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**“THE RULE BOOK WILL SUPERSEDE IN THE EVENT OF A DISCREPANCY WITH THE OPERATIONS MANUAL”**

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## DEFINITIONS

**Ball Dead in Touch** - A Dead Ball that is on or behind a goal line is a Touchdown, a Safety, a Touchback, or a Field Goal.

**Ball off Barrier** - Passes, fumbles, bats and other live balls remain live after the ball hits a Sideline Barrier. Exception: All free or scrimmage kicks hitting barriers are considered a Dead Ball. Any fumble, backward pass, forward pass or muffed ball that contacts the back wall in the end zone is considered dead. Kicks that hit the side and/or end zone back wall (also end lines if no barrier) are considered dead.

**Batting** - The intentional striking of the ball with the hand, fist, elbow, or forearm. Receiving and throwing the ball while still airborne.

**Catch** - A catch is made when a player secures possession of a pass, kick, or fumble in flight while the player is in the field of play. (any part of the body except a hand equals one foot) Allow any catch that a receiver contacts the "live" wall, even if a foot does not come down "inbounds" (i.e. touches the turf) Receiver must maintain control throughout the process of the catch. If there is no "live" wall and only a line (e.g. some end lines where a wall is not immediately adjacent to the line) then the receiver would still have to get one foot inbounds.

**Chop Block** - A delayed block anywhere on the field, at the thigh or below against an opponent who is engaged, or who has just been disengaged, by a teammate of the blocker (high/low or low/high).

**Chucking** - Chucking is a means of warding off an opponent who is in front of a defender by contacting him with a quick extension of an arm or arms followed by the return of the arm(s) to a flexed position, thereby breaking the original contact.

**Chucking, Illegal** - Once an eligible receiver has cleared the 5-yard area past the line of scrimmage, he cannot be chucked or impeded in any manner by a defensive player unless it is clearly a running play and such offensive player is attempting to block the defensive player or the Quarterback is out of the Offensive Box. Penalty: 5-yards and an automatic first down. If the QB muffs the snap or fumbles the ball, the chucking is no longer in effect.

**Clipping** - Clipping is throwing the body across the back of the leg(s) of an opponent or charging or falling into the back of an opponent, below the waist, if the opponent is not a runner. *Note: Since there is no free clipping zone in the League, clipping will always result in a penalty.*

**Correct Ruling Situation (CR)** – as used herein, is an official decision on a given statement of facts and serves to illustrate the intent, application, or amplification of a rule.

**Crack Back Block** - A block below the waist toward the ball within 5-yards of either side of the line of scrimmage. Players in high-motion or in motion toward the ball and players lined up outside of the Guard or the Tight End at the snap may not commit a Crack Back Block. The HMM (High Motion Man) may not block a defensive player below the waist until he is at least 5 yards beyond the line of scrimmage

**Dead Ball** - A ball that is not in play is a Dead Ball. The ball is considered to be dead between downs.

### **Defenseless Player**

A defenseless player is one whose physical position and/or concentration leaves him vulnerable to injury.

The following players are, by rule, deemed to be defenseless:

- A player in the act of or just after throwing a pass.
- A receiver in the act of catching a pass, or one who has completed a catch and has not had time to protect himself or has not clearly become a runner.
- A kicker in the act of or just after kicking a ball, or during the kick or the return.
- A kick returner attempting to catch or recover a kick.
- A player on the ground.
- A player obviously out of the play.
- A player who receives a blind-side block.
- A ball carrier already in the grasp of an opponent whose forward progress has been stopped.
- A QB any time after a change of possession.

**Defensive Box** – Refer to Illustration – Appendices B-1

**Disqualified Player** - A player who is banished from further participation in the game. A player may be disqualified for any of the following: (a) flagrant striking, kneeling or kicking an opponent; (b) flagrant roughing of a Kicker, passer, or any other opponent; (c) a palpably unfair act; (d) flagrant unsportsmanlike conduct; and (e) physical contact with an official. A Disqualified Player must immediately return to his dressing room before the game shall resume. The Referee is required to notify the disqualified player's Head Coach. *Note: A disqualified player is not to reappear in his team uniform nor return to any area other than to those areas that are assessable to spectators. Officials will not function as policemen, but will report violations to the AFL League Office. The AFL League Office, upon being informed, will take appropriate action.*

**Double Foul** - A foul by each team during the same down including any Multiple Foul by either team.

**Drifting** - The Defensive End and Nose Guard must be on the offensive side of the line of scrimmage in order to widen. The Defensive End and Nose Guard may stay on the line of scrimmage and give ground to avoid being cut blocked. However, neither the



Defensive End nor the Nose Guard may leave the line of scrimmage to cover an offensive player downfield.

**Drop Kick** - When a player drops the ball and then proceeds to kick it at the time or immediately after it touches the turf in an attempt to score 4 points. A player may Drop Kick the ball at any time and his team shall be awarded 4 points on a field goal attempt and 2 points on a PAT, if the ball passes through the uprights above the cross bar. If the kick is missed, the ball shall be played as any Scrimmage Kick.

**Encroachment** - Contact with an opponent on line of scrimmage before the Snap. Exception: The snapper is not considered in the Neutral Zone if no part of his body is beyond Team B's line of scrimmage at the Snap. Additionally, if either of the two linebackers are in the second neutral zone at the snap, it will be considered a "live ball" foul (Violation of the 2<sup>nd</sup> neutral zone 5 yard penalty from previous spot).

**Field Goal** – Kicking the ball from the field of play through the uprights above the cross bar of the opponent's goal by a drop kick or a place kick during a play from the line of scrimmage. No tee is allowed on Field Goals.

**Foul Between Downs** - A foul that occurs after a down has been played but before the next Snap or Free Kick that would start a new play.

*CR FBD.1 - The offensive team commits a clipping penalty after A1 scores a Touchdown. Ruling: This is a Foul Between Downs because the down ended when the score was made. The Foul will be administered on the Try For Point or on the first play after kickoff. Penalty: Personal Foul, 10 yards.*

**Fouls and Spots of Enforcement** - The basic Spots of Enforcement for Fouls are: (a) the Spot of the Foul: the spot where a foul was committed or deemed to have been committed by rule; (b) the Previous Spot: the identical spot where the ball was last put in play; (c) the Spot of the Loose Ball - the spot where the act connected with a given foul occurred or the spot at which the penalty is to be enforced; and (d) the Succeeding Spot - the spot where the ball would next be put into play if no distance penalty were to be enforced.

Exceptions: If a personal foul or unsportsmanlike foul occurs after a Touchdown and before the whistle for a Try for Point, the penalty will be enforced on the try or on the first play after the kick off, which could carry over to the second half kickoff or to overtime if the foul occurred on the last play of a tied game.

If a personal or unsportsmanlike foul occurs on the Try for Point and the kick was good, the Kicking team can accept the penalty and go for two or accept the point and have the foul penalized on the first play after the kickoff, which could carry over to second half kickoff or to overtime if the foul occurred on the last play of a tied game.

If a personal or unsportsmanlike foul occurs on a made Field Goal, the Kicking team will be awarded either three (3) or four (4) points depending on the type of kick. The personal or unsportsmanlike fouls will be enforced on the first play after the kickoff,

which could carry over to second half kickoff or to overtime if the foul occurred on the last play of a tied game.

**Free Kick** - A Free Kick puts the ball in play to start a Free Kick Down. Free Kicks are always kicked from the goal line. Free Kicks include (a) kickoffs and (b) kicks after a Safety. A one-inch (1") tee may be used for all Free Kicks.

**Free Kick Line** - The Free Kick Line for the Kicking team will always be the Kicking team's goal line. The Free Kick Line for the Receiving team is the Kicking team's 10-yard line.

**Fumble** - Any act, other than a pass or legal kick, which results in loss of player possession. The term "Fumble" always implies prior possession.

*Note: If a player pretends to fumble and causes the ball to go forward, it will be considered an illegal forward pass. Penalty: 5-yard penalty from the spot of foul and loss of down on scrimmage play or 5-yard penalty from the spot of the foul on change of possession.*

**Horse Collar Tackle** – Horse Collar Tackle Illegal. All players are prohibited from grabbing the inside back collar of the shoulder pads or jersey, or the inside collar of the side of the shoulder pads or jersey, and IMMEDIATELY pulling the runner down, This does not apply to a runner or a QB who is in the offensive box. Personal foul - 10 yards from Basic spot.

**Huddle** - When two or more players on a team form a group or circle in order to receive the signal for the next play or for any other reason.

**Illegal Bat** - A player may not bat or punch (a) a loose ball in field of play toward his opponent's goal line or (b) a loose ball in any direction if it is in either End Zone. Penalty: 5-yards and a loss of down. Automatic first down if foul is on the defense.

**Illegal Kick** - A player may not intentionally kick a loose ball. When an Illegal Kick hits the barrier/wall, the ball remains alive until recovered.

If by offense loss of down, if by defense automatic first down.

Penalty: 5 yards and if by offense, there is a loss of down. If by defense, there is an automatic first down.

**Impetus** - The action of a player that gives momentum to the ball and sends it In Touch. Impetus is attributed to the offense unless the ball is sent In Touch through a new momentum of the ball created when the defense bats or kicks (a) a Kick or Fumble or (b) a Backward Pass after it has touched the ground. *Note: If a player is pushed or blocked into any Kick or Fumble or into a Backward Pass after the ball has touched the ground, and if such pushing or blocking is the factor that sends a Loose Ball In Touch, the impetus is by the pusher or blocker.*

**In Touch** - The ball is In Touch (a) after it has come from the field of play and moves past the plane of a goal line while in Player Possession or (b) while it is a Loose Ball and it touches anything on or behind a goal line.

**League** - The Arena Football League.

**Leg Whip** - Intentionally kicking or contacting an opponent with the leg. Penalty: 10-yard personal foul. In addition, a Player committing a leg whip deemed to be done "with intent to injure an opponent" shall be fined by the League.

**Leverage** – Jumping, standing on or placing a hand or hands on a teammate or opponent to gain leverage for additional height in the attempt to block an opponent's kick. Any attempt to gain such leverage is illegal. However, a defensive player is permitted to use an offensive player for leverage with his hands or arms but not his feet.

**Line of Scrimmage** - The yard line or plane passing through the end of the ball nearest a team's own goal line.

**Line to Gain** - The yard line which is 10-yards ahead of the first spot of the Snap in a Series of Downs.

**Live Ball** - A ball that has legally been put into play (i.e., by a Free Kick or Snap). A ball is "Live" until the down ends.

**Loose Ball** - A live ball that is not in player possession (i.e., any kick, pass, or fumble). A Loose Ball that has not yet struck ground is considered to be in flight. A Loose Ball (either during or after flight) is considered to be in possession of the offensive team whose player kicked, passed or fumbled. A Loose Ball ends when a player secures possession of the ball or when the down ends before such possession is secured.

**Motion** - One offensive back, other than the fullback or quarterback, may be in motion and may be moving forward as long as he is not past the line of scrimmage when the ball is snapped. However, the player must go in motion backwards before moving forward and may not start the motion from the offensive box. Any motion man may not go through "A" gap unless he is in possession of the ball. The fullback must be stationary at the snap.

**Muff** - The touching of a Loose Ball by a player in an unsuccessful attempt to obtain possession. A Muff in overtime is not considered a possession by the team committing the Muff. *Note: Any ball intentionally Muffed forward is considered an Illegal Bat.*

**Multiple Foul** - Two or more fouls by the same team during the same down, unless they are part of a Double Foul.

**Neutral Zone** - The space between the offensive and defensive scrimmage lines (planes). The Neutral Zone is the same length as the ball and will be reset after a down ends.

**Offense and Defense** - A team in possession of the ball shall be considered the "offense" and the opposing team at such time is the "defense".

**Offensive Box** – Refer to Illustration – Appendices B-1

**Offside** - A player is Offside when any part of his body is beyond his scrimmage or free kick line when the ball is put into play. Exceptions: the snapper as noted above; the Holder of a place kick for a Free Kick; the Kicker may be beyond the line but his kicking foot may not be (soccer style).

**Out of Bounds** -The sideline and end zone wall will be live. All boundary lines from the end line to end line and along the end line will be disregarded unless there is no wall immediately adjacent to the line. Where there is no wall immediately adjacent to the boundary line, the boundary line will be used to rule in bounds and out of bounds, and the wall will be considered out of bounds.

Except as set forth below with regard to a voluntary "give-up," a player must be forced by a defensive player into the sideline wall to be ruled out of bounds on account of contact with such wall. Otherwise, contact by a player with a sideline-adjacent wall shall not in itself be cause for the player to be ruled out of bounds.

A fumble into a boundary-adjacent wall will remain live until recovered and ruled dead, whether or not it at anytime hit a boundary line. Exception: Any fumble, muffed ball or backward pass that hits a wall adjacent to the end line (back line of the end zone) will be a dead ball upon contact with the wall.

Any legal kick that hits a wall will be considered dead.

A player may "give himself up" by intentionally and obviously extending the ball over or into the sideline barrier, at which point he will immediately be ruled down and the play whistled dead.

A player who catches a pass while in the air and then hits the Sideline Barrier with his feet or foot will be considered to have caught a completed pass. If the player is untouched by a defender before he touches the Sideline Barrier, he may continue to advance the ball.

**Pass** - The movement of the ball due to throwing, shoveling (shovel pass) or pushing (push pass) the ball by a player.

**Pass (Backward)** - Any pass that is parallel or moving backward to a yard line (if in doubt it will be ruled a forward pass.) *Note: If a pass is Batted, Muffed, Punched or Kicked in any direction, it does not change its original designation. However, such an act may change the impetus if sent In Touch and may be a Foul.*

**Pass (Forward)** - A pass that moves to a point forward (nearer the opponents goal line) after leaving the passer's hands and before touching another player. Exception: When the ball is handed forward to an eligible pass receiver who is behind his line, it is not a forward pass. If the receiver Muffs in this situation, it is treated as a fumble.

*CR FP 1 - A pass legally handed forward behind the line of scrimmage to an eligible pass receiver is followed by a forward pass in flight from behind the line of scrimmage.  
Ruling: This is a legal pass because the first hand-off is not considered a forward pass.*

**Pass Blocking** - Pass Blocking is the obstruction of an opponent by using any part of the body above the knees. During a legal Block, hands (open or closed) must be inside the blocker's elbows and can be thrust forward to contact an opponent if the contact is inside the frame of the opponent's body. A blocker's hands may not be thrust forward above the opponent's frame resulting in contact an opponent's neck, face, or head. The blocker cannot use his hands or arms to push from behind, hang onto, or encircle an opponent in a way that restricts the opponent's movement as the play develops. The blocker is permitted to ward off an opponent's attempt to grasp the blocker's jersey or arm(s) and to prevent legal contact to the blocker's head, by use of an up-and-down action of the arm(s).

**Passer** - The Passer is the player who throws a legal forward pass. He is a passer from the time he releases the ball until the ball is complete, incomplete, or intercepted or he moves to participate in the play.

**Piling On** - Causing the body to fall upon any prostrate player after the ball is dead.  
*Penalty: Personal foul ten yards from basic spot and automatic first down if not in conflict with other rules.* A runner who has fallen to the ground but eligible to get up and advance must be contacted in a manner so as not to be judged as unnecessarily rough.

**Player on Line** - A player on Team A is on his line when (a) his shoulders face Team B's goal line, and breaks the waist line of the Center or (b) if he is the snapper and no part of his body is beyond Team B's line at the snap.

**Possession by Player** - Possession occurs when a player other than an eligible receiver has held the ball firmly in his grasp long enough to have established control of the ball. In order for an eligible receiver of a forward pass to be in possession, he must control the ball while clearly touching one foot or any part of his body other than his hand(s) to the ground while inbounds. If the player is hit and the ball comes loose simultaneously to the player touching one foot or any part of his body except his hand(s) inbounds, there shall be "no possession". If, when the ball comes loose, there is any question whether the above acts are simultaneous, the ruling shall be no possession. Possession applies whether on the field of play or in the End Zone. The terms "Catch", "Intercept", "Recover", "Advance", and "Fumble" denote player Possession (as distinguished from Touching or Muffing).

**Protected Catch** - The Kicking team may not cross the 5-yard line of the Receiving team until the receiver has touched the ball or the ball touches the playing surface. Once the receiving player has touched the ball or the ball has touched the playing surface, the Kicking team's players may penetrate the 5-yard line. *Penalty: 5-yard penalty from the basic spot. The receiver must be given an unmolested opportunity to catch any airborne kick that has not touched the field of play. If a player from the Kicking team makes any forcible contact with the receiver before the receiver has*

*touched the ball, it is Kick Catch Interference and will result in a 10-yard penalty from the basic spot. Note: There is no violation of the 5-yard kicking belt if a kick goes over the top of the nets, out of bounds or rebounds off the net or bracket out to the 5-yard line or beyond.*

**Punts** - There is no Punting of the ball in Arena Football. *Penalty: Illegal kick resulting in a 5-yard penalty from the previous spot and loss of down.*

**Quarterback Slide** – The Quarterback gets protection when he slides to avoid contact. He may not be contacted and should be ruled down where he contacts the ground to begin his slide. He may not continue to advance the ball even though he has not been contacted.

**Run Blocking** - During Run Blocking, contact is legal if made with the shoulders, hands, and/or outer surface of the forearm, or any other part of the body. Hands, with extended arms, can be used to contact an opponent inside the opponent's frame. The blocker may not use his hands, arms, or legs to grasp, trip, hang onto, or encircle an opponent to gain an advantage. As the play develops, a blocker is permitted to work for and maintain position on an opponent provided that he does not push his opponent from behind or commit a Clip. A blocker who is lined up more than 2-yards outside the interior linemen is also subject to the Crack Back Rule.

**Runner** - The offensive player who is in possession of a live ball, holding the ball or carrying it in any direction.

**Running Play** - A play during which there is a runner, which is not followed by a Kick or Forward Pass from behind the line of scrimmage.

**Safety** - A situation in which the ball is dead on or behind a team's own goal line, provided that: (a) the impetus came from a player of that team; (b) it is not a Touchdown; or (c) the situation is such that intentional grounding occurred in the End Zone; or. d) all illegal passes thrown from endzone will result in a SAFETY if Penalty is accepted

**Season** – (Rule specific for Football Operations) The period beginning at 12:00 midnight on the day of the conclusion of the ArenaBowl and ending with the conclusion of the following ArenaBowl.

**Series of Downs** - The four consecutive charged scrimmage downs allotted to the offensive team during which it must advance the ball to a yard line called the Line to Gain to retain possession.

**Shift** - A simultaneous change of position by two or more offensive players after the ball is ready for play from scrimmage and before the next snap.

**Shading** - A situation where the Nose Guard is not aligned "helmet to helmet" with the Center (no tilt or body to the side). Shading also pertains to the illegal alignment of any of the four down defensive linemen on scrimmage kicks.

**Sideline Barrier** - The high-density foam barrier that encircles the playing field as described in Rule 1.2 herein.

**Snap** - A backward pass that puts the ball in play to start a scrimmage down.

**Spiking** - Intentionally throwing the ball into the ground or Sideline Barrier for any reason. A ball bouncing into the stands after being spiked is no longer considered to be a penalty. However, the number of the Player spiking the ball will be recorded and reported to the AFL League Office and that Player may be subject to a fine. A spike that is deemed to be taunting or dangerous (e.g. a ball forcefully thrown into a sideline or End Zone barrier that could endanger spectators) may still be flagged as a penalty for unsportsmanlike conduct.

*CR S 1 - A8 scores on a 22-yard touchdown catch. After the score he spikes the ball in the End Zone and the ball bounces into the stands - no penalty. However, the Player's number will be recorded and turned into the AFL League Office.*

*CR S 2 - A8 spikes the ball at the feet of an opponent after a touchdown catch. This is an unsportsmanlike foul and the offended team may take the penalty on the Try for Point or the first play after the Kickoff. The penalty would be the same if the player forcibly throws a ball into the Sideline Barrier, endangering a spectator.*

**Suspended Player** - A player for whom a substitution must be made to allow for correction of illegal equipment. A team may utilize a time-out to correct any illegal equipment situations.

