. Regardless, the Referee will tell the Replay Official exactly what is being challenged. The Replay Official will then do one of two things:

1. Tell the Referee whether the ruling on the field was correct or incorrect and give a detailed explanation so that the Referee can go on-field and make the announcement to the stadium.
2. Tell the Referee that he needs more time. The Replay Official will take the time he needs to ensure the correct ruling is made.

The Referee can provide information to the Replay Official if need be, however the purpose should not be to debate each of their opinions. The Replay Official is the one who will make the final ruling at all times.

Once the decision has been made and the Referee has been informed, he will return to the field and announce the outcome of the review. At that point the phone call between the CFL office and the stadium will end.

For the final three minutes of regulation time and for the entire overtime period, the Replay Official will be on the phone with the Supervisor at the stadium. At that point, all challenges will be initiated by the CFL. If the Replay Official sees a play he wants to review, he will tell the Supervisor to page the on-field Referee.

Once the Referee feels his pager alerting him, he will blow his whistle and announce that the play is under review. He will then go to the sideline, put on the headset and speak with the Replay Official at the CFL office. Once he gets the correct ruling, he will return to the field and make the announcement. The Replay Official at the CFL office will remain on the line with the Supervisor until the conclusion of the game.

During all reviews, the on-field officials are responsible for the down, distance and scrimmage line of the previous play. This information can also be obtained from the Replay Technician at the stadium.

Time will not be put back onto the game clock as a result of a successful challenge. On the last play of a half, if time runs out during a play that is subsequently reviewed, the half is over, regardless of the result of the review.

Video board operators are not permitted to show replays on the video board in the stadium while a review is in progress. A review begins when the coach throws his challenge flag and ends when the Referee announces the result.



REVIEWABLE PLAYS - GUIDING PRINCIPLES

The instant replay system will cover a variety of plays in three main areas:

1. possession rulings in the end zone; forward progress with respect to first down or goal line; and end zone plays involving the sideline in goal and dead ball line
2. passing plays – pass complete or incomplete. If a pass is ruled incomplete, then the defence cannot get possession of the ball
3. other detectable situations, such as a ball carrier ruled down by contact, and a fumble which occurred prior to down by contact

NOT REVIEWABLE PLAYS

These include, but are not limited to:

- Proper down
- Status of the clock
- Penalty calls and their Administration
- Forward progress not relating to a first down or goal line
- Force outs on pass plays near a sideline
- Recovery of loose ball in the field of play
- Field Goals

Where a challenge is executed by the offence on a play that is not reviewable, the 20 second clock will not be reset

TIMING AFTER REPLAY REVIEW

Prior to the last 3 Minutes of either half, after a Replay Review, the clock will start on the Referee's ready for play signal, with a full 20 second clock.

In the last 3 minutes of each half, the normal special timing rules will apply.

The clock would start at the prescribed time depending on the previous play, including the result of a challenge overturning a ruling on the field

e.g. If ball was carried out of bounds – on the snap

If replay results in pass now ruled incomplete – on the snap

If replay results in pass now ruled completed and downed in field of play then clock would start on Referee's ready for play signal.

REVIEWABLE PLAYS - SPECIFICS

Not all plays are reviewable, according to the Guiding Principles identified on the previous page. The specific kinds of plays that are reviewable are:

(a) Plays governed by Sideline, Goal line, End Zone and Dead Ball Line:

1. Scoring plays, including a runner breaking the plane of the goal line.
2. Pass complete / incomplete / intercepted at sideline, goal line, sideline in goal, and dead ball line.
3. In, or out of bounds ruling on a ball carrier / receiver.
4. In, or out of bounds related to last touching / recovery of loose ball.
5. Forward progress on a third down play, relating to first down.

**(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 (makes all players eligible).
4. Quarterback (Passer) forward pass or fumble.
5. Illegal forward pass beyond the line of scrimmage.
6. Onside / Offside pass beyond the line of scrimmage.
7. Forward pass or onside pass thrown behind the line of scrimmage.
8. **A simultaneous catch to determine the team entitled to possession.**

(c) Other Detectable Situations:

1. Ball carrier ruled down by contact.
2. Fumble prior to ruling down by contact
3. Touching of a kick.
4. Onside players on a kick.
5. Where a turnover is the direct result of a major foul which was not penalized
(e.g. clothesline which caused a fumble, face mask on a tackle when a fumble occurs)

Note: The reviewable aspect of this play is that the alleged major foul was the primary cause of the turnover. If there was no change of possession, this play is not reviewable.

REVIEWABLE PLAY TYPES**(a) Kickoffs**

On a kick off, until the ball is legally in possession, the only reviewable aspects are whether the ball is legally touched and who touched first, or last, before going out of bounds.

(b) Running Plays

On running plays there are four basic situations which are reviewable:

1. Determining whether a ball carrier is down / not down by contact. Replay may also confirm a fumble prior to down by contact.
2. Determining whether the ball in possession breaks the plane of the goal line.
3. Determining whether first down yardage has been gained on 3rd down play.
4. Determining whether a ball carrier had stepped out of bounds.

**(c) Passing Plays**

There are a number of situations where a pass play is reviewable, including the following major categories:

1. When a pass is ruled completed, and subsequent review shows it incomplete, it shall be ruled incomplete with downs continuing.
2. When the QB is hit while throwing:
if it is ruled as a fumble and the offence successfully challenges the play as an incomplete pass; if the correct ruling is incomplete pass, the ball shall be ruled incomplete with downs continuing.
3. Where a pass is ruled complete / incomplete near a sideline, goal line, sideline in goal or dead ball line.