**Team A and Team B** - The team that puts the ball in play is Team A; its opponent is Team B. For brevity, a player of Team A is referred to as A1 and his teammates are referred to as A2, A3, etc. Players on the opposing team are referred to as B1, B2, etc.

**Time Out** - An interval during which the clock is stopped, including intermissions. Charged Time Outs refer to teams taking one of their allowable time outs.

**Touchback** - The situation in which a ball is dead on or behind a team's own goal line, provided that the impetus came from an opponent and provided that it is not a Touchdown. Exception: when impetus by an opponent is an incomplete pass.

**Touchdown** - The situation in which any part of the ball, legally in possession of a player who is inbounds, is on, above, or behind the plane of the opponents' goal line, provided that it is not a Touchback.

**Touching the Ball** - Any contact with the ball by a player. Unless specifically provided for by rule, there is no distinction between a player touching the ball with his hands or any other part of his body.

**Tripping** - Either (a) the use of the leg or foot in obstructing any opponent, including the ball carrier, below the knee or (b) the use of the hand or extended arm to obstruct the leg or foot of any opponent other than the runner. *Penalty: Personal foul, 10-yards*

*from the basic spot and automatic first down if the foul is on the defense. (8/16/05)*  
*Note: Tackling, attempting to tackle, or diving into a runner below the knee is not tripping.*

**Try for Point** - The opportunity (given to a team that has just scored a touchdown) to score an additional point during one scrimmage down by place kicking or to score an additional two points by drop kicking, passing or running.

*Note: If a Try for Point is blocked and stays behind the line of scrimmage, the ball is live and can be recovered and/or returned for a two-point Try for Point conversion by either team. In the event that the ball is kicked and crosses the line of scrimmage, regardless of whether it was deflected, the ball shall be immediately considered dead if it does not successfully pass through the uprights. Example: On a Try for Point, Team A has the ball placed on the left college hash mark for a two-point try. The try is successful, but A commits a chop block. After the penalty is assessed, Team A requests that the ball be placed on the nearest pro hash mark in order to attempt a kick. Ruling: This is a legal request that must be granted.*

**Twist** - Illegal crossing of defensive down linemen. *Penalty: Illegal Defense, 5-yard penalty and automatic first down.*

**Warnings** - Verbal admonitions given by officials to coaches, teams, and/or players for any of the following: (a) one minute warning; (b) Quick snaps; (c) Defense in neutral zone; (d) Players violating sideline restrictions; (e) Coaches outside allowable area; (f) Players lingering when substituted for; (g) Offensive line splits; and (h) Umpire pick – first occurrence non-contact.

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ARENA FOOTBALL LEAGUE



## **RULE 1**

### **THE FIELD, PLAYING SURFACE, FACILITIES, AND PERSONNEL**

#### **1.1 Playing Surface**

Field Systems with no physical impediments must adhere to the rulebook.

Consistent walls - Height (48 to 52 inches) and color.

50-yard field and 8-yard End Zones

The AFL League Office will reserve the right to evaluate each individual situation.

Arena Football is played indoors on a padded synthetic turf playing surface approximately the same length and width as a professional ice hockey rink.

The total length of the synthetic turf surface shall be at least 204 feet.

The total length of the regulation field between the end lines is 198 feet.

The total width of the regulation field is a minimum 85 feet to 90 feet between the Sideline Barriers.

The two End Zones are 8 yards deep from the goal line to the end line (the back of End Zone).

The minimum height for an arena Score Board is 50 feet.

#### **1.2 Sideline Barrier**

A 48" to 52" high-density foam Sideline Barrier shall encircle the playing field and shall be stationed 1 to 3 feet beyond the perimeter of the field. The Sideline Barrier shall be at least 3" thick and shall be used for cushioning around the entire perimeter of the playing field. *Note: This rule may not apply in the End Zones of some venues.* Arena Football League sponsors may be granted permission to advertise on the field side surface of the Sideline Barrier. Down markers are a part of the barrier system.

#### **1.3 Field Markings**

The playing surface will be marked every 5-yards from goal line to goal line with a white stripe (4" in width) paralleling the goal lines.

The end line of the field of play is four inches (4") in width, being white in color.

Two sets of hash marks (college and pro hash marks) are placed on the field. The inside or pro hash mark is 4 1/2 feet off the center point of the field width wise (12" x 4"). The outside or college hash mark is 13 1/2 feet off the center point of the field (12" x 4"). If the ball is between the sideline and wide college hash marks at the end of the play, it will be spotted at the adjacent hash mark. When the ball is between the college and pro hash marks, it will be spotted at the pro hash marks. When the ball is between the pro

hash marks, it will be placed at the hash mark giving the Quarterback more space to the wide side of his throwing arm.

On any Kicking Down, at the request of the offensive team captain, the ball will be placed on the nearest pro hash mark even if the ball is outside the college hash mark. If the ball is between the pro hash marks, it may be left there for an attempted Field Goal.

A hash mark should be placed at the 2 yard line for Try for Point attempts.

The base of the "Field Numbers" is to be placed 5 yards from the boundary. The "Field Numbers" should be thirty-six inches (36") wide by eighteen inches (18") tall.

The home team must provide and use the League's standard set of sideline markers.

All lines are to be marked with a paint type material that is not harmful to the eyes or skin. Sideline markers, chains and the down box will be made of a pliable protective material so as to prevent injury. All rigid fixtures should be as far as possible from the sidelines and end lines.

#### **1.4 Goal Posts**

Goal posts are located over each end line at the midpoint of the field, width wise (the center of the goal post should be forty-two (42) feet from the sideline).

The goal post is "H" shaped and is part of the goal-side net structures. (See Illustrations)

Each upright extends forty (40) feet above the playing surface.

The goal posts are hung from the overhead structure of the arena. The bottom of each upright is 8 feet above the playing surface. The height of the top of the cross bar above the playing surface is 15 feet.

All goal posts must be painted safety yellow in color.

The inside "U" portion (Field Goal area) of all Goal Posts must be in "Day Glo" Saturn Yellow - #SCR 17.

#### **1.5 Goalside Rebound Nets**

Goalside Rebound Nets extend outward from each upright along the end line. (See Illustrations).

The Goalside Rebound Nets are approximately thirty (30) feet wide and thirty-two (32) feet high and extend approximately forty (40) feet above the playing surface.

Goalside Rebound Nets are to be made of approximately three-inch (3") square black mesh that will allow for good vision from behind by the spectators.

Black nets are mandatory for all League arenas.

Goalside Rebound Nets are stretched taut on a lightweight, high-tensile-strength tubular frame so that missed kick attempts will rebound off the net and back into the field of play.

The Goalside Rebound Nets are hung with the goal posts from overhead with the bottom bars of the frames positioned eight (8) feet above the playing surface.

### **1.6 Game Officials**

The following five officials will make up the officiating crew for all League games: the Referee, the Umpire, two sideline officials designated as the Head Linesman and the Line Judge, and a Back Judge.

### **1.7 Chain Crew**

Only three (3) members of the chain crew will be allowed on the field. All chain crew members must move off the playing area to the End Zone on each play.

Officials from the home team will select members of the chain crew. Chain crew members will preferably be high school or college football officials. Members of the chain crew must be uniformly identifiable as specified by the AFL Senior Director of Football Operations. During the game, the chain crew is under the direct authority of the game officials and specifically the Linesman. The chain crew will report to game officials 60 minutes prior to kickoff.

Due to television considerations, the chains will remain on the same sideline throughout the entire game.

### **1.8 Ball Persons**

There will be four ball persons. They will station themselves in each corner of the end line and be alert to when a new ball is needed. All ball persons must move off the playing area on each play.

Ball persons will be designated by the home team but are subject to the approval of the game officials. Ball persons should be an absolute minimum of 18 years old and in condition to retrieve balls quickly. They will carry towels and supply officials with dry balls free of any foreign substance. With running time it is imperative that a smooth transition takes place after each play, avoiding the necessity of an official's time out. Ball persons will report to the Umpire in the dressing room one-hour before kickoff. Ball

Persons will wear sneakers, blue jeans, and plain, white T-shirts unless they are asked to wear specially marked shirts provided by game officials.

### **1.9 Players' Bench/Access to Field**

There will be a bench area for both teams behind the Sideline Barrier. Access will normally be through a locking gate or door in the barrier. Team players and coaching staff will remain in this bench area.

Team benches should be located on opposite sides of the playing field, unless approved, in writing, by the AFL Senior Director of Football Operations. Only team-appareled persons may be in the team box. Box personnel must remain on ground level to clear the view for fans. No lifts may be built or added to bench areas.

### **1.10 Ground Rules Due To Fixed Conditions**

In League arenas where ground rules are necessary due to fixed conditions that cannot be changed, the AFL Senior Director of Football Operations has the authority to make such ground rules. Ground rules may also be made by mutual agreement of the two Head Coaches. If the Head Coaches cannot agree on the rules, the Referee is the final authority after consulting with his crew.

### **1.11 Impediments Near the Playing Surface**

Protective cushioning will be placed wherever it is not possible to remove impediments such as seats, posts, partitions, etc., located within 6 feet of the playing surface beyond the end lines.

### **1.12 Coach-to-Coach Communication**

- Coach to coach communication systems are the responsibility of each individual team. Teams are permitted to provide their own equipment for all games, whether home or away. It is the visiting team's responsibility to contact, in advance, the FCC contact in the market in which the game will be played to coordinate system frequencies.
- Any communication problems with any system are that particular teams issue to resolve. If one team's system is not working, the opposing team is not required to abandon use of its own system. Any team found to have disrupted or attempted to disrupt another team's signal, solely at the discretion of the AFL League Office, will be subject to a fine and forfeiture of the game.
- Each team will be responsible for providing a complete listing of all wireless communication devices with type "RF" frequency as follows;
  - Radios
    - All serial numbers
    - Copy of license for operation
  - Wireless microphones

- Brand
- All serial numbers
- Copy of license for operation
- Copy of frequency approval from local frequency coordinator

NO CELL PHONE USE IS ALLOWED IN THE BENCH AREA DURING GAMES

### **1.13 Coach Location On Field**

*Offensive signal caller allowed on Field for Offense, he may move to the opposite side of the field for this action. This person should remain at least 5-yard behind the Offense and within two yards of the side-walls.*

*One Defensive signal caller allowed on field for Defense, he may move to the opposite side of the field for this action. This person should remain at least 5-yards behind the Offense and within 2-yards of the side -walls. Coaches for each team may be on the same side of the field when calling plays, but if there are issues, the visiting team coach will move to alternate side of field.*

*No other coach is allowed on the playing field, except on time outs. Coaches must remain outside the numbers during time outs and players report to coaches.*

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## **RULE 2 THE BALL**

### **2.1 The Football**

The Arena Football shall be of approximately the same dimensions as a regulation outdoor professional football and will be manufactured exclusively for League play by Spalding. No other ball may be used for games or official practices.

The Referee shall be the sole judge as to whether all balls offered for play comply with League specifications.

### **2.2 Responsibility for Balls**

The home team shall have 36 new balls (with two ball bags) available for testing with a pressure gauge by the Line Judge one hour before the start time of the game.

The home team will furnish an air pump, and all balls shall remain with the Referee in the officials' locker room. Before the start of each half, the Umpire will carry 8 balls onto the field and present them to the ball persons.

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

### **2.3 Replacing Balls During Play**

The offensive team's Center may request a playable ball. The game clock shall stop for such request. The Referee will use discretion as to the validity of the Center's request. The play clock will stop and restart from the time of the request. If the play clock resets to 35/25, the clock will be turned off and the Back Judge will keep the remaining time on the field for that play.

## **RULE 3**

### **THE GAME - HOW STARTED, CONDUCTED AND TIMED**

#### **3.1 Time of Play**

A regulation League game will consist of four 15-minute quarters with a 2-minute break between the first and second quarters as well as the third and fourth quarters. A "Red Hat" official shall be provided by the home team and will time all television/radio timeouts. There will be 35/25 seconds between scrimmage plays. Exception: After administrative stoppages such as change of possession, measurements, penalties, timeouts and injury timeouts, the play clock is set at 25 seconds.

*Once the ball is declared dead, the covering official will raise his arm above his head signifying the end of the play. The play clock will then reset to 35 seconds for the next play and start.*

There will be a 15 minute half time intermission period, timed by the game clock timer. There will be no extensions beyond the allotted 15 minutes for the half time break unless directed by the AFL office or unless television dictates otherwise

#### **3.2 Out-of-Bounds/Incomplete Passes**

The clock will not stop on any out of bounds plays or incomplete passes, except in the final minute of the first and second half of play. The clock will continue to run after a Touchdown, but will stop after a Try for Point. After the ready for play on the Try for Point, if a foul occurs before or during the try, and the try is replayed, the game clock will not start. The clock will start on the ready signal after any undue delay resulting from a pile-up on a runner short of a first down or any undue delay resulting from a pile-up on a Quarterback after a sack.

On out of bounds plays and incomplete passes outside the one-minute of each half, the ball will be brought back to the line of scrimmage and spotted as quickly as possible, in order to be made ready for play.

#### **3.3 Stopping the Clock**

The clock will be stopped for all change of possession, penalties, and official time outs, such as measurements and undue pile-ups, as determined by the Referee. Any official observing a possible injury will signal a time out and motion a trainer or a doctor onto the field. Every effort will be made within reason to remove the injured player from the playing field as soon as his movement is warranted. After the chains are set and injured players have left the field, the clock will start on the Referee's ready signal.

Between the first/second and third/fourth quarters, teams are expected to return to their sidelines until directed by the officials to return to the playing field.

### **3.4 Official Time**

The time appearing on the arena's electric clock (with tenths) usually located directly above the playing field shall keep the official game time. The clock operator shall start and stop the clock upon the signal of any official according to the rules. The Back Judge shall carry a backup stopwatch in case of a malfunction of the arena clock.

### **3.5 Kickoff on Schedule**

Both teams must be on the field in ample time to kick off at the scheduled time for start of each half. Ample time prior to the start of the game is ten (10) minutes. Sideline officials will notify the Head Coach for each team five (5) minutes before the start of the second half. A team will be penalized 10-yards from the succeeding spot after the kickoff for causing a delay in the start of a half. *Penalty: Unsportsmanlike conduct.*

### **3.6 Toss of Coin**

Three (3) minutes before kickoff, sideline officials will bring the team captains to the Referee at the center of the midfield stripe. The Referee, in the presence of both captains, will ask the visiting captain his call of the coin. The Referee will repeat the player's choice as he tosses the coin. The team winning the coin toss may choose (a) to receive; (b) to kick; (c) the goal his team wishes to defend; or (d) to defer the choice until the second half. Honored guests, dignitaries, team or League officials or other invited guests may be allowed to participate in the coin toss ceremony. The Back Judge is responsible for escorting these individuals on and off the field. The team with choice at the start of the second half may choose from (a), (b) or (c) above. At the start of the second half, the sideline official and referee will obtain the choice of the team to receive the 2<sup>nd</sup> half kickoff from the head coach. They will then obtain which goal the kicking team prefers to defend.

### **3.7 Clocks at Kickoff**

The game clock will start when the ball is legally kicked, except in the last minute of each half when the clock is started after legal touching or when the ball enters the field of play from the End Zone, after having been legally touched by any receiver in the End Zone. The 25-second clock in both of the above situations will start on the Back Judges signal.

In the last minute of the second and fourth quarter, any player securing control of the ball and giving himself up, one (1) second will be taken off the game clock.

### **3.8 Charged Time Outs**

Each team is allowed three (3) charged team time outs during each half without a distance penalty. Any player or Coach may request a time out. Incoming substitutes may also request a time out.

All team time outs will be sixty (60) seconds in actual length. The team requesting the time out has the option to shorten the time out to a thirty (30) second time out if the



Head Coach chooses to use the time out only to stop the clock. In such circumstances, the Head Coach will indicate this to the Referee by placing both hands on his shoulders. This will indicate that the clock will stop, and the ball and the 35/25-second clock will be reset.

**All time outs in the last minute of each half will be 30-second time out. All time outs maybe extended to accommodate media or promotions.** It is suggested that all media time outs and promotion stoppages be used prior to the last minute of either half.

### **3.9 Injuries**

In the event of a player injury, game officials will not contact the player but signal time out and motion for the trainer and/or the team doctor to enter the playing field.

An injured player must be substituted for unless his team uses a charged time-out to keep him in the game (ok to buy him back in with a timeout). Under such circumstances, the player must be ready to play by the end of the time-out or he must exit the field in order that play can continue.

*Injury time outs are not charged except if they are taken in the last minute of each half when the clock was running. If there is an injury on both teams during the last minute of a half, both teams are charged if the clock was running at the time of the injuries, except when an injury is caused by a foul committed by an opponent. Any suspected feigning of injury will be written up by the Referee and will be dealt with severely and directly by the AFL Senior Director of Football Operations. The clock will start on the snap after charged time outs and on the ready on official's time outs. (if the clock is stopped for any other reason and there is also an injury, there will not be a charged timeout to either team) Example: In the last minute of the game Team A throws an incomplete pass and Guard A3 is injured. Ruling: No team charged time out. The clock would stop for the incomplete pass.*

Players may return to their sidelines during time outs and confer with coaches but must be ready to play on the Referee's signal upon the termination of the time out. Once it has been established, in the opinion of the Referee, that the injury time out will be lengthy, the Referee may signal to both team benches that attendants are allowed on the field and players may approach the bench areas.

*CR 3.9.1 – The play starts with 1:04 left in a half but goes under one minute on a play where a player is injured. Ruling: Injury time out not charged as clock was stopped for 1-minute timing rules. Injury time outs are never charged on Try for Point tries even in the last minute.*

When the Referee deems that both teams are ready to resume play. The game clock will resume on the snap.

Consecutive time outs made by the same team are not allowed unless a time out is taken in the last minute of each half to keep an injured player in the game.

### **3.10 Equipment Repair**

Any needed equipment repair will be reported to the Referee and upon the Referee's approval the equipment must be attended to as quickly as possible while time is out. Substitute equipment is recommended to conserve time. After one minute, if proper equipment cannot be attained, the player must be removed from the game and replaced by a substitute player.

A team may use a "charged" time-out to repair illegal equipment and keep the player in the game.

### **3.11 Excess Time Out**

After a team has used its three allowable time outs, subsequent time outs are not allowed

#### Excess Time Outs Prior to the Last Minute

No more than three team time outs prior to the last minute of a half are allowed. Injured players must leave the game. A team may not be granted an additional time out or "buy" a time out with a penalty.

#### 10-Second Hold Rule

The 10-second hold rule only applies to the offense.

During the last minute of either half while the clock is running, if the score is tied or the team in possession is behind in the score and has exhausted its legal time outs, an additional time out (4<sup>th</sup>) may be granted if a player is injured or deemed to be using illegal equipment. The clock shall start with the Referee's whistle upon removal of the injured player or player with illegal equipment from the playing field as prescribed. However, the ball shall not be put in play for at least ten (10) seconds thereafter. The Referee will hold up play while the Official Game Clock Official removes ten (10) seconds from the game clock. The Referee will inform both teams that the clock will start on the ready signal and he shall proceed as such when the ten (10) seconds are removed.

If an additional time out (5<sup>th</sup>) is needed for an injured player within the last minute of the half and the clock is running at the time of the injury the team will be assessed a 5 yard penalty and there will be a 10 second run off on the clock.

The 10-Second Hold Rule will not be applied when there are ten (10) or less seconds remaining on the game clock.

*CR 3.11.1- Offensive Team A, with the score tied or Team A behind in the last minute of the half and the clock running: (a) Requests its fourth time out due to an injured player. Ruling: Granted. No 5-yard penalty. Player has to be removed. The Referee's whistle starts the clock and 10 seconds will be taken off clock before the play can begin; (b) Requests its fifth time out due to an injured player. Ruling: 10-Second Hold Rule is in effect. 5-yard penalty for delay of game.*

In this situation, the game clock will start on the Referee's ready signal as opposed to starting on the snap. Similarly, the clock will also start on the Referee's ready signal for all equipment repairs made in the last minute of either half. The clock will be started "there is no procedure by which you can buy a time out with a penalty."

### **3.12 Notification to Coaches**

The Referee must notify both the captain and the Head Coach when their team has been charged with three time outs. No penalty shall be enforced for an excess time out unless proper notice has been given. The Referee may not delegate this duty.