(d) Kicking Plays

Plays that are reviewable primarily involve:

1. touching of the ball
2. reception of the ball at the boundary lines
3. determination of possible onside players

(e) Scoring Plays

Most plays involving the goal line and the end zone are reviewable.

Field goals and extra points kick plays are not reviewable.

(f) Plays Involving Offside Passes Or Forward Passes Made After Crossing The Line Of Scrimmage

Where a pass is thrown in a forward or offside direction, and is not a legal forward pass

1. offside pass, whenever and wherever it occurs
2. illegal forward pass - passer crossing the line of scrimmage and making forward pass

(g) Game Administration

Instant replay can be used for timing, downs and distance only in conjunction with a reviewable play.

Situations involving the clock; penalty administration; spotting the ball other than for first down; etc. are not reviewable.

When reviewing a play, the Referee may change the ruling on any reviewable aspect of the play.



Penalties which are created as a direct result of the change in ruling may be applied even though a flag had not been thrown, and penalties that were called during the play may be cancelled as a direct result of the change in ruling.

A penalty which occurred after the ball was ruled dead by replay review will not be applied, unless it is a Major Foul.

When the Referee changes the ruling based on an aspect of the play other than what was challenged, the challenging team retains their challenge and is not charged a time out.

APPROVED RULINGS

Kickoffs

A.R. Touching a short kickoff

On a kickoff to start the game, Team A tries a short kickoff. A1 has his feet at the A44 (9 yard mark) when he picks up the ball that is on the ground at the A46. Officials rule illegal touching.

RULING Reviewable play. A's ball 1st and 10 where ball dead.

A.R. Touched before going out of bounds

On a Team A kickoff that travels 11 yards the Official rule the ball was last touched by A, before going out of bounds. A's ball first down. Replay shows B last touched the ball after A before going out of bounds.

RULING Reviewable play. B's ball where it went OB.

Running Plays

A.R. Runner down by contact

First and 10 on A20. A2 takes a handoff and runs to the A25 where B22 contacts him. A2 stumbles but does not appear to have gone down and officials allow the play to continue. Replay shows A2's left knee hit the ground at the A 25.

RULING Reviewable play. A's ball second and 5 at the A25.

A.R. Fumble before runner down by contact

Team A ball carrier fumbles the ball with Team B recovering. Officials rule down by contact at A's 30 yard line. Replay shows that the ball was loose before the runner was down.

RULING Reviewable play. B's ball at point of recovery with no advance.

A.R. Runner stepping out of bounds

First and 10 on A30. A2 takes a handoff and runs from his own 30 to the B24 yard line where he is pushed out of bounds. Replays show that A2 stepped on the sideline at the B42 yard line.

RULING Reviewable play. A's ball first and 10 at the B42.

A.R. Recovery of loose ball in relation to the goal line

First and 10 on A4. A2 fumbles and B1 recovers at the goal line. Officials give ball to B at the A1 yard line. Replays show that B1 recovered ball in end zone.

RULING Reviewable play for point of recovery only, not who had obtained possession. In this case touchdown would be awarded to B.

**A.R. Forward progress on third down play related to gaining first down**

Team A on 3rd down are running the ball and need to get to Team B 24 yard line for first down and the runner gets close to the first down marker. Officials mark the ball at the Team B 25. Replay shows that ball should have been marked at 23 and 1/2 yard line.

RULING Reviewable play. Team A 1st down at the 23 and 1/2 yard line.

NOT REVIEWABLE SITUATIONS ON RUNNING PLAYS**A.R. Forward progress on first or second down related to first down**

Team A on 2nd down is running the ball and need to get to Team B 36 yard line for a first down. Officials mark the ball at the 38 yard line, making situation 3rd down and 2 to go.

RULING NOT reviewable play. A has third down attempt to gain 1st down.

A.R. Runner stepping out of bounds (whenever officials' rule runner out of bounds the play is over)

Second and 10 at A10. A2 takes a handoff and the officials' rule that he steps out of bounds at the A16 yard line.

RULING NOT reviewable play. Forward progress spot does not affect gain of first down on a third down play

A.R. Fumble forward out of bounds

First and 10 on A20. A2 takes a handoff and runs and fumbles at the A25. The ball, untouched, rolls out of bounds at the A35 where the officials award the ball to Team A as first down.

RULING NOT reviewable play. A's ball first and 10 at the A35.

A.R. Fumble recovery in field of play

First and 10 on B 50. A2 takes a handoff and runs up the middle to the B47 and fumbles. Officials rule that A3 recovered.

RULING NOT reviewable play. Involves recovery of loose ball in the field of play, player was not ruled down by contact.

Passing Plays**A.R. QB pass or fumble, Referee rules fumble**

Second and 10 on A25. QB is hit while attempting to throw a forward pass. The ball hits the ground at the A20 and B recovers. The Referee rules fumble. Team A challenges and the referee discovers that it was an incomplete pass.

RULING Reviewable play. Team A retains possession, downs continuing at point of last scrimmage.

**A.R. QB pass or fumble, Referee rules incomplete pass**

Second and 10 on A25. QB is hit while attempting to throw a forward pass. The ball hits the ground at the A20 and B recovers. The referee rules incomplete pass. Team B challenges and the referee discovers that it was a fumble.

RULING Reviewable Play. Official's whistle terminated play. Team A ball at point of fumble with downs continuing.

A.R. Lateral pass going forward or backward

First and ten on A20. QB throws a lateral pass from the A10 yard line that is ruled outside, and Team B recovers the loose ball. Replays show the pass was forward, hitting the ground at the A11 yard line.

RULING Reviewable play. Pass is incomplete. A's ball downs continuing.

A.R. Passer beyond the line of scrimmage

First and ten on A20. Passer scrambles and throws a pass that is completed for a TD. The LJ calls the Passer for being over the line of scrimmage when the ball was thrown.

RULING Reviewable play. Team A subject to 10 yard penalty at PLS, with down repeated.

A.R. Offside pass during a play

First and ten on A20. B1 intercepts a forward pass at the 50 and returns it to the A20 yard line where he throws the ball forward to B2 at the A18 yard line while he is being tackled. B2 runs for a touchdown.

RULING Reviewable play. Offside pass. B's ball first and 10 at A20 yard line.

A.R. Low pass ruled incomplete

Second and 5 on A30. Low pass is ruled incomplete. Replay shows that receiver or defender had his hands under the ball and it never hit the ground.

RULING Reviewable play. Pass is complete, or intercepted if by defender.

A.R. Pass ruled incomplete

Team first and ten at their 38 yard line throws a forward pass to A77, who catches the ball, is hit immediately and fumbles the ball, which is recovered by Team B. Officials rule the pass incomplete.

RULING Reviewable play. However, if pass ruled complete possession retained by Team A at point of completion as official's whistle terminated play. Team B cannot be awarded the ball because the play was terminated by Official's whistle prior to the recovery.

A.R. Pass touched by an ineligible receiver

First and ten on A20. QBA1 completes a forward pass to A2 at the A35 yard line. Replays show the ball first glancing off the shoulder of Guard A1 before A2's catch.

RULING Reviewable play. No deliberate attempt to catch or touch ball, therefore play stands.

**A.R. Receiver makes catch and lands out of bounds**

First and ten on A20. Wide receiver A1 leaps and catches a legal forward pass at the 50. Replays show A1's first foot came down on the sideline.

RULING Reviewable play. Incomplete pass. Second and ten on A20.

A.R. Lateral pass ruled incomplete

Team A QB throws a lateral pass from his own 10 yard line and the pass is ruled incomplete by the Head Linesman

RULING Reviewable play. Official's whistle terminated play. Team A retains possession, downs continuing at the point of fumble.

NOT REVIEWABLE ON PASSING PLAYS**A.R. Force out**

Second and 10 on 50. Pass goes to A2 near the sideline at the B25. Pass ruled complete because receiver was pushed or carried by defender causing him to land out of bounds.

RULING NOT reviewable play. Force out is not reviewable.

A.R. Intentional grounding

First and ten on B20. QBA1 is under pressure and throws an incomplete pass. The Referee calls intentional grounding.

RULING NOT reviewable play. Intentional grounding is not reviewable.

A.R. Incorrect penalty enforcement

The Umpire marks off 10 yards for offside.

RULING NOT reviewable play. Enforcement of a penalty is not reviewable.

Kicking Plays**A.R. Touching of a kick**

Team A punts the ball where it is recovered by offside A1, who is penalized for no yards. Team A challenges that the ball was touched by B1, prior to A1 being the only player in 5 yard zone.

RULING Reviewable play. Touching of ball on kicking play is reviewable. A's ball 1D where ball dead, if ball touched by B.

A.R. Touching of a kick by an onside player

Team A receiver after catching a pass, punts the ball downfield, where A2 recovers and runs for a TD, with a flag thrown for no yards.

RULING Reviewable play. To determine if A2 is onside. If onside, TD counts.

A.R. Touching of a kick prior to contacting the kicker

Third and 11 on B45. B1 is called for contacting the kicker. Replays show that B1 touched the ball before running into the punter.

RULING Reviewable play. If the ball is touched there is no foul for contacting the kicker.

**NOT REVIEWABLE ON KICKING PLAYS****A.R. Possession after fumble on kick in the field of play**

Third and five on A20. B1 fumbles a punted ball in the middle of the field at the 50. A1 and B1 gain simultaneous possession at the B45, but the Officials award possession to A1.

RULING NOT reviewable play. Involves recovery of loose ball in field of play, not touching of a kick.

Miscellaneous**A.R. Aspect of play changed other than what was challenged**

Third and ten on A35. A1 punts to B1 at the B25 yard line. B1 returns the punt to the B32 yard line is hit and fumbles. A2 recovers the ball at the B34 yard line.

Team B challenges that A2's left foot was touching the sideline during the recovery. Replay shows that B1's knee touched down before the fumble.

RULING B's ball first and ten on B32 yard line. B retains their challenge and is not charged a time out.

A.R. Replay Review - Next legal snap

First and ten on a 20. A82 catches a pass at the A45. Before the next snap, Tackle A65 moves, and the play is blown dead by the officials.

RULING Reviewable play. Play can be challenged until the next legal snap. If replay review shows incomplete pass, A's ball second and 10 on A20, penalty for procedure is ignored. If replay review shows completed pass, then A65 subject to penalty for Procedure.

A.R. Replay Review - Referee removes headset

Second and ten on B35. B1 intercepts a pass in the end zone and is downed. The play is challenged and reviewed by the Replay Official who has no evidence to overturn the ruling on the field. After the Referee removes his headset, another angle becomes available showing that the ball hit the ground.