### **3.13 Illegal Pass Out of Bounds**

Any pass that goes out of bounds during the last minute of a half will stop the clock. The clock will then start on the snap. Any pass that is an illegal pass to conserve time will be a spot foul and the play will result in a loss of down. The clock will start on the ready signal or snap as determined by the offended team. *If the foul occurs in the last minute of a half, the 10-Second Hold Rule will apply and ten (10) seconds will be removed from the clock.*

### **3.14 Automatic Referee Time Outs**

Automatic Referee time outs will occur under the following circumstances:

- (a) When there is a change of possession, the clock will start on the Referee's ready signal, except in the last minute of a half.
- (b) When there is any possibility of a measurement for a first down or in consulting a captain about such possibility.
- (c) When there are undue pileups on the runner or ball, or when determining possession after a fumble during time in.
- (d) If the snap is made before the Referee can assume his position (not a repeated act).
- (e) In the event of injury to an official or member of the chain crew.
- (f) In the event of an officials' conference for rules interpretation or rules enforcement.
- (g) If the Defense knocks the ball away to stop the clock, the clock will start on the snap if the offense is behind. If the defense is behind, the clock will start on the Referee's ready signal.

### **3.15 Last Minute of Half/Game Warning**

The Referee will announce that last minute rules are in effect. He will announce the number of time outs remaining for each team. The 25-second ready-for-play signal will immediately follow this announcement and will not be delayed for any player going to his bench area during the one-minute rule announcement.

Special timing rules for the last minute each half:

1. Only stop the game clock for incomplete passes, penalties, out of bounds or timeouts. Keep game clock running on first downs that are made.
2. For defensive pass interference, defensive holding on an eligible receiver, facemask against an eligible receiver, illegal contact on an eligible receiver and illegal defense in the final minute of each half, the team offended team would have the choice of (a) accept the foul and have time added to the game clock, (b) accept the foul but not have time added to the game clock, or (c) decline the foul and have no time added to the game clock.

*Note: You must accept the foul in the last minute to put time back on the clock, but the offended team has the option of starting the clock on the snap or the RFP signal if the clock had been running, even if they accept or decline the foul*

3. If the penalty is accepted the offended team would also have the option of starting the game clock on the snap or the Referee's ready signal *if the clock would have been running after the penalty.*
4. For all fouls (either accepted or declined) in the last minute of the half, the offended team has the option of starting the clock on the snap or the ready for play if the clock would have been a running clock. (Does not apply on an incomplete pass or play out of bounds.)
5. Any team who is disadvantaged by an act of fan interference would have the choice of adding the time that elapsed during the play back on the game clock.
6. In all situations in the last minute of each half, if the clock was running at the snap and the option is to add elapsed time- by rule –the procedure is to add five (5) seconds to the game clock. If the clock started on the snap – by rule – the exact amount of elapsed time will be added to the game clock.
7. Defensive responsibility: to get back on their side – if they delay in the opinion of the Referee, we will shut the play down, assess a penalty, DOG –(Delay of Game), and start the clock on the snap – this is in the last minute with the clock running after a 1<sup>st</sup> down.

*CR 3.15.1 - With 27 seconds remaining in the fourth quarter, Team A is leading and Team B has no time outs left. Team A has third down and four on Team B's 23-yard line. B22 is called for defensive pass interference at the B5. Ruling: 1st and 10 at the B13, Team A has the option of starting the game clock on the ready for play or the snap as well as the option to (a) have time added to the game clock and accept the foul, (b) not have time not added to the game clock but accept the foul, or (c) decline the foul and have no time added to the game clock.*

*CR 3.15.2 - With 47 seconds remaining in the half, Team A has the ball 3rd and 8 on A's 22-yard line, A7 throws a pass near the sideline barrier to A8 at the B11. A fan interferes with A8 and A8 is unable to catch the ball with 38 seconds remaining. Ruling: Replay the down, Team A has option of adding 9-seconds back on the game clock.*

*CR 3.15.3 - Offense is winning in last minute and gains ten yards on a running play, but is called for holding at the line of scrimmage. Ruling: although the offense made*

*positive yardage, the holding foul caused them to lose ten yards, hence the clock will start on a snap.*

*CR3.15.4 – With 15 seconds left in the game. A12 throws a pass that is completed on B's-5-yard line. On the play, there was pass interference on the defense. At the end of the play there is 5 seconds left. Team A declines the defensive pass interference penalty. Ruling: A's ball 1st and goal at B5. Time cannot be added back to the game clock because the penalty was declined.*

If the offensive team is ahead in the last minute of the game, the offensive team must gain positive yardage on rushing attempts, passes completed behind the line of scrimmage, or from an accepted penalty. If positive yardage is not gained, the game clock will be stopped and restarted on the next snap, (including yardage lost from an accepted offensive penalty). "Positive Yardage" is defined as anything gained beyond the line of scrimmage. *Note: This rule will only be applied when the offensive team is leading the game and will not apply if the teams are tied.*

### **3.16 Fumble and Clock Stopped**

On a fourth down fumble prior to one minute warning in a half, and any fumble after one minute warning that is out of bounds in advance of fumble: If a fumble goes out of bounds forward during the last minute of a half, the clock will be stopped and then restarted when the ball is subsequently made ready for play back at the spot of the fumble. If the ball goes out of bounds behind the spot of fumble, the clock is stopped and is not to be restarted until the ball is snapped on the next down. In either case, in the last minute of play, if the fumble out of bounds is ruled to have been deliberate, the officials may remove 10 seconds from the clock (except in the final ten seconds of the game). If fumble hits end line or end line barrier, the ball is dead.

### **3.17 35/25-Second Play Clock**

The play clock operator shall time the 35/25 seconds allowed to put the ball in play. He will do so upon the end of the previous play when instructed by the officials as indicated by a raised arm. If there was an administrative stoppage on or after the previous play, the 25-second clock will start on the Referee's ready for play signal. If the ball is not put in play before the clock expires, a delay of game penalty shall be assessed against the team in possession on the ball.

If the Play Clock is stopped prior to the snap for any reason while time is in, after the stoppage has concluded, the time remaining on the Play Clock shall be the same as when it stopped unless:

- a. the stoppage has been for a penalty, a charged team time out, the one-minute warning, or the expiration of a period, in which case the Play Clock shall be reset to 25 seconds; or
- b. fewer than 10 seconds are remaining on the Play Clock, in which case it shall be reset to 10 seconds.

### **3.18 Defensive Foul Last Play/Last Minute**

A defensive foul on the last play of either half shall result in the offense having the option of an untimed down. If such foul is part of a double foul, the half will be extended by an untimed down. This rule applies until the last play of either half is free of a defensive foul or the offense commits a personal foul. Personal Fouls committed by both teams on the last play of a half will end the half. Any foul in the last minute of each half, whether accepted or declined, the offended team will have the option of starting the game clock on the snap or the ready only if the clock would have been running had there been no foul.

*CR 3.18-1 – With 30 seconds left in 1st half, A has the ball 1st and 10 at the 25-yard line, B75 IS OFFSIDE and the play results in an 2-yad run. Ruling: A's ball 1st and 5 on B's 20-yard line with the option of starting the clock on the ready or the snap.*

### **3.19 Offensive Foul**

If there is a foul by the Offense, there shall be no extension of time. If such foul occurs on the last play of the half and there was a score, the score does not count and the half is over.

Exception: It would be a replay of the down if it were on a PAT, unless it was a loss of down penalty.

*CR 3.19-1 – Offense scores a Touchdown, but is called for holding on the last play of the game. Ruling: Game over, no score by rule. Exception: Illegal touching of kick.*

*CR 3.19-2 – Kicking team touches ball illegally before it goes ten yards, then Receiving team touches the ball and the clock runs out. Ruling: Receiving team gets an untimed down at the spot of illegal touching.*

For fouls committed by either team in the last minute of the second and fourth quarters, the clock will start on the Referee's ready signal except if the Offense is winning and DELIBERATELY fouls to consume time. In this situation, the clock will start on the snap or on the ready signal at the option of the defensive team.

### **3.20 Double Foul Last Play**

A half cannot end on a double foul. However, if one of the fouls is a personal foul on the Offense, the half is over. Personal Fouls committed by both teams will end the half.

### **3.21 Touchdown on Last Play of Half/Game**

If a Touchdown is scored as time expires to end the half or the game, the Try for Point must be allowed/attempted (playoff tiebreaker).

### **3.22 Safety Last Play**

If a Safety occurs during the last play of a half, the score counts. No free kick is made following a Safety on the last play of a half.

### **3.23 Mandatory Media Time Outs**

If the clock does not stop before the nine-minute (9:00) mark of each quarter, the Referee will signal for a mandatory time-out. The time out will be sixty (60) seconds long (seventy (70) seconds in actual time) and will occur at the first change of possession. Similarly, if the clock does not stop between the nine-minute (9:00) mark and the four-minute 4:00 mark, the Referee will signal for a mandatory time out. The time out will also be sixty (60) seconds long (seventy (70) seconds in actual time) at the first change of possession. The clock will start on the Referee's ready signal.

### **3.24 Try for Points**

The Umpire will set the ball after a Touchdown as soon as possible. The play clock operator will start the play clock following the Touchdown as signaled by an official. If there is a game clock stoppage for a penalty, a team time out, a Referee time out or a similar stoppage the 25-second clock will start on the Referee's ready signal. The Referee will not wait for team celebration to be completed. Not including the last minute timing rules, if a team calls a time out after a TD and before the PAT, the 25 second clock would start on the referee's signal and the game clock would start on the snap.

## **RULE 4 THE PLAYERS, SUBSTITUTES, AND THEIR EQUIPMENT**

### **4.1 Number of Players**

Each team will have eight (8) players on the field during regulation play. If there are less than eight (8) players on a team on the field, the ball is in play but there is no penalty unless an illegal formation has occurred. If there are more than eight (8) players on a team on the field, the ball is in play and a 5-yard penalty will be enforced against the offending team.

A player's failure to inform the Referee of a change of his eligibility when such notification is required by rule will result in a 5-yard Illegal Eligibility penalty.

### **4.2 Team Captains**

Each team must designate a team captain or captains. Only those players designated to represent the team as a team captain may communicate with officials.

### **4.3 First Choice**

A team captain's first choice from any alternative privileges that may be offered to his team before or during the game is final and not subject to change.

### **4.4 Players Numbers**

The recommended numbering for offensive players is as follows:

Quarterbacks	1-19
FB/Linebacker	30-49, 80-99
WR/DB	1-29, 80-89
OL/DL	50-79
Tight End	30-49, 80-99

### **4.5 Substitutions**

- A) Substitutes are prohibited to enter the game while the ball is in play. Illegal Substitution – 10 yard penalty from the previous spot, unless ruled a palpably unfair act.
- B) A player must return to the bench area when exiting the field. He can only return to his own bench area, not into an opponent's bench area. Failure to do so will result in an Illegal Substitution – 5 yard penalty.
- C) Illegal Return of A Player - Upon discovery of an illegal substitution (or an illegally substituted player), the player must leave the game. The penalty is 10-yard unsportsmanlike conduct foul from the previous spot after discovery.



- D) Free Substitution
- a. The Kicker is the only listed specialist. Once the designated Kicker is in the game, all plays must originate from a scrimmage kick formation. The Kicker must be in the game on all kick formations.
- E) If a team lines up in a drop-kick formation (in which the designated kicker must be the player receiving the snap), then the team may only perform a drop kick, unless the kicker muffs the snap. If the kicker muffs the snap, he may run with the ball and/or pass the ball to an eligible receiver.
- F) There can never be more than eight (8) players in the offensive huddle, nor can a team break the offensive huddle with more than 8 players. Illegal Substitution, ball remains dead. 5-yard penalty.
- G) While in the process of substituting or simulated substitutions, the offensive team is prohibited from rushing quickly to the line of scrimmage with the attempt of creating a defensive disadvantage. If the ball has been declared ready for play, the game officials will not permit the ball to be snapped until defensive team has placed substitutes in position and replaced players have left the field of play. The defensive team must react promptly with its substitutes. There will be no interruption of the play clock. If the play clock expires, the foul is on the offense – Delay of Game. 5 yard penalty.
- a. Note: In the last minute of each half when the offensive team substitutes and is in a hurry up/no huddle situation, the onus is on the defense. The game will not be delayed to allow the defensive team to match up. If the defensive team have more than 8 players on the field at the snap, the foul is on the defense - Defense too many men. 5 yard penalty.
- H) Injured Player - A team may use a time out to attempt to keep an injured player in the game. In the event that the injured player is not able to return to play after the sixty second (:60) allotted time out has concluded, the player must be substituted for. Any feigning or faking of an injury will be investigated by the AFL Senior Director of Football Operations and may result in suspension, fines and/or any other penalty deemed appropriate.
- I) Player Bleeding Profusely: As a safety precaution, the Referee may ask a player who is bleeding profusely to leave the game until the bleeding has stopped or until the laceration has been properly covered by a trainer or physician

#### **4.6 Illegal Equipment**

The Referee and the Umpire will visit each team in their locker room before the game to inspect player equipment. The following equipment shall be considered illegal and may not be used by any player:

- (a) Projecting metal or other hard plates on a player's person, shoes or clothes;

- (b) A detachable kicking toe;
- (c) Hip, thigh, or shin guards and braces made of any hard substance, unless the outside surface and all edges are covered with soft material at least 3/8 inch thick
- (d) Knee, elbow, hand, wrist or forearm guards and head protectors made of sole leather, plaster, or fiber, even though covered with soft padding (only League approved head protectors are permitted and face masks must be clear for medical inspection of eyes);
- (e) Casts, tape or bandage used on hand or wrist, unless necessary to protect an injury (such use must be reported to and inspected by the officials);
- (f) Hard substances unless necessary to protect injury to knee, elbow, hand, wrist or forearm and then additional covering of foam rubber 3/8 inch thick must be used to cover such substances, provided that the outside surfaces and all edges of the hard substances are covered, and, in the opinion of the officials, not dangerous to other players. If it becomes dangerous during the game, the player must be removed and a corrective measure taken and approved by an official before further participation is permitted;
- (g) Shoes must be suitable for indoor surfaces used in League stadiums;
- (h) All kicking shoes will be of a standard production and cannot subsequently be modified in any manner, including use of tape, flap or wrapping over the shoe;
- (i) On free kicks: No kicking tee over 1" in height may be used.  
On scrimmage kicks: No kicking tee is allowed.
- (j) Any shoe that is worn by a player with an artificial limb must have its kicking surface conform to that of a normal kicking shoe;
- (k) Any adhesive or slippery substances on the body, equipment, or uniform of any player.

#### **4.7 Mandatory Equipment**

Teams are required to dress in a professional and suitably protective manner, both for warm-ups and during the game. Teams that improperly wear or alter equipment are subject to penalties by rule and subsequent fine by the AFL Senior Director of Football Operations. No part of the total area of the uniform, including the helmet, may be cut away or altered to significantly change its general appearance. Stockings must be kept up. Officials will regularly remind players of the League dress code, but no penalty will be assessed for dress code violations during the game. However, players who do not adhere to the League dress code will be subject to a fine from the AFL League Office.

All players must wear the following equipment, which must be of a suitably protective nature:

- (a) NOCSAE approved helmet,
- (b) Shoulder pads,
- (c) Stockings,
- (d) League approved brand team pants and jersey, and
- (e) Acceptable shoes. Exception: Barefoot kicking is permissible. *Note: It is recommended that all team members wear the same color of shoes (black/white/team color).*
- (f) thigh pads
- (g) knee pads.

The AFL Senior Director of Football Operations has directed that officials may remove any player who does not conform to the above standards.

#### **4.8 Confusing Equipment**

No player shall wear any headgear or other equipment or any part of a uniform, which the Referee considers confusing to the opposing team due to the similarity in color to that of the ball. No substance may be applied to the ball or any player's hands.

#### **4.9 Team Colors**

The home team should have a change of jerseys available in the event that a visiting team does not adhere to the League's designated schedule of game jersey colors. The team appearing with the wrong colored jerseys will be reported by the Referee to the AFL Senior Director of Football Operations immediately following game and will be subject to a fine. The home team has first choice of colors and must notify the visiting team and the AFL Senior Director of Football Operations, via fax, of the jersey color it intends to wear during that week's game by the Monday before the scheduled date of the game. Mandatory jersey number and colors for video and television include white or light colored jerseys with dark numbers or dark jerseys with white or light colored numbers.

#### **4.10 Penalty for Illegal Equipment**

- (a) Any player not wearing required equipment or wearing illegal equipment must be substituted for.
- (b) Any player that subsequently returns to the game without the proper equipment shall receive a 10-yard illegal equipment penalty and will be removed from the game for at least two (2) downs until such player is properly equipped.

#### **4.11 Players Wearing Towels**

Players are prohibited from discarding loose towels or other materials for wiping hands and the football on the playing field. Players may wear small, unobtrusive towels, in colors compatible with the team's uniform, attached to or tucked in to their belts. The towel must be 4" x 12" in size. Towels may not carry any message or graphic other than the player's jersey number or team/League logo. Failure to adhere to a request by a game official to remove an illegal towel will result in an automatic fine.

*CR 4.11.1 - Offensive player A1 is discovered to be wearing illegal equipment. Ruling: A1 must be substituted for unless a quick repair or replacement can be made.*

#### **4.12 Spatting of Player Shoes**

Players are not allowed to "spat" or otherwise apply tape to their shoes in any manner except for medical reasons without valid documentation provided weekly by team

doctor, in detail. Player also must have treatment documented weekly in order to qualify for spat.

White shoe- white spat

Black shoe- black spat

Colored shoe- black spat. (Must be team colors, if there are any questions, contact League before making decision).

#### **4.13 Player Uniform**

Players should wear extra length, pro-cut jerseys (extra length) and may not wear "Shimmel" cut shirttails. Player's should adhere to rules regarding the proper length in pant legs and gussets (extra material) in pants for large sizes. Uniform team issued socks, leggings and consistent apparel for all team members must be worn. Any previous approval for no white sock break is to be rescinded.

#### **4.14 Players Wearing Eye Protectors**

Any facemask shield worn to protect a player's eyes must be clear. Colored eye protectors have proven to be a medical problem for trainers and doctors attempting to view the eyes, nose and mouth of an injured player and have prohibited players from receiving proper medical care. The only exception to this rule would be on a medical doctor's request for a colored eye protector due to a player's sensitivity to light. Any request for a colored eye protector must be filed with the AFL League Office.

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## **RULE 5 KICKS**

### **5.1 Rules Common to Free and Scrimmage Kicks**

#### **5.1a Opportunity to catch:**

The Receiving team has the right to field any kick. The Kicking team may not cross the Receiving team's 5-yard line until the ball touches the turf or touches a receiver inside the 5-yard line. The penalty for the Kicking team crossing the 5-yard line and committing non-forcible Kick Catch Interference is 5-yards (no contact) or 10-yards if forcible Kick Catch Interference is made with the receiver. Members of the kicking team are prohibited from interfering with any receiver making an attempt to catch an airborne kick, or from obstructing or hindering his path to the airborne kick, regardless of whether any signal was given. There can be no Kick Catch Interference on a successful FG/PAT. There is no fair catch in Arena Football.

The receiver of a free or scrimmage kick in his own end zone must attempt to return the kick. Failure to advance a possessed kick out of the receiver's end zone will result in the ball being placed at the receiver's 3 yard line. Failure to attempt to advance a kick out of the receiver's end zone will result in placing the ball at the receiver's 2 yard line.

#### **5.1b Overhead Structure:**

Any free kick or scrimmage kick hitting an overhead structure is whistled dead immediately and is awarded to the Receiving team. The ball is spotted on the Receiving team's 20-yard line. The ball will be spotted on the pro hash.

#### **5.1c Kick Out of Bounds:**

Any kick that hits in the field of play and then exits the field of play will be spotted at the point where it exited the field. The only exception to this rule is when the kick leaves the field of play, untouched by the receiving team, between the receiving team's 5-yard line and the goal line, in which case the ball will be spotted at the receiving team's 5-yard line. All legal kicks that hit the barriers are dead and will be spotted at the inbounds spot. Exception: any legal kick that hits the barrier inside the receiving team's 5-yard line will be spotted at the 5-yard line. Free kicks that leave the field of play on the fly outside or over the nets, including hitting the net frames but ending up outside the field of play or end zone, will be spotted at the receiving team's 20 yard line. This is a ball placement and no foul should be called. Exception: A kick that leaves the field of play outside the receiving team's 20 yard line shall be put in play on the yard line where it leaves the field of play.