RULING Play stands as called on the field. B's ball first and ten on B25. When the Referee removes his headset, the review is over.

A.R. Replay Review - Equipment malfunction

RULING If there is an equipment malfunction at the CFL office, the Referee shall remain on the sideline for a reasonable amount of time while an attempt is made to repair the equipment. If the equipment is not operational within a reasonable amount of time, the play will stand as called on the field.

A.R. Challenge that ball carrier stepped OB on the last play of a half

Team A ball carrier runs for a touchdown on the last play of a half, but Team B challenges the play because they feel he stepped out of bounds on the 4 yd line.

Replay review shows that he did step out of bounds on the four yd line

RULING Touchdown is nullified and the half is over.

A.R. Challenge of incomplete pass on the last play of a half

Team A throws a pass which is ruled incomplete and time expired on the play. Team A challenges the ruling and Replay review shows the pass was complete.

RULING Pass is ruled complete, but the half is over.



STATISTICAL SCORING RULES

NOTE - For reference hereinafter, the team that puts the ball in play shall be identified as Team A and the other team shall be named Team B.

SECTION 1 – FIRST DOWNS

A first down shall be recorded whenever the yardsticks are ordered forward by the officials on a sequence of downs, whenever a touchdown is scored on an offensive play from scrimmage, and whenever a gain from scrimmage is made on the last play in a half that would have resulted in a first down being awarded had time not run out. However a first down shall not be awarded when a team first gains possession as a result of a kick, a fumble, a pass interception or a penalty.

First downs gained are subdivided to show the type of play responsible for the gain, as follows:

(a) By Rushing – means that the play that resulted in a new first down being awarded was a rushing play, even though a different type of play may have accounted for most of the yardage in that series of downs.

(b) By Passing – means that the play that resulted in a new first down being awarded was a passing play, even though a different type of play may have accounted for most of the yardage in that series of downs.

(c) By Penalty – means that the yardsticks were ordered forward as a result of the application of penalty.

SECTION 2 – TOTAL OFFENCE

(a) Total offence represents the aggregate of all net gains from scrimmage and includes the following:

(1) Net yards on rushing plays where the gains and losses are chargeable to individual players, See Section 3.

(2) Net yards on passing plays, See Section 4.

(3) Yardage losses chargeable against the team record but not against individual players, See Section 5.

(b) Total plays from scrimmage consists of all plays where a team puts the ball into play by a scrimmage, including those nullified by penalty and including convert attempts.

SECTION 3 – RUSHING PLAYS

(a) Every play from scrimmage is to be ruled as a rushing play except:

(1) A passing play as described in Section 4 or,

(2) A Team Loss play as described in Section 5 or,

(3) A kicking play as described in Section 8.

(b) Rushing yardage is measured from the line of scrimmage to the point where the ball is declared dead or is recovered by the opponents in the case of a fumble.

(c) The rushing total is a net figure. All rushing losses must be recorded to account for the net figure. Such losses will also be taken into account in determining the rushing records of individual players.



(d) The player charged with the carry will be the player who carries the ball across the line of scrimmage, or is the player responsible for a fumble, or the player in possession, whichever is applicable, when the play is stopped behind the line of scrimmage.

(e) All gains on lateral passes that originated or grew out of a rushing play are included in rushing yardage, See Section 7.

SECTION 4 – FORWARD PASS PLAYS

(a) Forward passing gains or losses are measured from the scrimmage line to the point where the ball is declared dead or is recovered by opponents in the case of a fumble. Both the length of the pass and the running advance after completion are included in the total gain. All yards gained or lost on a completed pass play are credited to both the passer and receiver.

(b) The passer is charged with all forward passes thrown whether complete or incomplete, except those on which an interference penalty is called. It will also include all passes intercepted. Those passes ruled as intentionally grounded will be recorded under penalties, including the yardage lost.

(c) If the passer has commenced forward throwing motion with the ball moving forward and is contacted with the ball becoming loose, the play will be regarded as an incomplete forward pass unless the Referee rules the play to be a fumble.

(d) The receiver is credited only with the number of passes caught and total yards gained. Where a pass is touched by two receivers, the player making the final catch will be credited.

EXAMPLE – Team A has ball on 30-yard line. Quarterback passes to A1 on 40-yard line who tips the ball forward to A2 on the 43-yard line. The referee will declare the pass complete on the 43 and A2 shall be credited with the catch.

(e) Loss from a completed forward pass play that did not advance to the line of scrimmage is a yardage charge against both the passer and receiver.

(f) A passer is not a passer until the ball is thrown, so, if the player is caught behind the line of scrimmage it is either a loss by rushing under Section 3 or a Team Loss under Section 5.

(g) There is no pass completed by penalty. A gain through interference on a passing play is a penalty against the defending team. The passer is not charged with a pass attempt nor credited with a completion or the yards gained, nor is the intended receiver credited with a pass caught. The passing team is credited only with a first down gained by penalty. The defending team is charged with a penalty and the distance from the line of scrimmage to the penalty spot is recorded under Yards Lost Penalties.

(h) Great care must be taken to distinguish between forward passes behind the line of scrimmage and lateral passes behind the line of scrimmage. Since there is no distinction under the playing rules other than the eligibility of the receiver, there will be no ruling by the referee unless such pass falls incomplete. If the referee waves it incomplete, it was a forward pass. If the Referee declared it a free ball, it was a lateral.