On missed field goals that go over the nets, the ball is placed at the 5-yard line. This is a ball placement and not a foul.

An illegal kick that hits a barrier remains a live ball. When a ball is loose during a legal kick and a player illegally kicks it into the barrier, the ball remains alive.

Free and scrimmage kicks possessed by the receiving team can be drop-kicked in an attempt to score a four point Field Goal or 2 point PAT.

### **5.1d Fan Interference on a Kick:**

If the ball is interfered within any area between and under the net frames, including the catch net, the ball will be placed at the 5 yard line.

All areas outside of the net frames and down the sideline will be as follows: If a fan interferes with a kick that leaves the field that is ruled playable, the ball will belong to the Receiving team at its 20-yard line, or at the spot of interference if such interference occurs before the 20-yard line and it will be 1st and 10. If the kicked ball hits in the field of play, then the ball will be spotted where fan interference took place.

### **5.1e Returning Kicks**

The kick-return man is allowed to go on or past the end line *or against the end line barrier* out of bounds with a clean catch of the ball in the air or off the net and allow the return. Kick receiver may recover and return a kick after it has hit the ground *if the player catches the ball cleanly and has at least one foot inbounds at the end line at the time of recovery*. Kicking team may legally advance all kicks, when eligible by rule to touch the kick.

### **5.1f Fouls on Unreturnable Kicks**

Ignore all fouls except UNS/UNR fouls on all UNRETURNABLE KICKS. This would include 1. Kicks getting hung up in the slack net, 2. Kicks going over the wall, under the nets untouched by a returner, 3. Kick out of bounds, 4. Kicks that go over the net, 5. Kicks hitting the barrier untouched, 6. Kicks hitting an overhead structure. Fouls other than UNS/UNR will be waived off. Kicks that hit the turf in the field of play are deemed to be returnable.

### **5.1g Clean Hands**

On a Double Foul where there is a change of possession other than the normal initial exchange, the clean hands rule will apply and the penalty will be enforced as normal (a team can not gain possession of the ball by an illegal action). If the Receiving team commits a foul during the return of a free kick and then fumbles the ball, the Kicking team will gain possession of the ball if it recovers the fumble. If the Kicking team commits a foul after the fumble recovery, the clean hands rule will apply and the Kicking team will retain possession of the fumble but will be penalized for the foul. If there is a penalty against a team before it gains possession, the ball will revert to the fumbling team and the penalty will be marked off from the spot of the fumble.

### **5.1h. Double Foul**

On a Double Foul after change of possession, the ball is placed at the Receiving team's spot of foul or end of the run.

## **5.2 Free Kicks**

### **5.2a Kickoff**

A kickoff will be used to start each game, the second half and overtime. A kickoff will also be used to resume play after each Try for Point attempt, each successful Field Goal

attempt, and after a Safety. The kickoff will be from the Kicking team's goal line. Once a kickoff has traveled ten (10) yards, it is a free ball and may be advanced by either team.

*CR 5.2a.1 - Following a score in the fourth quarter, Team A tries an onside kick. The kick is muffed by B22 at A's 9-yard line and is picked up by A34 at A's 11-yard line and advanced for a Touchdown. Ruling: Touchdown.*

## **5.2b Free Kicked Ball**

The Kicking team may not commit a deliberate offside penalty in order to circumvent these rules and/or prevent the Receiving team from returning a kickoff. Penalty: Deliberate offside resulting in the Receiving team receiving the ball 1<sup>st</sup> and 10 at their own 20 yard line. The receiving team should have an untimed down if the clock expired during the return.

If the Receiving team is unable to advance a kickoff they have possessed out of their own End Zone the ball will be placed on the 3 yard line.

Exception, If no attempt is made to advance a kickoff they have possessed out of their own endzone, the ball will be placed at the 2 yard line. After touchback, the ball will be placed at the discretion of the coach. Either at the Pro or College hash mark. If not requested place on the Pro Hash mark.

*Note: Anytime the return ends behind the R 5 yard line and K is the only team that fouls, enforce the penalty from the 5 yard line.*

*CR 5.2b.1 – On the opening kickoff, B17 muffs the ball coming off the net, recovers it and tries to advance but is tackled in End Zone. Ruling: No foul, the ball is placed at B's 3 yard line by rule. Note: A Player who intercepts a pass does not have to make an attempt to leave his End Zone.*

## **5.2c Free Kick Kicked Between Goal Posts**

If on a free kick, the kicked ball goes through the uprights, the ball rebounds off the slack net and is fielded, the ball remains in play and a run back may be made. If the ball is entangled in the slack net or does not come down immediately, the Referee may whistle the ball dead. The play is considered a Touchback and the ball is spotted on the five-yard line.

If there is NO attempted return of a free kick from the end zone, the placement will be at the 2 yard line. When an attempt is made to return a KO out of the end zone and the returner is tackled in the end zone, the placement will be at the 3 yard line.

*CR 5.2c.1 – A free or scrimmage kick falls short of the net. The player returning the kick touches the back of the wall on the end line when he makes the catch and then proceeds to return the kick to the 25-yard line. Ruling: legal advance.*

If a Free Kick hits the net or the bar and rebounds outside the Receiving team's five yard line, kick catch interference is not possible.

## **5.2d Short Free Kick**

A free kick is considered short if it does not pass the Receiving team's free kick line (the Kicking team's 10-yard line) before it is first touched by a player on the Receiving team or goes out of bounds. If the Receiving team is in possession at the end of the play, the Receiving team shall retain possession at that spot. If the Kicking team touches the ball before it passed the free kick line (Illegal Touching), the Receiving team may take the ball at the spot of the Illegal Touching.

On a short free kick, if the Receiving team is offside and the Kicking team illegal touches the ball, the Receiving team will take possession of the ball but will be assessed a 5-yard penalty from the spot of first touching.

On a short free kick out of bounds, a 5 or 10-yard penalty on either team will be assessed from where the ball went out of bounds or the spot of the foul. On a short free kick where the Kicking team is offside or illegally touches the ball before it goes 10-yards, the Receiving team may take the result of the play or take the ball at the spot of the Illegal Touching.

During a short free kick, a Kicking team player may not initiate contact with an opponent or push him out of the way to recover the ball until the ball has gone ten yards or has been touched by a player on the Receiving team. Penalty: 5-yards from the spot of the foul. The Kicking team must give members of the Receiving team the opportunity to field a kick that has not been grounded. Exception: When the ball is touched by a member of the Receiving team, the Kicking team is free to recover and advance the ball.

If a short free kick never goes 10 yards and ends up back in the Kicking team endzone untouched by the receiving team, recovered by the kicking team, it will not be a safety. The placement will be the Receiving team's ball on the Kicking team's 5 yard line.

If the Kicking team is the only one to touch the ball and it does not travel 10 yards, it will be the receiving team's ball at the spot of the touching.

Kicking team player if offside and legally recovers kick, penalty will be enforced from the spot of kicking team recovery.

Protection for receiver on onside kicks will be governed by normal free kick rules. Protection will not be granted for grounded onside kick.

## **5.2e No Rekicks of Free Kicks**

In order to move the game along in an orderly fashion and to avoid undue delay, there shall be no rekicks of free kicks except on a free kick where only the Receiving team is offside (resulting in a 5-yard penalty or rekick).

Explanation: When the Kicking team commits a penalty prior to possession on a free kick and then gains possession on the play, the Receiving team will be awarded the ball



and the penalty will be enforced from the Receiving team's 5-yard line or from the dead ball spot, whichever the Referee deems is more damaging to the Kicking team.

*CR 5.2e.1 – Kicking team offside, Receiving team offside, Receiving team scores. Ruling: the ball is spotted at the Kicking team's 10-yard line. (spot of R's foul)*

*CR 5.2e.2 – Kicking team offside, Receiving team commits illegal block below the waist on their 10-yard line, the run ends at the 25. Ruling: Receiving team's ball 1st and 10 at Receiving team's 10 yard line. (Double after enforcement)*

*CR 5.2e.3 – Returning team commits an illegal block below the waist at their 10-yard line during a free kick, Kicking team commits a major facemask foul, and the run ends at Kicking team's 10-yard line. Ruling: Receiving team's ball 1st and 10 at Receiving team's 10-yard line. (double after enforcement)*

*CR 5.2e.4 – Kicking team commits Kick Catch Interference, Receiving team commits a holding penalty in its own End Zone. Ruling: Receiving team's ball 1st and 10 at Receiving team's 1-yard line.*

*CR 5.2e.5 – On a kickoff, a Kicking team player is first to touch the ball on the K8, the ball rolls to the K15 where a receiver picks it up, takes a few steps and fumbles. The Kicking team recovers. Ruling: R's ball 1st and goal on K's 8-yard line.*

*CR 5.2e.6 – If a Kicking team player catches a free kick in the air after it has traveled the required ten yards and he has not interfered with the Receiving team's opportunity to catch the ball, he may advance the ball.*

*CR 5.2e.7 – A free kick is first touched by a Kicking team player before it goes 10-yards. The Receiving team touches the ball before it rolls out of bounds. Ruling: R's ball. Mark at spot of illegal touching.*

*CR 5.2e.8 – On a kickoff, a Receiving team player muffs the ball in the End Zone. The ball rolls out of bounds on the Receiving team's two-yard line after last touching a Kicking team player that tried to recover the ball. Ruling: Receiving team's ball at the out of bounds spot nearest hash mark.*

*CR 5.2e.9 – On a kickoff, the Kicking team commits a 5-yard penalty followed by a personal foul. Ruling: Multiple fouls on Kicking team. Receiving team would accept personal foul for 10-yards from the succeeding spot after kickoff. If the Receiving team fumbled and the Kicking team recovered, the 10-yard penalty would be marked off from the spot of fumble. If the fumble is in the End Zone, it would be a Touchback and the Receiving team takes possession of the ball 1st and 10 at its own 15-yard line.*

*CR 5.2e.10 – During a kickoff, a Kicking team player bats or kicks a ball that was muffed by the Receiving team toward the Receiving team's goal line. The ball is recovered by the Receiving team on its own 5-yard line. Ruling: This is a spot foul, the Receiving team may take the result of the play or would take possession of the ball 5-yards from the spot of the bat or kick.*

*CR5.2e.11 – During regulation, if a kickoff advances the required ten yards and then inadvertently ends up in the End Zone from which the Kicking team has kicked and the Kicking team recovers the ball, the Kicking team is awarded the ball at its own 5-yard line. If the ball goes out of play through the back of the End Zone or is ruled out by hitting the wall or line in the End Zone, then the ball should be awarded to the Receiving team on the Kicking team’s 5-yard line. This rule change would make the ruling on a juggled/muffed/mishandled kickoff or an onside kick attempt legally touched consistent with the current rules regarding interceptions, fumble recoveries and other kick recovery situations. This rule change applies to free kicks in regulation, with the exception being the overtime-equal possession opportunity rule.*

*CR5.2e12 – (A) Kicking team offside. On the return receiving team does not get the ball out of the EZ – Ruling: Receiving team’s ball 1<sup>st</sup> and 10 at R’s 15 yard line.  
(B) Kicking team offside. On the return Receiving team runs ball out to R’s 2 yard line. Ruling: Receiving teams ball 1st and 10 at R’s 15 Yard line.*

### **5.2f Running Into Free Kicker**

A member of the Receiving team running into a Free Kicker before the Kicker recovers his balance is unnecessary roughness and will result in a 10-yard penalty from the succeeding spot after kickoff.

### **5.2g Free Kick Over the Net**

A free kick that goes over the net or slack net will result in the ball being placed at the 20-yard line. This is a placement, no foul or flag. This rule does not apply to scrimmage kicks. After touchback the ball will be placed at the discretion of the coach. Either on the Pro or College hash mark. If not requested place on the Pro Hash.

### **5.2h Blocking/Illegal Use of Hands – Kick In Air**

A kicking team player is prohibited from blocking/illegal use of hands on a receiving team member in the back while the ball is in the air. This applies to both scrimmage and free kicks. Penalty - 10 yards from Basic spot

### **5.2i Offside on Kickoff on Kick Hung Up In Slack Net**

On a kick that gets hung up in slack net or goes under the net and there is OFK, the flag will be picked up and ruled un-returnable. The OFK has no effect on the play. It will be deemed different if the kick is caught and the return man doesn’t get out of the end zone. Then it would be enforced because it cannot be determined whether the OFK caused him to get tackled in the end zone.

## **5.3 Scrimmage Kick**

### **5.3a Scrimmage Kick Formation**

#### **a. Offense**

1. The offensive scrimmage kick formation shall consist of five (5) players on the line of scrimmage (two (2) players on each side of the snapper). These players may be in a two or three point stance and must be in a tight 5-player line. The two players adjacent to the snapper may overlap legs with the snapper. The two players on the end of the LOS may not overlap.
2. Besides the Kicker and the Holder, all personal protectors must be inside the offensive ends.
3. The Kicking specialist must be in the game (he does not have to be in position to kick the ball but he must be involved in the play).
4. Once a team is in scrimmage kick formation, it cannot shift into a standard offensive formation unless a team timeout is called.
5. If a team lines up in a drop-kick formation (in which the designated kicker must be the player receiving the snap), then the team may only perform a drop kick, unless the kicker muffs the snap. If the kicker muffs the snap, he may run with the ball and/or pass the ball to an eligible receiver.
6. Ineligible players must report to the Referee to gain eligibility. The Referee will make eligibility announcements over the public address system.
7. DROP KICK - Designated kicker must report to Referee. It is legal for the designated Drop-kicker to attempt a "Rugby Style Drop Kick" where he would run a few steps before kicking the ball. He must stay behind the LOS, and both personal protectors must be lined up inside the offensive ends. Until last minute of each half – you only can do on 4th down. Must kick unless the designated kicker muffs/fumbles the ball. Penalty is UNSPORTSMANLIKE CONDUCT.

*CR 5.3a.1 – 4th and 3 on B10. The Holder muffs the snap and the ball is loose on the ground. The Kicker kicks the loose ball and the ball is partially blocked and then touched by B beyond the line before A recovers. Ruling: Illegal kick, 5-yard penalty, loss of down. B's ball 1st and 10 on B15.*

#### **b. Defense**

1. The defensive team must have four (4) players on the line of scrimmage in scrimmage kick formations. These players must be in a three or four-point stance at the snap and must be lined up helmet-to-helmet with the four (4) outside Offensive Lineman (excluding the Snapper). Any violation of this rule will result in a live ball illegal formation penalty enforced 5-yards from the previous spot.
2. Only the four down linemen may rush on scrimmage kicks.

3. If the Offense runs a fake or the kick is blocked, all rushing restrictions on the defensive players are off.
4. If a holder muffs the snap he is protected unless he displaces himself in retrieving the ball, he will then lose protection.

### **5.3b Behind the Line of Scrimmage**

- a. A snapped or kicked ball remaining behind the line of scrimmage may be recovered or caught by any player and advanced.
- b. If on fourth down the ball is recovered or caught by the Offense behind the line of scrimmage (even after hitting the net/apparatus beyond the line of scrimmage), the Line to Gain must be made in order for the Offense to retain possession of the ball.
- c. If a ball rebounds on or behind the line of scrimmage (after rebounding off the net/apparatus) and touches the turf or is caught in the air (with no member of the Receiving team in position to make the catch), the Kicking team will have to make the Line to Gain to make a first down. If Line to Gain is not attained, the Receiving team will take possession at the spot of the dead ball.
- d. Field goals attempted on 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> down.
  1. Ball recovered by kickers inbounds belongs to kickers.
  2. Ball going out of bounds goes to the receivers.
- e. A scrimmage kick that becomes dead in K's endzone is a safety.

### **5.3c Beyond the Line of Scrimmage**

- a. A kicked ball touched by a member of the Receiving team or rebounding off the net/apparatus and then touching a member of the Receiving team or the turf beyond the line of scrimmage will result in a first down for the team in possession of the ball at the end of the down.
- b. Opportunity to Catch
 

The Receiving team shall have the right to field any place kick or drop kick and must be given an unimpeded and unmolested opportunity to catch any airborne kick.

  - (1) In the field of play, there is no yardage required for the Kicking team to avoid a receiver. Exception: If the ball is snapped outside of B's 5-yard line, the Kicking team may not penetrate that line until the ball has been touched by the Receiving team or has rebounded off the net/apparatus and has touched the turf or a member of the Receiving team inside the 5-yard line.
  - (2) If the ball is snapped inside B's 5-yard line, no member of the Kicking team may cross the line of scrimmage until the ball (off the net/apparatus) touches a member of the Receiving team or touches the turf, beyond the line of scrimmage).

- c. On a Field Goal attempt not hitting the net, if the ball is caught or recovered by the Kicking team beyond the line of scrimmage, the kicking team can advance the kicked ball. If the Line to Gain is made, the Kicking team would retain possession of the ball 1st and 10 at that spot.
- d. A kicked ball that rebounds off the net and **first** hits the turf beyond the line of scrimmage or is touched by the Receiving team beyond the line of scrimmage may be recovered and advanced by the Kicking team. The result of the play would be 1st and 10 for the Kicking team providing they have possession of the ball when the play is over.
- e. Any scrimmage kick rebounding off the net system and caught in the air beyond the line of scrimmage by the Kicking team may be advanced. The Kicking team must advance the ball past the Line to Gain in order to gain a new 1st and 10.
- f. Any scrimmage kick hitting an overhead structure shall be whistled dead immediately and is awarded to the Receiving team on their own 20-yard line.
- g. Any scrimmage kick that is kicked out-of-bounds (wider than the nets) inside the Receiving team's 20-yard line shall be awarded to the Receiving team on their own 20-yard line. If the kicked ball goes out-of-bounds in advance of the Receiving team's 20-yard line, the ball will be awarded at the spot where the kick crossed the sideline.

*CR 5.3c.1 – 4th and 10 at B's 15-yard line, K's attempted Field Goal rebounds off the net and is caught by K1 at B's 8 yard line, K1 advances to B's 3-yard line. Ruling: Legal advance, K has made the Line to Gain, K's ball 1st and goal at the B3.*

*CR 5.3c.2 – 4th and 12 at K's 7-yard line, K is attempting a Field Goal when the Kicker "pooch kicks" the ball to the K24 where there is no receiver in the area. K2 fields the kick on the first bounce and advances it to B's 11-yard line where he is tackled. Ruling: Legal advance, K's ball 1st and 10 at B's 11 yard line.*

### **5.3d Post Possession Foul**

If the Receiving team commits a foul after the ball is kicked (the ball crosses the line of scrimmage) during a scrimmage down and the Receiving team retains possession of the kicked ball, the penalty for the infraction will be ruled as a foul after possession and will be assessed from (1) the spot where possession was gained, (2) the spot where the ball is declared dead, or (3) the spot of the foul – whichever is more damaging to the Receiving team.

*Note: Running into or roughing the Kicker before or after a kick is to be enforced from the previous spot and the Kicking team retains possession. Running into the Kicker or Holder is a 5-yard penalty and roughing the Kicker is a 10-yard penalty. Unsportsmanlike conduct, after the ball is dead, it is enforced from the end of the play.*

*Defensive offsides and defensive illegal formation fouls are fouls BEFORE the ball was kicked. R must have possession at the end of the down.*

## **RULE 6 THE SCRIMMAGE**

### **6.1 Forward Part of the Ball**

The forward part of the ball when declared dead in the field of play shall be taken as the determining point in measuring any distance gained. The Ball shall not be rotated for measurement.

### **6.2 Entire Ball Out of End Zone**

A ball in the End Zone, which is carried toward the field of play, is still in the End Zone. It is a Safety or Touchback if any part of the ball is ***still*** on, above, or behind the goal line when dead.

### **6.3 Formations**

Offense: A team shall line up with four men on the line of scrimmage, one of whom shall be a Split End no closer than 5 yards from the Guard. Exception: Kicking situations. The Slot Back and Wide Receiver must line up a minimum of One Yard Deep off the Line of scrimmage and must be lined up OUTSIDE the Guard/Tight End and outside the offensive box. (i.e. not overlapping ANY part of the Guard/TE)

The fullback and Quarterback (for alignment purposes) shall be no wider than the inside shoulders of the Guard/Tight End when the ball is snapped. No team may start with a 3 set backfield and then shift a player to another position or go in motion before the snap. Penalty: Illegal Formation, 5-yards. The Fullback and Quarterback must be stationary at the snap.

The Quarterback may be under Center or in shotgun or a single wing type formation. However, if the Quarterback shifts from one formation to another, all 8 players must come to a one-second set before an eligible player may go in motion. Penalty: Illegal Formation (ILF) or Illegal Motion (ILM), 5 yards from the previous spot.

The Tight End must be on the opposite side of the wide receiver who is on the Line of Scrimmage. Offensive interior linemen can be in a 2, 3 or 4 point stance. Offensive formations may vary as long as there are (4) men on the line of scrimmage and the quarterback and fullback are within the "box".

Defense: A team shall have 3 down linemen, the widest of which shall be lined up shoulder to shoulder with the offensive Guard and Tight End, and must be within one yard of the LOS. All defensive linemen must be in a 3 or 4 point stance at the snap. Linebackers can have no forward or lateral movement prior to the snap. Penalty: Illegal Formation (ILF) for Linebacker or Defensive Ends aligned too wide or Linebacker movement, 5-yards from the previous spot.

The Mac Linebacker lined up away from the Tight End may blitz, but only from behind the second neutral zone. He must blitz in either "A" gap and cannot rush outside as long as the QB is in the pocket.

*The Jack Linebacker lined up on the tight end side may leave the box at the snap and cover laterally barrier to barrier, no deeper than 5-yards from the LOS unless covering a Tight End or Fullback in a pass route, or the ball has been released. Once the QB "Pump Fakes", the defensive box restrictions for either LB coverage are no longer applicable.*

*The Mac LB can blitz into either "A" gap, right or left of the Offensive Center. The only time the LB can blitz outside is if the QB is outside the "Box" (Pocket).*

*When the QB is outside of the Box/Pocket. both LB's can blitz outside or drop off in pass coverage.*

*Other than the 3 defensive linemen, Only the 2 LB's (Mac and Jack) may be stationary in the defensive box at the snap.*

*A corner or safety may be moving through the defensive box if he is mirroring or covering a man in motion, but a corner or safety may not be stationary in the box at the snap.*

Stunting and twisting are illegal maneuvers, except on a scrimmage kick.

Penalty: Illegal Defense (ILD), 5-yards and automatic first down.

The regular rules of Rule 6.4 (Encroachment & Offside) will apply to the regular neutral zone. Any defensive neutral zone violation will be considered a live ball foul and play will continue. The Mac and Jack Linebackers must immediately declare themselves as such as the offense approaches the line of scrimmage. An illegal blitz will result in a 5-yard illegal defense penalty and an automatic first down. The linebackers may not be stacked and must be within 5-yards of the line of scrimmage. The Mac linebacker is aligned on the Wide Receiver's side of the field and the Jack should line up on the Tight End side.

Defensive backs lined up outside the pocket may move up to the line of scrimmage to engage in legal chucking tactics. If a receiver stays in to block, the man covering the receiver is free to rush and contact the QB.

At the snap of a scrimmage play, only the Mac Linebacker may blitz. The Jack may cross the line of scrimmage anytime the Quarterback leaves the pocket or makes a run fake.

In all formations, ANY RUN FAKE allows the defenders to come across the line of scrimmage and contact the QB. (*This does not include a QB who just steps forward in the pocket to avoid a pass rush.*)

On a running play, there are no restrictions as to who can rush or blitz, including a Safety, Corner, or Jack. If an illegal blitz is called on a running play, the penalty will be waived off.

If the Quarterback is passing from the pocket and hit on an illegal Safety, Corner, or Jack blitz, the play will result in a personal foul. Penalty: Personal Foul (PF-UNR), 10-yard penalty.

Once the QB pump fakes, the defensive box restrictions for the linebackers are no longer applicable.

*CR 6.3.1 – A's ball 3<sup>rd</sup> and 7 at the 25-yard line, Quarterback A7 is in the pocket and fakes a pass (or pump fakes). B17 (the Mac Linebacker leaves the box. Ruling: Legal play by the Mac LB.*

#### **6.4 Encroachment, Offside & Jack out of the Box**

After the neutral zone is established, no player may (a) encroach upon the neutral zone or (b) cross the neutral zone before the snap. Penalty: (ENC) 5-yards

A defensive team shall be penalized 5 yards and an automatic first down for any defensive DOF, ENC and NZI, ILF over two (2) per game.

Bonus fouls for the Defense will be DOF, ENC, NZI and any Defensive ILF.

Defensive Offside- This includes all types of defensive offside. For the first 2 defensive offside, there will be a 5 yard penalty. On the 3<sup>rd</sup> and for all that follow, there will be a 5 yard penalty AND an automatic first down. This will not reset at half time or in overtime.

**Defensive offside (per player)**- First Offense- 5 yard penalty. Second Offense- removed from game for remainder of half. Third Offense- Removed for remainder of game (If second offense occurs in 1<sup>st</sup> half)

**Defensive Offside- Mac/2<sup>nd</sup> neutral zone (PER PLAYER)**- First Offense- 5 yard penalty. Second Offense- removed from game for remainder of half. Third Offense- Removed for remainder of game (If second offense occurs in 1<sup>st</sup> half)

Players may come back in on Special Teams or Offense

If the player is offside on Kickoff, it will count against the team bonus, but not against individual player bonus. If a player is offside on a scrimmage kick (FG/PAT), it will count against the team and individual player bonus (unless it is a defensive back- then it only counts against the team bonus).

No individual bonus for defensive backs. The individual bonus rule only applies to players "in the box" or defensive lineman.

If the penalty is declined, it still counts toward the player individual total

An offensive team shall be penalized 10 Yards for any offensive DOG, FST, OOF, AND ILF over three (3) per half.

High Motion Man Offside- The penalty for the High Motion Man being offside is a 10-yard penalty. If the Motion Man is past the line of scrimmage at all, he is subject to offside penalty. The play will be shut down and he is considered offside.

You cannot combine offensive and defensive fouls on the same team to reach this bonus. **Once in the Bonus, these fouls offset in a 5 and 10 situation.**



Offended players fouls will be recorded by the line judge.

*CR 6.4.1 – A's ball 3<sup>rd</sup> and 8 at the 25-yard line, B goes off-side, the result of the play is an incomplete pass. B's off-side penalty is the teams fourth foul for DOF in the half.  
Ruling: Penalty: 5 yards and automatic 1<sup>st</sup> down. A's ball 1<sup>st</sup> and 10 at B's 20-yard line.*

**JACK OUT OF THE BOX (per player)**- First Offense- 5 yard penalty. Second Offense- removed from game for remainder of half. Third Offense- Removed for remainder of game (If second offense occurs in 1<sup>st</sup> half). Mirrors DOF individual player penalty.

## **6.5 Offside & Encroachment Situations**

- (a) B1 jumps in the neutral zone but gets back without making contact with an offensive player: no foul. B1 jumps through or around the neutral zone without making contact with an offensive player and the ball is not snapped: the play is stopped and B1 is assessed a 5-yard encroachment penalty. **(Unabated to the Quarterback)**
- (b) B1 jumps into or lines up in the neutral zone without making contact with an offensive player and the ball is snapped: B1 offside.
- (c) B1 jumps in the neutral zone and A1 makes contact with B1: Encroachment on B1.
- (d) B1 jumps in the neutral zone and A1 flinches: Neutral Zone Infraction on B1.
- (e) Back A1 makes a quick movement forward simulating the snap and B1 makes contact immediately: False Start (FST) on A1. play stopped immediately.
- (f) Wide receiver A1 crosses the line of scrimmage and B1 contacts Guard A2. False Start (FST) on A.
- (g) Offensive player in a two-point stance is moving down as the ball is snapped: Illegal Motion on offense, live ball foul.
- (h) Offensive interior lineman charges or moves before the snap. False Start.
- (i) Tight End in a three point stance is frozen as any lineman and will commit a false start upon any movement. Exception: When asked by the umpire to declare his position, the Tight End may break his stance.

Note: It is the official's responsibility to stop any encroachment that jeopardizes the safety of the Quarterback. (Unabated to the QB).

Any actions by the defense in a effort to cause the offense to commit a false start, including any verbal or non-verbal movement not associated with a legitimate attempt to rush, is considered a disconcerting foul by the defense.

*CR 6.5.1 – Split End A1 goes out along his line and stops. Back A2 then moves backward or goes in motion and the ball is snapped. Ruling: Legal play. Movement of End A1 and Back A2 are not simultaneous.*

*CR 6.5.2 – Offensive team breaks from huddle and all linemen except interior lineman A1 assume a three-point stance. A1 rests his elbows on his knees in a crouched position. After a few seconds A1 assumes a three-point stance. When A1 started his move to a three-point stance, B1 charges across the line and contacts A1. Ruling: B1 penalized for encroachment (ENC). Play stopped immediately.*

## **6.6 Report Change of Position**

The tight End must declare himself on every scrimmage play by raising his hand when he approaches the line of scrimmage, (not just when leaving the huddle). This gesture will indicate that he is an eligible receiver for that play. The Umpire is required to ask the Tight End for a declaration. If the Tight End does not declare then the Umpire may delay the game to get the proper declaration. If the 35/25 second clock runs out as a result of this delay the offense will be penalized accordingly. If the Umpire is in "Harms Way" getting the TE to declare and the ball is snapped, it is a 10-yard UNS foul on the QB.

An "eligible" receiver wearing an "ineligible" number, (other than the declaring Tight End) must declare himself to the Referee on each possession. (*Example: a FB or WR wearing an ineligible number*). The Referee will then announce the player's eligibility. The penalty for failure to report an eligible receiver is Illegal Formation (ILF). 5-yards. When a player has legally been designated as eligible or ineligible, he must participate in that position until he informs the Referee otherwise.

## **6.7 Snappers Restrictions**

The snapper has one legal interior alignment: (a) the snap must start with the ball on the turf with its long axis horizontal and at right angles to the line. (b) the snap must be one quick and continuous motion of the hand or hands of the snapper. The ball must actually leave or be taken from the snapper's hands during this motion. The snapper may not: (1) move his feet from the start of the snap until the ball has left his hands; (2) slide his hands along the ball prior to grasping it; (3) grasp the ball with two hands and then sharply lift one hand or both hands from the ball without simultaneously snapping the ball; or (4) quickly snap the ball after the neutral zone is established if the Referee has not had reasonable time to assume his normal stance. The ball remains dead in these situations. In situations (1), (2), and (3) above, if there is no harm to the opponent, no foul will be called. In situation (4), there is no foul unless for a repeated act after warning. Delay of Game (DOG). *Note: If the snapper swings the ball forward at the start of the snap and then is contacted by the defense while still in possession of the ball, the play will be stopped immediately and result in a 5-yard Illegal snap penalty.*

## **6.8 False Start**

After assuming a set position, no offensive player shall charge or move in such a way as to lead a defensive player to believe that the snap has started. Penalty: False Start (FST) 5-yards – *Bonus yardage for multiple False Start (FST), Offensive Offside (OOF), and Delay of game (DOG) fouls over three (3) in any one half. Normal Penalty yardage is doubled*

Offensive Illegal Formation (ILF) added to list of bonus fouls.

*CR 6.8.1 – A's ball, 3<sup>d</sup> and 1 at the 25 yard line, A75 commits a false start. This is A's fourth false start in the half. Ruling: A's ball 3<sup>d</sup> and 11 at A's 15 yard line, normal penalty yardage is doubled.*

Once in the bonus these fouls offset in a 5 and 10 yard situation.

### **6.9 Quarterback Headbob or Movement**

Any obvious attempt by the Quarterback to draw an opponent offside is to be penalized as a false start. *Note: any irregular or sharp movement of the head (headbob), shoulder, arm, leg, knee or foot of the Quarterback is a foul. (A verbal hard count is legal).* Exception: This rule does not apply to an offensive player under Center who turns his head or shoulders (only) provided he receives a hand to hand snap. Penalty 5-yards.

*CR 6.9.1 – Quarterback A1 stops about a foot behind the Center and then moves forward and takes the snap and pushes forward. Ruling: Illegal Motion (ILM) Quarterback cannot be moving forward at the snap. However, this a live ball foul.*

### **6.10 Extension of Hands**

Any extension of hands by a player behind the line of scrimmage as if to receive the snap, irrespective of his distance behind the line or whether he is stationary or in motion, is a false start unless the player extending his hands receives the snap. This also includes any player under or behind the Center placing his hands on the body of the Center. The play will be stopped at the snap. Exceptions: Any shotgun QB or any player in drop kick or place-kick Holder's position. who extends his hands and does not retract them prior to the snap.

*CR 6.10.1 – "T" formation QB A1 extends his hands under the Center after which the offensive team shifts into a spread formation, with QB A1 assuming a blocking halfback position. During the shift into the spread formation by the offensive team, defensive B1 is drawn offside. Ruling: False start (FST) against the offensive team, 5-yard penalty. If the defensive team were not drawn offside, it would be a legal play.*

*CR 6.10.2 – A snap is high and the Kicker or Holder jumps to retrieve the ball and muffs the ball backwards. Defensive player B1 picks up the ball and scores. Ruling: Touchdown.*

### **6.11 Contact by the Defense**

When a runner is contacted by a defensive player and he touches the ground with any part of his body except his hands or feet, the ball shall be declared dead immediately. If the runner touches the ground on his own (no defensive contact), the runner may advance the ball.

The Quarterback gets protection when he slides to avoid contact. He may not be contacted and should be ruled down where he contacts the ground to begin his slide. He may not continue to advance the ball even though he has not been contacted.

*Note: When two players make incidental or legal contact in the air going for the ball and one player gains possession and then immediately falls to the ground, the player will be declared down by contact. If there is an obvious lag in time between the contact in the air and the player falling to the ground, the player may advance the ball if there is no defensive contact while he is on the ground.*

### **6.12 Inadvertent Whistle**

a. During a running play, when the ball is in the players' possession and an official sounds his whistle (even though it is inadvertent) or blows the play dead, then the team in possession may elect to put the ball in play where it was declared dead or replay the down.

b. During a backward pass or fumble, it is the offensive team's ball at the spot of the ball at the time of the whistle. If the ball is in the end zone when the whistle is blown, the placement will be at the 1 yard line.

c. During a legal Free or Scrimmage kick- the ball is returned to the previous spot and the down is replayed.

d. During a forward pass from behind the LOS, it is the offensive team's ball at the previous spot and the down is replayed.

e. During a forward pass from beyond the LOS, the ball reverts to the offense at the spot of the pass.

Note: Any foul that occurs before the inadvertent whistle will be penalized before the ball is marked ready for play.

*CR 6.12.1 – A forward pass that is intentionally first touched by ineligible A1 beyond or behind the LOS. Ruling: Illegal touching, loss of down at the previous spot.*

*CR 6.12.2 – 2<sup>nd</sup> and goal on B's 2 yard line, runner A1 is tackled at the line of scrimmage and fumbles. The ball rolls into the End Zone and has not been recovered by either team*

*when the Referee inadvertently blows his whistle. The defense recovers the ball in the End Zone. Ruling: Ball dead when the whistle blew. Ball still in possession of A and placed at the one yard line, A's ball 3<sup>rd</sup> and goal. If the fumble occurred in the field of play, the ball belongs to Team A at the spot when the whistle blew.*

### **6.13 Motion Clarification**

Any player going in motion must step backward prior to moving forward and may not start motion from the Offensive box. The Motion man is allowed to step out of his end line prior to the snap. If the Motion man is past the line of scrimmage when the ball is snapped, play will be stopped and result in a 10-yard penalty

Any freeze or "stop" motion is an illegal intent to draw the defense offside and will result in a false start (FST) penalty against the offense.

Any motion man, either HMM or regular motion MAY NOT go through the "A" gap unless he is in possession of the football. Penalty five yards. Illegal Motion (ILM).

A player in regular or "high motion" prior to the snap of the ball is not eligible to block a Defensive Lineman. However, a player in motion away from the ball prior to the ball being snapped may block a Defensive Lineman

**Motion Man Movement - WHAT CAN/MUST THE HIGH MOTION MAN DO?**

1. The HMM man must go backwards before going in FORWARD motion. (6.13)
2. The HMM cannot start his motion in the Offensive Box
3. When the HMM beyond the Neutral Zone or makes contact with a defender he will be flagged for Dead Ball OOF (6.13)
4. The HMM cannot Freeze Motion. (6.13)
5. The HMM cannot block a Defensive LINEMAN. (10.3-g)
6. The HMM (high Motion Man) may not block a defensive player below the waist until he is at least 5 yards beyond the line of scrimmage
7. Any motion man may not go through "A" gap unless he is in possession of the ball
8. The HMM cannot crackback (block below the waist back towards the original position of the ball- East/West) or low block away from original position of ball. (10.3-f)
9. The HMM or any eligible receiver can block defensive back within 1 yard of LOS (legal pick) this is NOT OPI. (7.11-g)
10. The HMM or Any eligible receiver may block downfield IF pass is completed BEHIND LOS.

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## **RULE 7**

### **FORWARD PASS, BACKWARD PASS AND FUMBLE**

#### **7.1 One Forward Pass – Legal**

The offensive team may make one forward pass from behind the line of scrimmage during each play from scrimmage provided that the ball does not cross the line of scrimmage by way of a run, pass, fumble or kick and is then returned behind the line of scrimmage prior to the pass.

A "T" formation Quarterback is not eligible to receive a forward pass during a scrimmage play. Exception: A "T" formation Quarterback becomes eligible if a pass is previously touched by an eligible receiver or defensive player, or a "T" formation QB must assume the position of a backfield player (as in a Shotgun) at least one yard behind his line at the snap.

#### **7.2 Illegal Pass**

Any other forward pass besides that described in Rule 7.1 by either team is illegal and will result in a foul by the passing team. When any illegal pass is caught or intercepted, the ball may be advanced and the penalty declined. Penalty: (a) for a forward pass on a play not from scrimmage, loss of 5-yards from the spot of the pass; (b) for a second forward pass from behind the line of scrimmage or for a pass that was thrown after the ball crossed the line of scrimmage, loss of down at the previous spot. Exception: A second forward pass thrown from the end zone is a safety; (c) for a forward pass from beyond the line of scrimmage, loss of down and 5-yards from the spot of the pass. All illegal passes from the end zone are safeties if penalty is accepted.

A passer is deemed to have crossed the line of scrimmage when he touches anything beyond the line of scrimmage. In determining whether a pass is beyond the line of scrimmage, a passer leaving his feet while behind the line of scrimmage and then releasing the ball in the air while beyond the line will be ruled a legal pass. Eligibility and pass interference rules do not apply to an illegal pass, except if it is a second pass from behind the line of scrimmage or a pass that was thrown from behind the line of scrimmage after the ball crossed the line.

*CR 7.2.1 – 2nd and 18 on A4. A second forward pass from behind the line is caught by A1, an eligible Wide Receiver, in his own End Zone. He is down there. Ruling: Safety.*

*CR 7.2.2 – A forward pass is intercepted by defensive player B1 in his own End Zone. While in the End Zone, B1 attempts to pass the ball backwards. The pass goes forward, hits the ground on the 1-yard line and the ball is recovered by the first passing team. Ruling: Safety, this is an illegal pass from the endzone*

*CR 7.2.3 – 3rd and 10 on B15. A second forward pass is thrown from behind the line of scrimmage to Split End A1. Defensive player B1 interferes with A1 on the B10, but A1 catches it anyway and is downed on the B10. Ruling: Double foul; offsetting penalties.*

*Illegal pass by the offensive team and interference by the defensive team. Interference rules apply on the second forward pass from behind the line. A's ball 3rd-10 on B15.*

*CR 7.2.4 – 3rd and 15 on A20. During a forward pass from beyond the line on the midfield stripe, offensive player A1 clips on the B20. The pass is incomplete. There are multiple fouls on the play. Ruling: Choice for defensive team. Loss of down and 5-yards from the spot of the pass or loss of 10-yards from the midfield stripe (since the foul was in advance of the basic spot), resulting in either A's ball 4th and 15 on A's 20-yard line or 3rd and 20 on A's 15-yard line.*

A forward pass from behind the line of scrimmage may be touched or caught by any eligible player. A pass in flight may not be batted forward by the offensive team toward a teammate and such act would result in an illegal batting penalty.