SECTION 5 – TEAM LOSSES

This category covers yardage losses suffered by a team that are not chargeable against the rushing records of individual players, or the team's rushing or passing records for that game. Such losses are, however, included in determining a team's total offence for the game and the season.



The following are examples of losses that belong in this category:

(a) A player drops back or rolls out with the intention of throwing a pass, but is thrown for a loss without getting the pass away. Where, however, upon finding the receivers covered the player makes a positive attempt to run with the ball, as distinct from taking normal evasive action, any such loss incurred will be treated as an ordinary rushing loss under Section 3. In case of doubt, rule as a Team Loss.

(b) Team A has 3rd down on its 20 and is in punt formation. The would-be kicker catches the ball and retreats behind own Goal Line to concede a safety touch. The 20-yard loss will be charged to the player under Team Losses. (c) Similar situation as above, the centre makes a wild snap and the ball goes into the End Zone, where it is recovered by either team. The centre will be charged with a fumble and the 20-yard loss will be charged to that player under Team Losses.

(d) A third down kick is blocked and recovered by either team 10 yards behind the line of scrimmage. In this case, the kicker is charged with a fumble and the 10-yard loss is charged under Team Losses.

(e) When a quarterback voluntarily drops to one knee and concedes yards in an effort to run out the clock, the yards lost will be charged under Team Losses.

NOTE – No quarterback sack will be given in this situation.

(f) Team A scrimmages on its own 25-yard line. Team A quarterback drops back to pass but is tackled on the Team A 20 before the ball can be thrown.

NOTE – The Team A quarterback is charged with a Team Loss of five yards.

(g) Same situation as (f). Team A quarterback fumbles the ball while attempting to handoff to the Team A running back. The ball is finally recovered by Team B on the Team A 20-yard line.

NOTE – The Team A quarterback is charged with a fumble, fumble lost and a Team Loss of five yards.

(h) Team A Kicker stands on Team A 10-yard line to receive the ball from centre. Instead of kicking the ball, retreats into the Team A End Zone to run out the clock, and eventually runs over the Dead Line conceding a safety.

NOTE – The team A Kicker is charged with a Team Loss of 10 yards from the line of scrimmage to the Goal Line. The other distance retreated into the End Zone shall be disregarded.

SECTION 6 – INTERCEPTION RETURNS

(a) Run backs on interception of forward passes shall be measured from the point of interception to the point where the ball is declared dead or is recovered by opponents in case of a fumble. Such gains are, of course, not included in Yards Gained Passing.

(b) Where a pass is intercepted in the Goal Area and the interceptor is not successful in running out of the Goal Area, that player will still be credited with the yards returned to the point where the ball is declared dead.



SECTION 7 – LATERAL PASSES

(a) A lateral pass is always a component part of the play during which it occurs. The only laterals that are recorded are those that occur:

- (1) After a forward pass has been completed,
- (2) After the ball has crossed the line of scrimmage on a rushing play,
- (3) On returns or run backs of punts, kickoffs, pass interceptions and fumbles.

(b) Pitchouts, handoffs and other laterals behind the line of scrimmage re not recorded.

(c) Examples showing how laterals are recorded:

(1) Player A1 catches a forward pass for a gain of 10 yards then laterals to A2 who goes for five more. A1 is credited with a pass caught and 10 yards gained. A2 is not credited with a catch but is credited with five yards gained. The passer is credited with a completed pass and 15 yards gained.

(2) A1 takes a lateral from the quarterback and crosses the line of scrimmage for a gain of 10 yards, then laterals to A2 who gains another five. Player A1 is charged with a carry and credited with 10 yards gained rushing. A2 is not charged with a carry but is credited with five yards.

NOTE – The gain made by A2 starts only when reaching the line where A1 made the pass. If in Example 2 above, A1 made 10 yards then passed backward to A2 who was only able to advance within one yard of A1, the net gain would be nine yards all of which should be credited to A1. A2 will not be charged with a one-yard loss.

(3) A1 catches a punt and returns it 10 yards before lateralling to A2, who goes for another five. A1 is charged with a punt return and credited with 10 yards. A2 is not charged with a punt return but is credited with five yards.

(d) Incomplete lateral passes are scored as fumbles and yards lost are charged against the player who, in the statistician's opinion, was responsible for the failure of the pass, subject to the provision of Section 5. This includes a player who laterals a ball Out of Bounds.

(e) Intercepted lateral passes are scored as fumbles and the passer is charged with a fumble lost.

SECTION 8 – KICKING PLAYS

(a) Kicks that cross line of scrimmage:

1. Punts are measured from the line of scrimmage to the point where the ball is recovered by a player, goes Out of Bounds or is otherwise declared dead.

2. If the ball is punted over the Goal Line, the distance into the Goal Area will be included in the length of the punt.

3. If the receiver touches the ball but it continues to roll downfield, the point of ultimate recovery will determine the distance of the punt.

4. Should the receiver lose yards in attempting to run back a kick, the loss will be charged as a loss on punt returns, See Section 10. Where, however, the momentum of the kick forces the receiver backwards, such yardage lost in this manner will be added to the length of the kick. In cases where a receiver concedes a rouge by running back across the deadline, the kick will be measured only to the point possession was gained by the receiver.

5. If the receiver should kick the ball back to the opponents, this will count as a punt and will be measured from the point of kick. This does not apply to dribbled balls which are dealt with in Section 11 on fumbles.