### **7.3 Fan Interference With A Forward Pass**

If a fan interferes with a forward pass and, in the judgment of the official, it was a catchable pass by an offensive player then the down will be replayed. If the pass was not catchable or the pass could have been intercepted, it shall be ruled an incomplete pass. *Note: If there is interference by anyone not competing at the time, a judgment will be made by the official as to what the result of the play would have been if there had been no interference.*

In the final minute of each half, the team disadvantaged by an act of fan interference has the choice of adding the time that elapsed during the play back on the game clock. In all situations in the last minute of each half, if the clock was running at the snap and the option is to add elapsed time – by rule – the procedure is to add five (5) seconds to the game clock. If the clock started on the snap – by rule – the exact amount of elapsed time will be added to the game clock.

*CR 7.3.1 – A's ball 3rd and 8 on A's 22-yard line. The score is A-24 and B-27 with 11 seconds remaining in the game. Quarterback A throws a pass down the sideline near the barrier to A8 at B's 5-yard line. A fan in the front row reaches into the field of play and takes the ball off the finger tips of A8. The pass was catchable and the game clock now shows two seconds left in the game. Ruling: replay the down, Team A has the option of adding nine seconds back on clock. 3rd and 8 on A's 22-yard line with 11 seconds on game clock.*

### **7.4 Eligibility Rule**

The deciding factor of an airborne receiver or defensive player making a reception or interception will be the player's first contact inbounds, whether it is one foot or another part of his body. The Official must decide whether the catch is valid based on the player's first contact after having been airborne. This rule applies to all boundary lines. *Note: At the Sidelines Barrier, the barriers naturally keep the player in the immediate area. Officials should envision similar barriers at the end lines. The player should be*

*declared ineligible if these barriers are violated. In other situations, all offensive players become eligible once a pass is touched by an eligible receiver or any defensive player.*

## **7.5 Incomplete Pass**

Any forward pass (legal or illegal) will be ruled incomplete and the ball will immediately be blown dead if the pass: (a) strikes the ground, the end line barrier or goes out of bounds (a forward pass that bounces off the Sideline Barrier is still in play until it hits the ground); (b) is blown dead by an inadvertent whistle.

## **7.6 Illegal Touching of Pass**

If the pass is intentionally first touched or caught by an ineligible offensive player, an illegal touching penalty will be called resulting in a loss of down with the ball being spotted at the previous spot.

## **7.7 Receiver Carried Out**

If a receiver is airborne and carried out by the defender, the catch could still be granted provided that the receiver maintains control of the ball.

The "one foot inbounds rule" applies to all passes at the sidelines and end lines. A receiver or defender can catch a pass even if his first contact is with the Sideline or End Zone Barrier. A player can be in contact with the Sideline or End Zone Barrier and make a catch as long as he is also in bounds. A player may also advance the ball provided a defensive player does not contact him.

A catch will be allowed when a receiver contacts the "live" wall, even if a foot does not come down "inbounds" (i.e. touches the turf). Receiver must maintain control throughout the process of the catch. If there is no "live" wall and only a line (e.g. some end lines where a wall is not immediately adjacent to the line )then the receiver would still have to get one foot down.

*CR 7.7.1 – While in mid-air, a receiver firmly takes a hold of a pass, but loses possession of the ball when his shoulder lands on the ground with or without being contacted by an opponent. Ruling: Incomplete pass. Receiver must hold onto the ball when he lands on the ground in order to complete the reception.*

*CR 7.7.2 – 3rd and 10 on B20. Eligible End A1 touches a legal forward pass on B's 15-yard line and the ball is then touched by ineligible receiver A2 on B's 15-yard line. A defensive player then intercepts the pass and runs it back to the midfield stripe where he fumbles the ball and Team A recovers the fumble. Ruling: Legal touch. A's ball 1st and 10 at the midfield stripe. Clock continues to run.*

*CR 7.7.3 – A legal forward pass is intercepted by defensive player B1 who jumped in from out of bounds to intercept pass. He lands inbounds with one foot before he is contact by a player on the opposing team. Ruling: Interception.*



*CR 7.7.4 – Eligible offensive receiver A1 jumps in the air (behind or beyond line of scrimmage) to receive a forward pass and then passes backward to ineligible Offensive Lineman A2 before he alights and A2 catches ball. Ruling Legal catch by A2.*

*CR 7.7.5 – A legal forward pass inadvertently touches ineligible Guard A1 behind the line, the ball is then intercepted by a defensive player and returned. Ruling: Pass not incomplete when A1 touched by ball. Pass continues in play. B's ball, 1st and 10 at the spot where the return ends.*

## **7.8 Legally Downfield**

On passes completed behind the line of scrimmage, the offensive team may be downfield and blocking.

After the ball leaves the passer's hand and crosses the line of scrimmage, ineligible offensive pass receivers can advance from their initial charge position, provided they do not block or contact a defensive player(s) until the ball is touched by a player on either team. Such prior blocking and/or contact is offensive pass interference and will result in a 10-yard penalty from previous spot, but there will be no loss of down.

## **7.9 Ineligible Player Downfield**

No ineligible player may move beyond the neutral zone until a legal forward pass has crossed the neutral zone. Exceptions: When, after the snap, an ineligible player on offense immediately charges and contacts an opponent at a point not more than one yard beyond the neutral zone and does not continue the contact for more than three yards beyond the neutral zone or when contact that has driven an opponent no more than three yards from the neutral zone is lost by a player who was ineligible at the snap and that player remains stationary at that spot until the pass is thrown. Penalty: 5-yards from the previous spot.

## **7.10 Legal Use of Hands During Pass**

After a legal forward pass has been touched by an eligible player, any player may use his hands to move an opponent out of the way during an actual personal attempt to catch the ball, irrespective of his original eligibility.

## **7.11 Pass Interference**

During a down in which a legal forward pass crosses the neutral zone, illegal contact by players on both teams is prohibited. The restriction for the passing team starts with the snap. The restriction for the defensive team starts when the ball leaves the passer's hand. Such restrictions end when the ball is touched by any player after leaving the passer's hand or hits the net apparatus or barriers.

The penalty for defensive pass interference is 10 yards from the previous spot and an automatic first down. Intentional Pass interference is a spot foul resulting in a minimum penalty of 10 yards. Intentional Pass interference called in the End Zone will result in a first down for the offensive team on the defense's 1-yard line

Defensive Pass Interference, Illegal contact, Illegal defense, Facemask, and Defensive Holding against an eligible receiver in the final minute of each half, the team against whom a defensive pass interference or a defensive holding foul was committed against an eligible receiver, would have the choice of adding the time that elapsed during the play back on the clock in addition to the option of accepting or declining the foul.

*You must accept the foul in the last minute to put time back on the clock, but the offended team has the option of starting the clock on the snap or the RFP signal if the clock had been running, even if they accept or decline the foul.*

In the last minute of each half, the team accepting a penalty would have the option of starting the clock on the snap or on the Referee's ready for play signal, if the clock had been running.

The penalty for offensive pass interference is 10 yards from the previous spot and no loss of down.

It is pass interference by either team when any player movement beyond the offensive line significantly hinders the progress of an eligible receiver or such player's opportunity to catch the ball during a legal forward pass. When players are competing for position to make a play on the ball, any contact by hands, arms or body shall be considered incidental unless prohibited by rule. Prohibited conduct shall be any conduct where a player physically restricts or impedes the opponent in such a manner that is visually evident and materially affects the opponent's opportunity to gain position or retain his position to catch the ball. If a player has gained position, he shall not be considered to have impeded or restricted his opponent in a prohibited manner if all of his actions are a bona fide effort to go and catch the ball. Provided an eligible receiver is not interfered with in such a manner, the following exceptions to pass interference will prevail:

**Actions that constitute defensive pass interference include but are not limited to:**

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

- (g) It is the responsibility of the offensive player to avoid the opponent. However, it is not offensive pass interference when, after the snap, an offensive player immediately charges and contacts an opponent at a point not more than 1-yard beyond the neutral zone and does not continue the contact for more than 3-yards beyond the neutral zone.

**Actions that do not constitute defensive pass interference include but are not limited to:**

- (a) Incidental contact by a receiver's hands, arms, or body when both players are competing for the ball or neither player is looking for the ball.
- (b) Inadvertent touching of feet when both players are playing the ball or neither player is playing the ball.
- (c) Contact that would normally be considered pass interference, but the ball is clearly uncatchable by involved players.
- (d) Laying a hand on a receiver that does not restrict the receiver in an attempt to make a play on the ball.
- (e) Contact by a defender who has gained position on a receiver in an attempt to catch the ball.

**Actions that constitute offensive pass interference include but are not limited to:**

- (a) Blocking downfield by an offensive player prior to the ball being touched.
- (b) Initiating contact with a defender by shoving or pushing off thus creating a separation in an attempt to catch a pass.
- (c) Driving through a defender who has established a position on the field more than 1-yard off the LOS.

**Actions that do not constitute offensive pass interference include but are not limited to:**

- (a) Incidental contact by a receiver's hands, arms or body when both players are competing for the ball or neither player is looking for the ball.
- (b) Inadvertent touching of feet when both players are playing the ball or neither player is playing the ball.
- (c) Contact that would normally be considered pass interference, but the ball is clearly uncatchable by involved players.

Note 1: If there is a question whether player contact is incidental, the ruling should be no interference.

Note 2: Defensive players have as much right to the path of the ball as eligible offensive players.

Note 3: Pass interference for both teams ends when the pass is touched.

Note 4: There can be no pass interference at or behind the line of scrimmage, but defensive actions such as tackling a receiver can still result in a penalty for defensive holding, if accepted.

### **7.12 Illegal Contact**

Within the five yard zone, a defender may not make original contact in the back of a receiver, nor may he use his hands or arms to hang on to or encircle a receiver. The defender cannot extend an arm(s) to cut off or hook a receiver causing contact that impedes and restricts the receiver as the play develops, nor may he maintain contact after the receiver has moved beyond a point that is even with the defender.

Beyond the five yard zone, if the player who receives the snap remains in the BOX, a defender may use his hands or arms only to defend or protect himself against impeding contact caused by a receiver. If the receiver attempts to evade the defender, the defender cannot chuck him, or extend an arm(s) to cut off or hook him, causing contact that re-directs, restricts, or impedes the receiver in any way.

Beyond the five yard zone, incidental contact may exist between the receiver and defender as long as it does not materially affect or significantly impede the receiver, creating a distinct advantage.

The boundaries of the offensive and defensive "box" are defined as follows:

- If ball placement is on one of the "pro" hash marks, then the boundaries for the width of the "box" are the other "pro" hash mark on one side and the nearest college hash mark on the other side.
- If ball placement is on one of the "college" hash marks, then the boundaries for the width of the "box" are the nearest "pro" hash mark on one side and the top of the yard line numbers closest to the ball on the other side.
- The depth of the offensive "box" is unlimited and the depth of the defensive "box" is 5-yards from the line of scrimmage.

### **Quarterback out of the Box**

Once the Quarterback is out of the Offensive Box, muffs the snap or fumbles the ball behind the LOS there can be no illegal contact penalty on the play.

### **7.13 Intentional Grounding**

Intentional grounding will be called when the passer is facing an imminent loss of yardage because of duress from the defense and throws a forward pass without a realistic chance of completion from within the Offensive Box.

*Note: A realistic chance of completion is defined as a pass that is thrown in the direction and the vicinity of an eligible receiver.*

1. Intentional grounding is to be called by the Referee and his primary responsibility is to protect the passer (the flight of the ball is secondary). If

there is any question as to whether the Quarterback has committed intentional grounding, the Referee should not call a penalty.

2. Intentional grounding will not be called when a passer, while out of the Offensive Box and facing an imminent loss of yardage, throws a forward pass that lands near or beyond the line of scrimmage, even if no offensive player has a realistic chance to catch the ball (including if the ball lands out of bounds over the sideline or end line).
3. A passer, after delaying his passing action for strategic purposes, is prohibited from throwing the ball to the ground in front of him, even though he is under no pressure from a defensive player.
4. A passer is permitted to stop the game clock legally (and an intentional grounding penalty will not be called) if immediately upon receiving the snap he begins a continuous throwing motion and throws the ball directly forward into the ground.
5. If a defensive player's action on the passer significantly affects the normal throwing of a forward pass to an eligible receiver, intentional grounding should not be called.

Penalty: Spot foul, loss of down. Intentional grounding in the End Zone is a Safety. Any intentional grounding may be declined with the result of the play being an incomplete pass.

*CR 7.13.1 – 2nd and 20 on A4. Quarterback A8 drops back into his End Zone. Just before he is tackled in his End Zone, Quarterback A8 intentionally grounds the ball by throwing a pass directly in front of him. A defensive player falls on the ball. Ruling: intentional grounding. Safety.*

*CR 7.13.2 – 2nd and 10 on A24. Quarterback A5 intentionally grounds ball forward as he stands on A14 to keep from being tackled. Ruling: Loss of down at spot of foul. 3rd and 20 on A14.*

*CR 7.13.3 – 3<sup>rd</sup> and 7 on A18. The motion man on the right side of the formation goes down 10 yds and cuts the middle of the field. The QB A2 under heavy pressure in the box at the 14 yd line throws the ball into the ground or into the stands on the right side of the field with no receivers on that side of the field. Ruling: Intentional grounding. Spot foul and loss of down. 4<sup>th</sup> and 11 on A14.*

*CR 7.13.4 – 2<sup>nd</sup> and 5 on A22. The QB A2 drops back in the box to his A17, trying to avoid being sacked, he throws the ball at the feet of the RG A64 and there are no eligible receivers in the area. Ruling: Intentional grounding. Spot foul and loss of down. 3<sup>rd</sup> and 10 on A17.*

*CR 7.13.5 – 1<sup>st</sup> and 10 on A20. With 0:13 remaining in the 4<sup>th</sup> quarter and A leading 47 – 45 and no time outs for either team, QB A2 drops back in the box to the A12 and a) under heavy pressure throws the ball 20 rows into the stands on his right and there are no receivers on that side of the field and the clock reads 0:08 when the ball lands or b) with no defensive pressure or he moves out of the box and throws the ball 20 rows into the right stands with no receivers in the area. Ruling: a) Intentional grounding. Spot foul*

and loss of down. 2<sup>nd</sup> and 18 on A12, clock at 0:08. b) No foul. 2<sup>nd</sup> and 10 on A20, clock at 0:08.

#### **7.14 Tack On Foul**

When a team commits a personal foul prior to a completion or interception of a legal forward pass from behind the line of scrimmage, the offended team shall have the choice of either: (a) the usual penalty of ten yards from the previous spot; or (b) a 10-yard penalty tacked on from the spot where the ball is dead beyond the line of scrimmage.

Exception: If the offended team loses possession after a completion or an interception, enforcement is from: (1) the previous spot if after the completion or (2) the spot where possession was changed on an interception if the fumble occurred after an interception. In either case, the offended team will retain the ball after enforcement of the personal foul.

*Note: Personal fouls do not include holding, illegal use of hands, illegal batting, and ordinary grasping of the facemask or helmet opening. However, 10-yard facemask penalty shall be marked from the previous spot if it occurs behind the line of scrimmage.*

*CR 7.14.1 – 3rd and 10 on A15. A defensive player roughs the passer as he throws a short swing pass to back A1 who is downed on the A12. Ruling: Enforce from the previous spot as the usual penalty on a pass. A's ball 1st and 10 on A25.*

*CR 7.14.2 – 3rd and 10 on A20. Offensive Guard A1 clips defensive player B1 as he tries to reach the passer. B2 intercepts the pass and returns it to the midfield stripe. Ruling: Enforce from the spot where the ball is dead, in this case the midfield stripe. Personal foul prior to interception. B's ball 1<sup>st</sup> and 10 at A's 15-yard line.*

*CR 7.14.3 – 3rd and 10 on A15. Defensive player B1 roughs the passer prior to a completed pass to Wide Receiver A1 on the midfield stripe. A1 runs to the B20 where he is tackled, fumbles and the defensive team recovers on the B15. Ruling: Personal foul prior to completion. Enforce from the previous spot and ball reverts to the offended team. A's ball 1st and 10 at midfield.*

*CR 7.14.4 – 3rd and 10 on A15. B1 intercepts forward pass at B20 and returns the interception to the A20. Prior to the pass, A3 cracks backs on B12. Ruling: B's ball 1st and 10 at A's 10-yard line. Personal foul prior to interception.*

#### **7.15 Intentional Fumble**

If a runner intentionally fumbles the ball forward, it is ruled as a forward pass and will result in an illegal forward pass penalty. During a scrimmage play, if deemed to be action to conserve time, it will be an Illegal Forward pass - and a 5 yard penalty from Previous spot with a Loss of Down.

## **7.16 Fourth Down Fumble & Legal Advance**

All fumbles that go forward out of bounds shall be placed back at the spot of the fumble.

If a fumble occurs on fourth down during a scrimmage down (including any Try for Point), only the fumbling player may advance the ball or hand or pass the ball forward or backward (as prescribed by rule). If the ball is purposely laid on the turf, the ball is not a fumble and may be advanced by any player on either team.

If a fumble occurs on fourth down during a scrimmage down and the recovery or the catch is accomplished by another offensive player (i.e., the ball becomes dead), the spot of the next snap is (a) the spot of the fumble unless (b) the spot of recovery is behind the spot of the fumble, then the ball will be spotted the spot of recovery.

If a fumble occurs on fourth down during a scrimmage down and the ball goes out of bounds, the ball is next put in play at the spot of the fumble, unless the spot where the ball went out of bounds is behind the spot of the fumble, then the ball will be spotted where it went out of bounds.

Fourth down fumbles and all fumbles that go through the End Zone or end line will result in a Touchback and will be brought to the 5-yard line, 1st and 10 for the defensive team. A fourth down fumble may be advanced by the defensive team. The fourth down fumble rule does not apply if a Holder or Kicker touches, but does not possess a direct snap from Center (a snap in flight as opposed to a hand-to-hand exchange). The same exception applies during the last minute of a half. *Note: Quarterback in shotgun is the same as a Holder or Kicker. The fourth down fumble rule will apply on a Quarterback hand off fumble and only the Quarterback can advance the fumble. Similarly, a direct snap from the Center to the Quarterback is treated the same as a hand off fumble and only the Quarterback can advance the ball.*

The snap is considered a fumble not a muff if the QB fails to handle it cleanly. Therefore, only the QB may recover and/or advance.

## **7.17 Fumble After One Minute Warning**

After the one-minute warning, all fumbles may only be advanced by the player who fumbled the ball or by any member of the defensive team. If a fumble goes out of bounds in the last minute of the half in front of the spot of the fumble, the ball will be spotted at the spot of the fumble and the clock will wind on the ready signal. If the ball goes out of bounds behind the spot of the fumble, there is no wind and the clock starts at the snap. A backward pass or a ball purposely laid on the turf is not considered a fumble and may be advanced by either team.

*CR 7.17.1 – A's ball 4th and 10 on B10. On an attempted Field Goal, a direct snap from the Center glances off the placekick Holder's hands or drop Kicker's hands at the B17. Kicker recovers the ball at B20 and runs for a Touchdown. Ruling: Legal touchdown.*

*CR 7.17.2 – 4th and 4 on B9. Offensive player A1 fumbles on the B9. Defensive player B1 touches the ball and then offensive player A2 recovers on the B7. Ruling: Ball is returned to spot of fumble (B9). B's ball first 10 on B9. If the ball was recovered at the B4, the ruling would still be the same.*

### **7.18 Simultaneous Recovery**

When two opposing players simultaneously recover a backward pass or fumble, the ball is awarded to the team making the pass or fumble.

### **7.19 Ball Passed or Fumbled Into Barrier**

The ball is live and playable either before or after hitting the Sideline Barrier or endzone side wall barrier. Exception: A fumble, forward pass or backward pass that hits the endzone back wall barrier is considered dead and results in a touchback, safety or incomplete pass.

A fumble, forward pass or backward pass that hits the Sideline wall Barrier and is caught by an eligible offensive player or a defensive player will be ruled as a completion by the offense or an interception by the defense. Pass interference cannot be called on balls after they hit off the Sideline or End Zone Barrier. Once a pass hits the Sideline wall Barrier, the Receiver is considered "live" and can be contacted by a defensive player without penalty. Exception: Personal Foul

### **7.20 Enforcement Spot Backward Pass or Fumble**

When a foul occurs during a backward pass or fumble, enforcement is from either (a) the spot of the pass or (b) the spot of the fumble (basic spot). Exception: When the spot of a backward pass, fumble or foul is behind the line of scrimmage, the basic spot is the previous spot.

All backward passes or muffs by the Quarterback or Holder on Field Goal or Try for Point attempts as well as any pitch backwards may be advanced by either team. Exception: a pass in flight (forward or backward) may be batted in any direction or at any time (including the End Zone) by the defense or by the offense to prevent the defense from intercepting the pass. A pass may not be batted forward by a player on the offensive team to an eligible player on his team.

*CR 7.20.1 – 4th and 15 on A8. A kick is blocked and the ball is in the End Zone when defensive player B1 pushes A1 out of the way to allow his teammate B2 to recover the ball in the End Zone. Ruling: Legal play.*

*CR 7.20.2 – 2nd and 10 on B20. Quarterback A1 fumbles on the B22. A defensive player bats the loose ball in flight to the A15 where A1 recovers. Ruling: Enforcement spot is the previous spot as the foul is behind the line of scrimmage. Penalty: 5-yards illegal batting penalty, automatic first down, A's ball 1st and 10 on B15.*



*CR 7.20.3 – 2nd and 10 on B20. A backward pass or fumble hits the turf on the midfield stripe and defensive player B1 bats the ball to the A15 where he recovers. Ruling: Illegal bat of a loose ball. Enforcement is from the previous spot since the foul was by B1 behind the line of scrimmage. A's ball 1st and 10 on B15. 5-yards, automatic first down.*

*CR 7.20.4 – B1 intercepts a forward pass in his End Zone and advances to his 2-yard line where he fumbles. B1 recovers. During the fumble, B2 (a) fouls in his End Zone. Ruling: Ball is placed at the 1-yard line; or (b) fouls on his 5-yard line. Ruling: Ball is also placed on the 1-yard line. Enforcement of penalty is from spot of the fumble.*

*CR 7.20.5 – Airborne - A1 receives a forward pass. While still airborne he controls the ball and throws it forward to teammate A2. Ruling: Illegal Bat – 5 Yard Penalty - previous spot- loss of down.*

## **7.21 Forward Pass into Nets**

A pass in which the ball rebounds off the net in the air without touching the turf or any other foreign object other than a player is still in play by rule. *Note: Once a pass hits the nets, there can be no pass interference, but you can still have defensive holding or personal foul.*

## **7.22 Protection of the Passer**

By interpretation, a pass begins when the passer (player in possession of the ball) starts to bring his hand holding the ball forward. If the ball strikes the ground after this action has begun, the play is ruled as an incomplete pass. If the passer loses control of the ball prior to his bringing his hand forward, the play is ruled a fumble.

No defensive player may make contact with a player who has executed a legal forward pass on a play where the ball has left the passer's hand. The Referee must determine whether the defensive player had a reasonable chance to stop his momentum during an attempt to block the pass or tackle the passer while the passer still had the ball.

When approaching in any direction, a defensive player is prohibited from hitting the Passer in the knee area. It is not a foul if a defender is blocked or fouled into the passer and has no opportunity to avoid. Officials are to blow the play dead as soon as the Passer is clearly in the grasp or control of a defensive player. The Referee will signal this by raising his hand with his fist closed.

## **RULE 8 TOUCHBACK AND SAFETY**

### **8.1 Touchback**

- (A) A Touchback occurs when the ball becomes or is declared dead behind a goal line and the defending team's opponent is responsible for putting the ball there. This includes a kick or a fumble but not an incomplete forward pass.
- (B) After a Touchback, the ball will be put into play by the team defending at the time of the Touchback on that team's 5-yard line on the hash of choice. This shall be the basic spot from which any fouls committed during the Touchback will be enforced. Exception: See Free Kick Rule

### **8.2 Safety**

- (A) A Safety occurs:
  - a. When a player is tackled in his own End Zone.
  - b. When the ball is snapped or fumbled through the End Zone on a scrimmage play or kick play.
  - c. When an offensive player goes out of his own End Zone with the ball.
  - d. All illegal forward passes thrown from the End Zone are safeties.

**Note: This is the only foul which, when accepted and enforced, will result in a Safety.**

- (B) A Safety shall result in two points being awarded to the team responsible for downing the ball behind its own goal line.
- (C) After a Safety, the team scored upon must next put the ball into play by a free kick. The kickoff will be from the goal line. *Note: Following a Safety on the last play of the game, the team scored upon does not have to kick off, the game is over or will proceed to overtime if tied.*

## **RULE 9 SCORING**

### **9.1 Scores**

The team that has scored the greater number of points at the end of the game shall be declared the winner. Points are scored as follows: (a) six (6) points are awarded for a Touchdown, (b) two (2) points are awarded for successful Try for Point by drop kick, run, or pass, (c) one (1) point is awarded for a successful Try for Point by place kick, (d) three (3) points are awarded for a successful Field Goal by place kick and four (4) points are awarded for a successful Field Goal by drop kick, (e) two (2) points are awarded for a Safety, (f) two (2) points are awarded for a Safety by the defensive team on Try for Point, (g) two (2) points are awarded to either team if a Try for Point kick is muffed or blocked (where the ball remains behind the line of scrimmage) and is advanced into the End Zone.

### **9.2 Unfair Act**

- a. The Referee may award a Touchdown when, in the Referee's opinion, an unfair act deprives an offended team of scoring a Touchdown. Example: A defensive player leaves the bench area to make a tackle.
- b. In situations where the defense intentionally uses an illegal defense to gain advantage, the Referee has the ability to penalize the defensive team and put time back on the game clock.

The League office will fine both players and coaches for intentionally breaking any Rule to gain a competitive advantage.

### **9.3 Try for Point**

After a Touchdown, the scoring team is allowed a Try for Point. This Try for Point is an attempt to score one or two additional points during a scrimmage down. The ball will be spotted at the 2 yard line and may be placed anywhere between the college hash marks. A Try for Point must be attempted. This applies to both regular season and post-season. A Try for Point is not necessary in Sudden Death, if the touchdown is the winning score.

The fourth down fumble rule will apply to a Try for Point. Exception: In the last minute of each half, the one-minute fumble rule will be in effect (only the fumbling player may recover and advance the ball. The ball becomes dead when any other player from the offensive team recovers the fumble).

*CR9.3.1 – During a Try for Point, the place kick Holder or drop Kicker A1 fumbles the ball. B1 kicks or bats the loose ball on his 2-yard line (creating a new impetus) and it goes out of bounds behind his goal line. Ruling: Safety, two points awarded to Team A.*

### **9.3a Personal Fouls on Try for Points**

Enforcement of personal fouls and unsportsmanlike conduct fouls that occur on a Try for Point may be carried over to the first play after the kickoff. In the alternative, Team A will have the option of replaying the down and going for a two-point Try for Point.

*Note: If this happens on the last play of a tied game, Team A has the option of going for two points or having the penalty enforced on the first play after the Kickoff in overtime.*

*CR 9.3a.1 – Team A scores a Touchdown on the last play of the game with no time left on the clock making the score A27 - B28. Team A attempts to kick the Try for Point. The kick is successful but Team B roughs the Kicker on the play. Ruling: Team A has the option of accepting the penalty and trying for a two-point Try for Point or carrying over the roughing the Kicker personal foul penalty to the first play after the Kickoff in overtime.*

### **9.3b Live Ball on Try for Points**

If a Try for Point kick is blocked and is behind the line of scrimmage, the ball is live and can be recovered and returned for a two-point conversion by either team. In the event the kicked ball crosses the line of scrimmage, regardless of whether the ball is deflected, the ball is dead immediately if it does not successfully pass through the uprights. If a two-point Try for Point is attempted, any defensive recovery/return will count as a two-point return. If there is a Safety on a Try for Point attempt by Team A, Team B is awarded two points.

### **9.4 Fouls Before Try for Point**

If a foul by the defense does not permit the Try for Point to be attempted or a foul is committed by the defense on an unsuccessful Try for Point, the down will be replayed. The offended team has the option to have the distance penalty assessed and the ball relocated anywhere between the hash marks.

### **9.5 Interceptions and Catch/Recovery Momentum**

If a player on Team B intercepts a forward pass, fumble, or backward pass or catches/recovers a scrimmage kick, free kick, fumble, or backward pass between his 5-yard line and the goal line and the player's original momentum carries him and the ball into his own End Zone where the ball is declared dead, the ball will belong to Team B at the spot of the interception, catch, or recovery. If the player is in the End Zone and muffs, fumbles, or throws a backward pass before the ball is declared dead, the ball remains a live ball and can be recovered by the opposing team for a Touchdown. This rule includes kicks off the nets. Examples:

- (a) If a player who intercepts the ball throws an illegal forward pass from the End Zone, it will result in a Safety. However, if a player on the opposing team intercepts the illegal pass in the End Zone, it is a Touchdown for the opposing team, as the ball remains live.

- (b) If a player of the team that intercepts the ball commits a foul in the field of play and the ball becomes dead in the End Zone, the basic spot is the spot of the interception. If the foul is behind the spot of the interception, then the spot is the spot of the foul. Exception: If the foul is in the End Zone. Place ball at 1 yard line
- (c) If the kick momentum carries the player into the End Zone or he goes outside of the end line, the ball is put in play where possession was gained. If the player returns to the field of play, fumbles or throws a backward pass, the ball is live and may be recovered and advanced.

*CR9.5.1 – 2nd and 10 on B20. Defensive player B1 intercepts a legal forward pass on the B4 and his momentum carries him into the End Zone. He then runs it out to the B20. Ruling: Legal play, B's ball at the B20.*

*CR9.5.2 – 2nd and 10 on B20. Defensive player B1 intercepts a legal forward pass on the B4 and his momentum carries him into the End Zone where he is tackled and fumbles. Passing team player A1 recovers the fumble in B's End Zone. Ruling: The Passing team has covered a live ball and has scored a Touchdown.*

*CR 9.5.3 – 2nd and 10 on B20. Defensive player B1 intercepts a legal forward pass on the B4 and his momentum carries him into the End Zone where he is downed. On the play, B2 clips on B's 2-yard line. Ruling: B's ball 1st and 10 on B1 (half the distance from the spot of the foul). If B2's clip occurred in the End Zone, the ball is spotted at the one yard line.*

## **9.6 Foul Behind Offensive Goal Line**

If a foul by the offense is committed in the offense's own End Zone (i.e., holding), the ball is spotted at the 1-yard line. Pursuant to Rule 7.2, All illegal forward passes thrown from the End Zone are safeties.

*CR9.6.1 – 2nd and 15 on A4. Runner A1 fumbles a hand-off on his own 5-yard line. The ball rolls into the End Zone where A1 bats or kicks the ball across the end line to prevent a recovery by the defense. Ruling: Result of the play - Safety.*

*CR9.6.2 – Receiving team player B1 fumbles a free kick in his End Zone and the ball is on the B5 where Receiving team player B2 deliberately kicks the ball out of bounds. Ruling: Illegal kicking, 5-yard penalty or half the distance to the goal from the spot of the foul.*

*CR 9.6.3 – B1 catches a kickoff and makes a forward pass from behind his goal line. Ruling: Illegal forward pass thrown from the End Zone results in a safety. However, Team A may intercept, advance or choose to take the result of the play.*

## **9.7 Quarterback in Grasp in End Zone**

A Quarterback is considered to be "in the grasp" when his ability to move has been stopped. This is a judgment call by the Referee and should be enforced to protect the passer. The Quarterback will be allowed one chance to free himself from a defender and will immediately be ruled to be in the grasp if he is unable to pull away. If the Quarterback is ruled to be in the grasp in the End Zone, the play will result in a Safety and the clock will be stopped.

## **9.8 Legal Field Goal**

A Field Goal kick must not touch the turf or any player of the offensive team before it passes through the goal. The entire ball must pass through the goal. The Referee may award a Field Goal for a palpably unfair act by the defense.

*CR 9.9.1 – B1 catches a missed Field Goal on the fly or off the net and runs laterally in the End Zone and fumbles. A1 recovers the fumble. Ruling: Touchdown for Team A.*

*CR 9.9.2 – A Field Goal is attempted by Team A (on any down) and the kick is blocked out of bounds either behind or beyond the line of scrimmage. Ruling: Team B's ball.*

*CR 9.9.3 – A Field Goal is attempted on second down and the ball is blocked, Team A recovers the ball behind the line of scrimmage. Ruling: Third down, ball spotted where the ball is recovered. If the player recovering the ball advances it past the Line to Gain then the result of the play would be a first down.*

*CR 9.9.4 – 4th and 2 on B10. Team A makes a Field Goal. During the down, B1 punches A2 on the line of scrimmage. Ruling: Team A can take the points and a 10-yard penalty on the first play after the kickoff or accept the penalty and take the points off the scoreboard resulting in 1st and goal at B's 5-yard line. Disqualify B1.*

## **RULE 10 CONDUCT OF PLAYERS/PLAYERS EQUIPMENT**

### **10.1 Use of Hands During a Loose Ball.**

During a loose ball, any player may use his hands or arms to push or pull an opponent out of the way in an attempt to recover a loose ball. Defensive players may also use his hands or arms to push or pull an opponent out of the way in attempt to reach a runner.

### **10.2 Use of Hands Beyond Line**

During a scrimmage kick, no player on the Kicking team may use his hands to pull aside or hold a player on the Receiving team who is attempting to obstruct him until he has crossed his line. Such Kicking team player is considered to be a blocker at the line of scrimmage.

### **10.3 Illegal Use of Body**

No offensive player may pull an offensive player in possession of the ball or lift the player to his feet. Penalty: 5-yards, assisting the runner.

- (a) No player on offense may push or throw his body against a teammate to aid him in an attempt to obstruct an opponent or to recover a loose ball, 5-yard assisting the runner penalty;
- (b) No player on offense may push or throw his body against a teammate in charging, falling, or otherwise using his hands on the body into the back and above the waist of an opponent (this should always be called an illegal block above the waist regardless of the type of play), 10-yard illegal block above the waist penalty;
- (c) No player may trip an opponent, 10-yard personal foul (will result in an automatic first down if committed by the defense);
- (d) Holding, illegal use of hands, arms or body by offense, 10-yard penalty.
- (e) Hands to the face, 10-yard personal foul penalty and automatic first down if on the defense.
- (f) A stationary player lined up outside of the down lineman, or a player in motion back toward the ball prior to the snap may not commit a crack back block.
- (g). A player in regular or "high motion" prior to the snap of the ball is not eligible to block a Defensive Lineman. However, a player in motion away from the ball prior to the ball being snapped may block a Defensive Lineman

### **10.4 Legal Chuck**

An eligible receiver is considered to be an "obstructing opponent" only to a point 5-yards beyond the line of scrimmage, unless the player who receives the snap clearly demonstrates no intention to pass the ball. Within this 5-yard area, a defensive player may make contact with an eligible receiver and contact may be maintained as long as it is continuous and unbroken. A defensive player cannot use his hands or arms to push

the eligible receiver from behind or grab or encircle an eligible receiver in a manner that restricts movement as the play develops.

Once the Quarterback is out of the Offensive Box or muffs the snap or fumbles behind the LOS there can be no Illegal contact penalty on the play.

### **10.5 Blocking Below Waist**

Eligible receivers, when on or behind the LOS, may be blocked below the waist at or behind the LOS. No eligible may be blocked below the waist after he is beyond the LOS. Penalty: Personal Foul - Illegal block, 10-Yards and Automatic First Down.

Players are prohibited from blocking an opponent on initial contact below the waist during a down in which there is a kick from scrimmage, a free kick or any other change of possession such as an interception return or fumble return. Exception: Before scrimmage kick has crossed the line of scrimmage. Penalty: Personal Foul, illegal block below the waist, 10-yards, automatic first down.

If any of the above acts are judged by the officials to be of a vicious and/or flagrant nature, the offending player may be disqualified as long as an official observed the entire action. On a play from scrimmage, a stationary player lined up outside of the down lineman, or a player in motion toward the ball prior to the snap, may not commit a crack back block.

The HMM (High Motion Man) may not block a defensive player below the waist until he is at least 5 yards beyond the line of scrimmage.

A defender may block/cut an eligible receiver below waist once the Quarterback or the receiver of the snap hands off, is tackled throws a forward or backward pass, loses possession of the ball by a fumble or a muff that touches the ground, or if the quarterback leaves the BOX area. Once these factors take place the restrictions on the defensive team relative to offensive players (illegal contact, illegal cut block) will end, provided the ball is not in the air. (Note DPI comes into play)

### **10.6 Use of Hands Above the Shoulders**

A defensive player may not contact an opponent above the shoulders with the palm of his hands except to ward him off on the line of scrimmage and only if such contact is not a repeated act against the same opponent during any one contact. A defensive player may use the palm of his hands on an opponent's head, neck or face only to ward him off or push him in an actual attempt to get to a fumbled ball. For OFFENSIVE AND DEFENSIVE PLAYERS- Players may not forcibly thrust hands above the shoulders of an opponent, which contacts him on the head, face or neck area. NOTE- close contact- a play that is not direct/forcible is not a foul (foul must be continuous and must have intent). RULING- Illegal use of hands- Offense- 10 yard penalty/Defense-10 yard penalty and automatic first down.



## **10.7 Grasping Face Mask or Helmet Opening**

No player shall twist, turn or pull the Face Mask or any Helmet Opening of an opponent. It is not a foul if the face mask or helmet opening is not twisted, turned or pulled.

Twisting, turning, or pulling the helmet or facemask is a 10-yard personal foul penalty that will result in an automatic first down. The offending player may be disqualified if the action is judged by the officials to be of a vicious or flagrant nature. When in question, it is a foul.

All players are prohibited from grabbing the inside back collar of the shoulder pads or jersey, or the inside collar of the side of the shoulder pads or jersey, and IMMEDIATELY pulling the runner down. This does not apply to a runner or a QB who is in the offensive box.

*CR 10.7.1 – As ball carrier A20 races down field, defender B56 grabs him from behind by the back of the jersey at the collar, or by the collar of his shoulder pad and immediately pulls him to the ground. Ruling: Personal foul 10-yard penalty.*

*CR 10.7.2 – As ball carrier A20 races downfield, defender B56 grabs him from behind by the back of the jersey at the collar, or by the collar of his shoulder pad. B56 continues with this contact for several yards but A20 does not go to the ground until tackled by another defender. Ruling: Legal play. B56 did not foul, because he did not immediately pull A20 down.*

## **10.8 Running into Kicker**

Drop Kickers, place-Kickers, and Holders are provided basic protection and no defensive player may run into or rough any of them while they are behind their line unless such contact (a) is incidental to and after the defensive player has touched the kick in flight, (b) is caused by the Kicker's own motions (i.e., delaying the kick or taking too many steps), (c) occurs during a quick kick, (d) occurs during a kick after a run behind or beyond the line of scrimmage, (e) occurs after the Kicker recovers a loose ball on the ground and there is some doubt that a kick will be made, or (f) occurs after a defensive player was illegally blocked into the Kicker or Holder by a member of the Kicking team. *Note: A defensive player legally blocked into the Kicker or Holder is responsible for the contact and is subject to this rule.*

Any time the momentum of a Kicker causes him to leave his feet, the defensive team must allow the Kicker to return to the ground without contact. Any situation where a defensive player slides under a Kicker before he returns to the ground is considered running into the Kicker.

Penalty: Running into the Kicker, 5-yards, no automatic first down. Penalty: Roughing the Kicker, 10-yards, automatic first down.

## **10.9 No Piling On**

After a play is blown dead by the official, there shall be no piling on the runner. Penalty: Personal foul, 10-yards. When it is clear that a runner is no longer able to advance the

ball, the official should immediately whistle the play dead in order to prevent further play and roughness.