6. If the kicker should recover his own kick, or another onside player of that team should do so, the kick will count as a punt and the yardage measured to the point of recovery. Yards gained subsequent to the recovery will be recorded separately under Own Punts Recovered.

7. An attempted field goal that fails to score becomes a punt and is subject to the section. For individual record purposes, however, missed field goal attempts are recorded separately from normal punts.

8. Punts partially blocked that cross the line of scrimmage are treated as ordinary punts.

9. An attempted punt that fails for any reason to cross the line of scrimmage will not be recorded as a punt since it could still evolve into a rushing or passing play, See Section 8(b).

10. Distances of successful field goals are recorded on the scoring summary.

(b) Kicks that do not cross scrimmage line:

1. If a kicker should attempt a kick from scrimmage and the ball fails to cross the line of scrimmage, this will not count as a punt but will be considered the same as a lateral pass behind the line of scrimmage. If legally recovered by a player on the kicker's side, the eventual outcome of the play will determine the way it should be recorded, that is, if a forward pass is thrown it will become a passing play; otherwise, it is a rushing play.

2. If recovered by the defending side, the kicker will be charged with a fumble lost and the yards lost from the line of scrimmage to the point of recovery will be charged as a Team Loss.

3. If a blocked kick is recovered by the kicking team, the kicker will be charged with a fumble. The events after recovery will determine whether the play shall be recorded as a rushing play, passing play or Team Loss play.

4. If such blocked kick is recovered by a defending player, the kicker will be charged with a fumble lost. The yards lost from the line of scrimmage to the point of recovery will be charged as a Team Loss under Section 5. Yards gained by the blocking team after recovery will be recorded under Fumble Returns, See Section 11.

5. The name of the defending player blocking the kick will be recorded in the space provided on the statistics reporting forms. The type of kick attempt blocked should also be indicated (punt, convert or field goal).

SECTION 9 – KICKOFFS

(a) Kickoffs are measured from the kickoff line to the point of recovery. If kicked over the deadline or Out of Bounds in the Goal Area without being touched by any player, the yardage will be recorded in the same manner as a punt into the End Zone. If kicked Out of Bounds in the field of play, the receiving team has the option of taking the ball at that point, taking the ball 30 yards in advance of where the ball was kicked or having the kickoff repeated. If the receiving team elects to take the ball at the point it went Out of Bounds, the kickoff shall be recorded to that point and the kicking team charged with a penalty declined. If the ball is awarded to the receiving team 30 yards in advance of where the ball was kicked, the yardage difference between that line and the point where the kickoff went Out of Bounds will be recorded as a penalty against the kicking team. If the kickoff has to be repeated, the kicking team will be charged with a penalty of five yards.

(b) The same rules for statistics purposes apply to kickoffs that apply to punts.

**SECTION 10 – KICK RETURNS**

(a) Kick returns are recorded in three separate categories.

- (1) Returns of punts,
- (2) Returns of missed field goal attempts,
- (3) Returns of kickoffs.

(b) Kick returns are measured from the point where the receiver gains possession of the ball to the point where the ball is declared dead or is lost by fumble or is kicked back. If the receiver loses yards on a kick return after gaining possession, such losses will be charged against the kick return yardage.

(c) When a penalty is called on a kick return for an offence such as clipping or illegal interference, the return will be measured to the point from which the penalty is applied.

(d) A receiver will not be charged with a kick return for conceding a single point without attempting to advance the ball or if a penalty is applied from the point of gaining possession of the ball, such as a No Yards penalty.

(e) Returns of missed field goal attempts are to be treated in the same manner as punt returns, since they are identical under the playing rules but are to be recorded separately from punt returns.

SECTION 11 – FUMBLES

(a) On any play terminated by a fumble, the yards gained or lost to the point of recovery are credited or charged to the player who fumbled, regardless of which team recovers the ball.

EXAMPLES:

(1) Player A carries the ball for five yards, is tackled and then fumbles. The ball goes forward for another three yards and is recovered by the opposition. A is credited with an eight-yard gain and charged with a fumble lost.

(2) Same play but ball goes backward three yards and is recovered by a player of A's team. A is credited with a two-yard gain and charged with a fumble recovered.

(b) A player generally should not be charged with a fumble if that player recovers his own fumble. However, if it is a flagrant fumble and opposing players have an opportunity to recover it, a fumble should be charged.

(c) The act of merely touching the ball is not necessarily possession. On the greased-pig type of scrambling for a fumbled ball, charge the original player for the fumble and credit the eventual recovery to the player who winds up with the ball. Ignore all momentary touching in between.

(d) The player who fumbles a ball Out of Bounds is to be charged with a fumble and an own team fumble recovery. This includes a player who laterals a ball Out of Bounds.

(e) Yards gained by a player subsequent to recovery of a team mate's fumble will remain as part of the play giving rise to the fumble and will be regarded in the nature of a gain after a lateral pass, See Section 7. However, the player recovering such fumble will also be credited under Own Fumbles Recovered on the statistics report form.

(f) Yards gained by a player subsequent to recovery of an opposition fumble are covered under Fumble Returns, See Section 12.

(g) When a player fumbles the ball and it is recovered by another player of the same team, the continuing action shall be regarded as part of the same play leading up to the fumble.

**EXAMPLES:**

(1) Team A running back carries the ball for 10 yards, fumbles and it is recovered by a Team A lineman, who then carries the ball for seven more yards before the play is stopped.

NOTE – This was a 17-yard rushing play. The running back is charged with one carry for 10 yards while the lineman is not charged with a carry but is given credit for seven yards rushing.

(2) Team A has the ball on Team B's 30-yard line. Team A quarterback throws a pass to the Team A receiver, who carries the ball to the Team B five-yard line and fumbles. The ball continues on into the Team B End Zone where it is fallen on by a Team A player.

NOTE – Team A quarterback is credited with a completed TD pass for 30 yards. The receiver is credited with a catch for 30 yards but no TD. The Team A player who recovered the ball is credited with a TD receiving but with no catch or yards.

(3) Team A punts to Team B on third down. The Team B player returns the ball for 10 yards, fumbles and the ball is picked up by another Team B player who carries it for 15 more yards.

NOTE – The Team B punt return is 25 yards. The first Team B player is credited with a return and 10 yards. The second Team B player is not credited with a return but is credited with 15 yards.

SECTION 12 – FUMBLE RETURNS

(a) This category deals with the recovery and returns of opposition fumbles including these situations:

(1) Yards gained following recovery of a blocked punt or field goal attempt.

(2) Yards gained following interception of a lateral pass.

(b) Fumble returns are measured from the point of recovery to the point the play becomes dead or possession is lost on a subsequent fumble.

(c) Dribbling a loose ball downfield will be considered a fumble return.

SECTION 13 – PENALTIES

(a) Five items are recorded with regard to penalties:

(1) Times Penalized,

(2) Yards Penalized,

(3) First Downs Gained by Penalties,

(4) Penalties Declined By,

(5) Gains Forfeited on Penalties.

(b) Times Penalized include those penalties declined by the opposition, double penalties against both teams that are often cancelled out against each other and multiple penalties called against one team on a single play.

(c) Yards Penalized are measured from the point of penalty to the point where the ball is next put into play.

(d) Refer to Section 1 for treatment of first downs gained by penalties.



(e) Gains Forfeited by Penalty are the yardage gains that would normally be recorded by the offence on offensive plays from scrimmage and have been nullified by application of a penalty. Gains Forfeited by Penalty do not occur on special teams plays, nor do they occur on defensive return plays (i.e. fumble returns, interception returns).

SECTION 14 – SCORING PLAYS

(a) A touchdown (six points) will be credited to the player scoring it. Yardage gained on a scrimmage play or the return of a punt, kickoff, interception or fumble that resulted in the score will also be recorded in the appropriate category.

(b) A Convert or Point After Touchdown will be credited to the player completing the play. It may be scored in three ways:

(1) By kicking a field goal, in which case the kicker receives credit for one point.

(2) By completing a forward pass, in which case the receiver gets credit for two points. The pass attempt and yards gained will be included in the game totals for passing and in the individual records of the passer and receiver.

(3) By carrying the ball across the Goal Line. The ball carrier will be credited with two points as well as with the yards gained rushing.

(4) A defensive player may score a two-point convert by legally gaining possession of the ball and advancing it across his opponent's Goal Line. The yardage gained or lost will be recorded in the appropriate category (missed field goal convert return, interception return and/or fumble return).

(c) Field Goal (three points) is credited to the kicker. The yardage on successful field goals is recorded using the yard line closest to the front of the kicking tee or the holder's spot.

(d) Safety Touch (two points) is credited as a team score only and no individual credit is to be given to any player.

(e) Single (one point) is credited to the player who kicked the ball across the Goal Line.

(f) When a score is made on the final play of any quarter, it shall be timed at 15:00.

SECTION 15 – GOAL AREA

Distance into the Goal Area is measured only in the following circumstances:

(1) Team A kicks the ball into the Goal Area, where it is recovered by Team B receiver 10 yards deep. The 10 yards is included in the total length of the punt or kickoff measured from the line of scrimmage or the line of kickoff.

(2) In the above example, Team B receiver runs the ball out of the End Zone to the Team B five-yard line and is credited with a kick return of 15 yards.

(3) In the same example, Team B receiver immediately concedes a single point. He shall not be charged with a return.

(4) In the same example, Team B receiver runs around in the End Zone and eventually concedes a single point. That receiver shall be charged with a return and the yards gained or lost since gaining possession of the ball.



SECTION 16 – QUARTERBACK SACKS

A quarterback sack is awarded to a Team B player whenever the Team A quarterback is in possession of the ball behind the line of scrimmage and:

- (i) Is tackled for a loss of yards by a Team B player or,
- (ii) Is forced out of bounds behind the line of scrimmage to avoid imminent contact with a Team B player or,
- (iii) Is forced by a Team B player to fumble the football and the play concludes with a turnover or loss of yards.

NOTE – In condition (iii) listed above, the play does not have to terminate for a quarterback sack to be awarded.

NOTE – In condition (iii) listed above, the Team B player is also to be credited with a forced fumble.

NOTE – The yards lost by Team A in any of the above situations shall be charged to Team A under Team Losses. The yards lost shall also be credited to the Team B player under Quarterback Sacks in the defensive stats section.

NOTE – If the sack results in a safety touch score, the Team B player will be credited with the sack and the yards lost to the goal line but not the two (2) points scored, which is a Team score.

NOTE – It is possible for the quarterback to be sacked for a loss of zero (0) yards, if the sack is less than one (1) yard.

It is not a quarterback sack but a rushing loss if:

- (i) The quarterback voluntarily steps out of bounds behind the line of scrimmage without being threatened by imminent contact with an opponent or,
- (ii) The Team A player attempting to pass is any player other than a quarterback or,
- (iii) The quarterback is tackled with the ball in possession at or across, but not behind, the line of scrimmage or,
- (iv) The quarterback attempts a short yardage sneak play and fails to reach the line of scrimmage or,
- (v) The quarterback voluntarily terminates the play by dropping to the ground on one knee. In this case, do not score a Rushing Loss, instead, score the play as a Team Loss.
- (vi) The quarterback is called for intentional grounding. In this case, score a penalty for zero (0) yards and the appropriate yardage lost against Team A as a Team Loss. Do not score the play as a rushing loss.

SECTION 17 – DRIBBLED BALL

A dribbled ball occurs when the ball is kicked while not in the possession or control of a player, i.e. a loose ball following a fumble, a blocked kick, a kickoff or a kick from scrimmage. Such a dribbled ball may be legally touched or recovered by the kicker or an onside player.

Net yards gained or lost, or points scored will be recorded in the same manner as the play in which the dribbling occurred.



SECTION 18 – TACKLES

(a) When a ball carrier is stopped, credit a Tackle to the player solely or primarily responsible for making the stop. Tackles are credited on all plays that end with a ball carrier being stopped by contact, including Quarterback Sacks. A player who forces a ball carrier out of bounds (with or without contact) shall be credited with a Tackle.

(b) A Tackle after a punt, missed field goal or kickoff shall be recorded as a Special Teams Tackle. All other tackles are recorded as Defensive Tackles.

(c) If a ball carrier is tackled behind the line of scrimmage on a Rushing, Passing or Team Loss play (other than a Quarterback Sack), the yards lost shall be credited to the player making the Defensive Tackle, and will be identified as a Tackle for Loss.

SECTION 19 – RATINGS

Leaders for CFL statistical categories are determined by the following guidelines:

- Rushing Average leaders are based on a minimum of 10 carries in a game, 100 for a season and 500 for a career.

- Pass Reception Average leaders are based on a minimum of three catches in a game, times the number of games played by that player's team in a season for season total ratings and 200 catches for a career.

- Punting Average leaders are based on a minimum of five punts in a game, 80 for a season and 1,000 for a career.

- Passing Percentage leaders based on a minimum of 20 passes per game, 300 passes for a season and 2,000 passes for a career.

- Passing Efficiency leaders based on a minimum of 20 passes per game, 300 passes for a season and 2,000 passes for a career.

- Field Goal Accuracy is the percentage determined by dividing the number of field goals attempted into the number of field goals successful. The Field Goal Accuracy leaders are based on a minimum of 20 attempts in a season and 100 attempts in a career.

- Field Goal Average is the distance determined by dividing the number of field goals successful into the total yardage of field goals. The Field Goal Average leaders are based on a minimum of 20 attempts in a season and 100 attempts in a career.

SECTION 20 – NET PUNTING AVERAGE

Net Punting Average (NPA) shall be calculated by dividing the total number of punt attempts into the total number of punting yards, minus the punt return yards allowed and minus the number of punt singles multiplied by 35. The above definition is reflected in the following equation:

$$\text{NPA} = \frac{\text{Punt Yards} - (\text{Punt Returns} + (\text{Punt Singles} * 35))}{\text{Punt Attempts}}$$

**SECTION 21 – FORCED FUMBLES**

A Forced Fumble is credited to a player who makes contact with an opposing ball carrier causing a fumble as defined in Section 11. It is possible that the player forcing the fumble may also receive credit for a fumble recovery and return.

(a) If a Team B player makes contact with a quarterback causing that quarterback to fumble the ball behind the line of scrimmage and the quarterback recovers the ball, the Team B player will not be credited with a forced fumble (the Team B player receives credit for a quarterback sack in this instance).

(b) A Team B player, who makes contact with a Team A player causing that player to fumble after crossing the line of scrimmage, will be given credit for a forced fumble regardless of the outcome of the play.

SECTION 22 – PASS KNOCKDOWNS

A pass knockdown is credited to a Team B player who makes a Team A pass attempt become an incompleteness by contacting the football in any manner.

SECTION 23 – TIME OF POSSESSION

Time of Possession is to be recorded by CFL Stats Crews and is to be credited to a Team whenever it is in possession of the football.

For kicking plays such as kickoffs, punts and missed field goals, Team B's possession starts upon the successful control of the football.

The total Time of Possession (Team A's TOP plus Team B's TOP) for every CFL game must equal 60 minutes (60:00).

SECTION 24 – DETERMINING LINE OF SCRIMMAGE

For statistical purposes, the line of scrimmage will be the yard line closest to the front of the ball (the front being the end of the ball farthest from the Team A Goal Line as defined in the Rule Book: Rule 4, Section 1, Article 1), except when the ball is resting inside the one-yard line, it will then be considered to be on the one-yard line.

SECTION 25 – SCORING DRIVES

A Scoring Drive starts at the Line of Scrimmage of Team A's first play of a series, and ends at the Goal Line if a Touchdown is scored or at the Line of Scrimmage of the last play of the series. The yardage of a successful Field Goal is not included in a Scoring Drive. Penalty plays and kicks are both counted when determining the number of plays in a drive. However, a Convert attempt is not counted in the number of plays in a drive.

All CFL Stats Crews will record Scoring Drives and include this information in the statistical play-by-play reports at the end of each drive. The drive information must include the number of plays, the yardage gained, a description of the scoring play and the total time of the drive.



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