### **10.10 Unnecessary Roughness**

There shall be no unnecessary roughness, including but not limited to (a) striking an opponent anywhere at or above the knee with the foot or any part of the leg below the knee, (b) striking the head of an opponent with the forearm, (c) throwing the runner to the ground after the ball is blown dead, (d) running or diving into or throwing the body against or on a ball carrier who falls or slips to the ground untouched and makes no attempt to advance, before or after the ball is blown dead, (e) running or diving into or throwing the body against or on a player obviously out of the play, before or after the ball is dead, (f) a tackler using his helmet to butt, spear, or ram an opponent, (g) any player who uses the crown or top of his helmet to strike a passer, a receiver in the act of catching a pass or a runner who is in the grasp of a tackler, or (h) striking any defenseless player (i.e., a Receiver who is unable to catch an overthrown pass), (i) initiating contact to the head or neck area of a defenseless opponent with the helmet, forearm, hand, fist, elbow, or shoulder. Penalty: Unnecessary roughness, 10-yards. Even if no contact is made, the following actions are considered unsportsmanlike conduct: punching, kicking or throwing a forearm at an opponent. If the official deems the behavior or action to be flagrant, the player will be disqualified. Penalty: Unsportsmanlike conduct, 10-yards.

Blindside hit action from cornerbacks on wide receivers it was concluded: as long as the DB does not go low or does not go to the head this type action is legal.

Officials are told that if the defender blindsides a receiver to the head or knees, he may be ejected. Fouls for hits to the head and low cuts to a receiver head on will be fouls as covered by the rule book but not ejections. Blindsided hits may warrant an ejection.  
*Note: The "Blow to the Head" rules apply to any defenseless player.*

### **10.11 Clipping**

There shall be no clipping (blocking an opponent low and from the rear) anywhere on the field, including the line of scrimmage (except in an attempt to recover a loose ball). Penalty: 10-yards. If the official deems the clipping to be flagrant, the player will be disqualified.

### **10.12 Roughing the Passer**

In an effort to protect the passer, the Referee shall blow the play dead as soon as the passer is clearly in the grasp or in control of any tackler behind the line of scrimmage. The Referee will extend his arm above his head with a clenched fist, signifying that the passer is in the grasp. The clock will not normally be stopped in this situation. However, the Referee may stop the clock in the last minute of either half if he determines that the defense is taking too much time leaving the pile after tackling a passer or runner. In this situation, the clock will start on the Referee's ready signal. Upon the release of the

ball by the passer, the defensive player must do everything in his power to avoid contact with the passer. If the defensive player has already left his feet in an attempt to tackle the passer, or contact is unavoidable in the judgment of the Referee, an obvious attempt to cushion the contact must be evident. As a basic rule, the "two step" rule shall apply (i.e., a defensive player is only allowed to contact the passer when following through with the step he is making when the ball is thrown. The use of a second step to reach and contact the passer shall result in a penalty). Any violation of this Rule 10.13 will result in a roughing the passer penalty. If the roughing is flagrant in the judgment of the Referee, the offending player will be disqualified. When a runner (usually a Quarterback) voluntarily drops to the ground, he is considered down immediately and the play should be blown dead.

In order to protect the passer position, the Referee should be particularly alert to fouls in which defenders illegally use their helmet and/or facemask to hit the passer, or use their hands, arms or other parts of the body to hit the passer in the head, neck, or face. A defensive player may not (a) hit the passer's head, neck or face with his helmet or facemask regardless of whether the defensive player also uses his arms to tackle the passer by encircling or grasping him or (b) make forcible contact with any part of the passer's body by lowering his head and contacting the passer with his helmet. This rule does not prohibit incidental contact by the facemask or non-crown parts of the helmet in the course of the conventional tackle on a passer. A defensive player may not launch himself (spring forward and upward) into a passer or otherwise strike the passer in a way that would cause the defensive player's helmet or facemask to forcibly strike the passer's head, neck, or face (even if the initial contact of the defender's helmet or facemask is lower than the passer's neck).

Examples: (a) a defender buries his facemask into a passer's chest area but the defender's trajectory as he leaps into the passer causes the defender's helmet to strike the passer violently in the head or face, (b) a defender, using a face-on posture or with his head slightly lowered, hits a passer in the area below the passer's neck and then the defender's head moves upward, resulting in the defender's facemask or helmet contacting the passer's head, neck, or face.

### **10.13 Illegally Addressing an Official**

Any unsportsmanlike verbal act toward any official shall result in a 10-yard unsportsmanlike conduct penalty. When it is part of a Multiple foul, both fouls will be enforced.

### **10.14 Chop Block**

During a scrimmage down, any delayed block anywhere on the field at or below the thigh of an opponent who is engaged, or has just been disengaged, by a teammate of the blocker shall result in a chop block. Penalty: Personal foul signal, chop block, 10-yards.

### **10.15 Unfair Acts**

It is an unfair act when either team, with or without the use of a huddle, uses entering substitutes, legal players, substitute players, Sideline Barriers or withdrawn players in a deceptive attempt to conceal or to confuse the opposing team. Another type of unfair act would be intentionally having an ineligible lineman raise his hand, signifying that he is an eligible receiver. Penalty: Unsportsmanlike Conduct, 10-yards.

Vulgar Celebration after a TD. 10-yard UNS penalty, No ejection.

#### Trick Plays/Deceptions

Any play attempting to deceive an opponent will be ruled as unsportsmanlike conduct. This includes, but is not limited to, attempting to catch the defense not in a three or four point stance prior to a snap by having the Fullback face the wrong way or leaving all Offensive Lineman in a two point stance.

Stop Motion is a foul on the offense because it is an attempt to draw defense offside

*CR 10.16.1 – 3rd and 4 at the B22, Team A has four men standing up on the line of scrimmage with two Wide Receivers in a slot looking at the coach on the sideline, the Fullback is standing looking at the coach and the Quarterback is in a shotgun formation yelling at the Fullback. The Defensive line is standing up waiting for the offense to get down or set. The ball is snapped to the Quarterback who throws it downfield out of bounds. Penalty: Unsportsmanlike conduct against Team A for trying to deceive the defense. Ruling: A's ball 3rd and 14 at A's 17-yard line.*

See also Rule 9.2 Unfair Act – Scoring.

### **10.16b Disconcerting Acts**

No player shall conceal the ball in or beneath his clothing or equipment or substitute any other article for the ball.

No simulated replacements or substitutions may be used to confuse opponents. No tactic associated with substitutes or the substitution process may be used to confuse opponents.

No equipment may be used to confuse opponents.

### **10.17 Leverage**

Jumping on or standing on a teammate or an opponent in an effort to block an opponent's kick is illegal. Placing a hand or hands on a teammate to gain leverage for additional height in an attempt to block a kick is also illegal. However, a defensive player is permitted to use an offensive player for leverage with his hand or arm but not with his foot. Penalty: Personal foul, 10-yard penalty from the previous spot and automatic first down.

### **10.18 Contact with an Official**

Under no condition may a player shove, punch, strike, or otherwise touch an official in an offensive or visible manner that may be misinterpreted by the spectators. Any player engaging in such conduct must receive a disqualification penalty. Penalty: Unsportsmanlike conduct, 10-yard penalty, automatic disqualification. Any such action must be reported to the AFL Senior Director of Football Operations. When it is part of a Multiple foul, both fouls will be enforced.

### **10.19 Deliberate Fouls to Prevent Score**

The defense, when near its goal line, shall not commit successive fouls (resulting in half the distance to the goal penalties) to prevent a score. If violation is repeated after a warning, the score shall be awarded to the offense.

### **10.20 Spiking**

A ball bouncing or thrown into the stands after being spiked is no longer a penalty. However, the player's number will still be recorded and reported to the AFL League Office and a fine may be assessed. A spike that is deemed taunting or dangerous (e.g., a ball forcefully thrown into an End Zone or Sideline Barrier that could endanger spectators) may still result in a 10-yard unsportsmanlike conduct penalty with automatic first down. If penalty happens after a touchdown, penalty may be enforced on extra point or following ensuing kickoff.

### **10.21 Disconcerting**

Any words or actions by defense in an effort to cause the offense to commit a false start, including any verbal or non-verbal movement not associated with a legitimate attempt to rush, is also considered a disconcerting foul by the defense. The use of a fake kick off will also result in an unsportsmanlike conduct penalty. Penalty: Unsportsmanlike conduct, 10-yards, automatic first down.

### **10.22 Player's Equipment**

Players are required to wear standard regulation professional football equipment. Minor modifications to equipment will be allowed only upon the thorough evaluation of such equipment (i.e., knee braces, etc.) and only if such equipment is proven to be effective in preventing player injury. Removal of a player's helmet before he is in the team area (except for team, media or injury timeouts, equipment adjustment, between period or during a measurement) shall result in a 10-yard unsportsmanlike conduct penalty. When the ball carrier's helmet comes completely off during play, the play will be blown dead at the spot where the helmet was removed. The game clock does not stop.

### **10.23 Unsportsmanlike Umpire Pick**

On the first occurrence, a 10-yard unsportsmanlike conduct penalty shall be called on the offense. On the second occurrence, a 10-yard unsportsmanlike conduct penalty shall be called on the offense. On a third occurrence, a 10-yard unsportsmanlike conduct penalty shall be called on the offense and the offending player will be disqualified. *Note: If the Umpire experiences excessive contact on the first occurrence, an unsportsmanlike conduct foul may be called and will count toward the warning in the sequence.*

If the Umpire is at the LOS getting the TE to declare and the ball is snapped, it is a 10-yard UNS foul on the QB.

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## **RULE 11 CONDUCT OF NON-PLAYERS**

### **11.1 Loud Speakers**

Loud speakers or other voice amplifying devices used for coaching purposes are prohibited. Loud speakers or other voice amplifying devices (piped crowd noises, etc.) used for home field advantage purposes are also prohibited. Penalty: Unsportsmanlike conduct, 10-yards.

### **11.2 Team Personnel**

Teams are not permitted to have more than ten (10) members of team personnel in the team box in addition to the legal limit of uniformed players (regardless of whether team personnel are seated on the team's bench or elsewhere along the sideline area during the game). This includes coaches, non-active players, water boys, trainers, assistant coaches and doctors.

Only team appareled persons are allowed in the team box. All team personnel in the team box must remain on ground level making certain not to block the view of the fans.

### **11.3 Non-Player Fouls**

Unsportsmanlike conduct by a substitute, coach, attendant or any other non-player (entitled to sit on a team's bench) during any period or time out (including between halves) shall result in a 10-yard unsportsmanlike conduct penalty.

### **11.4 Attendants on Field**

Team attendants and their assistants may enter the field to attend to their team during a charged time out by either team. No other non-player may come on the field without the Referee's permission.

### **11.5 On Field Activities**

No individual other than uniformed players may engage in passing, kicking, or any other forms of play on the game field from thirty (30) minutes prior to game time until after the conclusion of the game. This includes half-time and quarter breaks. Specially organized contests, exhibitions, etc. presented by the home team involving football skills may be legally conducted under team supervision during the half-time intermission. Such organized activities are discouraged during the quarter breaks. These activities must be conducted rapidly so as not to delay the start of the next quarter of game play. If any such team-run activity causes the delay of game play, the AFL League Office may levy a fine against the team and the team may be banned from further similar activities, particularly during the quarter breaks. Any violation of this rule shall result in the following:

First Offense: Referee timeout to speak with game management personnel to request that the issue be addressed and to notify the Head Coach.

Second Offense: Delay of Game penalty, notification of Head Coach.

Third Offense: Unsportsmanlike Conduct penalty on the home team.

### **11.6 Coaches who violate the Sideline Restrictions**

First offense-Sideline warning.

Second offense- Delay of Game 5-yard penalty.

Third offense- Unsportsmanlike Conduct 10-yard penalty.

Fourth offense- Unsportsmanlike Conduct 10-yard penalty with mandatory ejection.

### **11.7 Sportsmanship By the Public Address Announcer**

Once the offensive team breaks their huddle, there shall be no music played nor announcements made over the public address system.

Appropriate discipline will be issued for those who are non-compliant.

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## **RULE 12**

### **ENFORCEMENT OF PENALTIES**

#### **12.1 "3 and 1" Method of Enforcement**

The "3 and 1" Method of Enforcement shall be enforced as follows: (1) when the offensive team fouls behind the basic spot, the penalty will be marked from the spot of the foul; (2) when the offensive team fouls behind the line of scrimmage, the penalty will be marked from the previous spot, except for intentional grounding and *fouls committed in the offensive team's own End Zone*, (3) If a runner is downed behind the line of scrimmage (except in the End Zone) and an offensive player has committed a foul beyond the line of scrimmage, enforcement shall be from the previous spot.

##### **12.1.1 Fouls Behind the Goal Line**

If the runner is downed in the End Zone and his team is not responsible for the ball being in the End Zone (i.e., because of a kickoff, scrimmage kick, intercepted pass or fumble), then the ball will be placed at the 1-yard line for all fouls that occur in the End Zone by the team in possession (exceptions: intentional grounding and illegal forward passes). If a foul by the offense is committed in the offense's own end zone (i.e. holding), the ball is spotted at the 1-yard line. Exception: Illegal forward passes including intentional grounding will result in a safety.

*CR12.1.1 – A's kickoff hits off the nets and B-3 picks up the ball in the End Zone, B-2 clips in the End Zone. B-3 is tackled in the end zone. Ruling: The ball is placed at the one-yard line. B's ball 1st and 10 on B1.*

*CR12.1.1b - A's kickoff hits off the net and B-3 picks up the ball in the end zone and is tackled there. B-2 clips in the end zone and then A-44 piles on. Ruling: both fouls happened after the change of possession, the ball is place at the team B 1 yd line. 1<sup>st</sup> and 10 for team B (DOUBLE AFTER)*

*CR12.1.1C – 2<sup>nd</sup> and 10 from A's 4 yard line. Guard A-66 holds B-45 two yards deep in the end zone on an completed forward pass to midfield. Ruling: 2 and 13 from A's 1. The ball is placed at the 1 yard line on accepted fouls.*

*CR12.1.1D - 2<sup>nd</sup> and 10 from A's 4 yard line. QB drops back to pass into his own end zone and when he's about to be sacked throws the ball away to an area unoccupied by an eligible receiver behind the line of scrimmage. Ruling: INTENTIONAL GROUNDING, if the penalty is accepted, SAFETY.*

*CR12.1.1.E – B-1 catches a kickoff and makes a forward pass from behind his goal line. Ruling: illegal forward pass, if the penalty is accepted – SAFETY.*

##### **12.1.2 Defense Fouls Behind the Line of Scrimmage**

If a defensive fouls occurs behind the line of scrimmage, the penalty will be marked off from the previous spot. Exception: roughing the passer. In the case of roughing the passer and personal fouls, the penalty yardage shall be **tacked on** to the end of the play if the pass is completed beyond the line of scrimmage.

## **12.2 Fouls After Ball is Dead**

A foul that occurs after the ball is declared dead and prior to the time the ball is next made ready for play will be enforced from the succeeding spot and before the Line to Gain is established. If the foul is committed by the defense, the offense shall begin a new series 1st and 10.

## **12.3 Live Ball, Dead Ball Double, and Multiple Fouls.**

If there is a Live Ball foul followed by a Dead Ball foul by the opponent on the same play, prior to the ready for play, the fouls will be considered double fouls and offset.

When a team commits more than one foul (multiple fouls) on the same play, either live ball or dead ball in the continuing action, only the more damaging foul will be enforced. The only time more than one foul will be enforced against a team on the same play is if one of the fouls is against an Official. A foul against an Official also requires an ejection.

*CR12.3.1 On a pass play, guard A-69 is flagged for holding on a completed pass. At the end of the play, B22 commits an UNR/Late Hit. Live Ball holding call is combined with the dead ball UNR, the penalties offset and the down is replayed.*

*CR12.3.2 - On a pass play, Defensive end B-99 is flagged for Roughing the passer on a completed pass. When the play is over, running back A-22 hits B-99 late after the whistle in retaliation for the hit on the quarterback. Offset the fouls, with a possible ejection if the hit by A-22 is flagrant.*

*EXCEPTION* The exception should read "If the foul by the scoring team is the dead ball foul and it occurs after a score and they had not fouled prior to the score (clean hands) then allow the score, and offset the fouls.

*CR12.3.3 - On a pass play, defense end B-99 is flagged for roughing the passer. The pass is completed for a touchdown. After the play, A-89 spikes the ball in the face of B-26 and is flagged for a UNS. Ruling: Score the TD and offset the fouls.*

*CR12.3.4 – 4th and 10 on A15. Team A is flagged for illegal formation. A's place kick hits on the B10 where B-1 picks it up and runs for a Touchdown. After B-1 scores, B-2 is flagged for an UNR/LATE HIT on the A15. Ruling: Touchdown counts. B's foul is enforced on the Try for Point or carried over to the first play after the kickoff, Team A's foul is declined to accept the score.*

## **12.4 Tack On Foul**

When a team commits a personal foul prior to a completion or interception of a legal forward pass from behind the line of scrimmage, the offended team shall have the choice of either: (a) the usual penalty of ten yards from the previous spot; or (b) a 10-yard penalty tacked on from the spot where the ball is dead beyond the line of scrimmage.

Exception: If the offended team loses possession after a completion or an interception, enforcement is from: (1) the previous spot if after the completion or (2) the spot where possession was changed on an interception if the fumble occurred after an interception. In either case, the offended team will retain the ball after enforcement of the personal foul.

*Note: Personal fouls do not include holding, illegal use of hands, illegal batting.*

*CR12.4.1 – 3rd and 10 on A15. defensive player B-98 roughs the passer as he throws a short swing pass to back A-1 who is downed on the A12. Ruling: Enforce from the previous spot as the usual penalty on a pass play. A's ball 1st and 10 on A25.*

*CR12.4.2 – 3rd and 10 on A20. Offensive Guard A-1 clips defensive player B-1 as he tries to reach the passer. B-2 intercepts the pass and returns it to the midfield stripe. Ruling: Enforce from the spot where the ball is dead (tack on), in this case the midfield stripe. Personal foul is prior to interception. B's ball 1<sup>st</sup> and 10 at A's 15-yard line.*

*CR12.4.3 – 3rd and 10 on A15. Defensive player B-1 roughs the passer prior to a completed pass to Wide Receiver A-1 on the midfield stripe. A-1 runs to the B20 where he is tackled, fumbles and the defensive team recovers on the B15. Ruling: Personal foul prior to completion. Enforce from the previous spot and ball reverts to the offended team. A's ball 1st and 10 at midfield.*

*CR12.4.4 – 3rd and 10 on A15. B-1 intercepts forward pass at B-20 and returns the interception to the A20. Prior to the pass, A-3 cracks backs on B12. Ruling: B's ball 1st and 10 at A's 10-yard line. Personal foul prior to interception, tack on to the end of the run.*

## **12.5 Foul with No Change of Possession**

When a foul occurs during a running play and there is no change of team possession during the play, the spot of enforcement for the foul is the spot where the ball is dead. Exceptions: (1) When the spot of the foul by the offense is behind the line of scrimmage, then enforcement will be from the previous spot;

*CR12.5.1 – 2nd and 10 on the midfield stripe. Quarterback A-1 is downed on the B20. A-2 is called for a holding penalty on the A20. Ruling: Team A penalized 10 yards from previous spot as the offensive foul was behind the line of scrimmage. Offensive holding, 10-yard penalty, 2nd and 20 from A15.*

(2) When the spot of the foul by the offense is beyond the line of scrimmage and a runner is downed behind the line, then enforcement will be from the previous spot;  
*CR12.5.2 – 2<sup>nd</sup> and 10 on the midfield stripe. Quarterback A-1 is tackled for a 3 yard loss and A-89 is call for a crackback block on the defensive back. Ruling: 3<sup>rd</sup> and 13 at the A22 or 2<sup>nd</sup> and 20 at the A20.*

(3) When the spot of the foul is the spot of an illegal forward pass, then enforcement will be from the spot of the foul (this does not apply to a second forward pass from

behind the line of scrimmage, which will be enforced from the previous spot. This does apply if the illegal forward pass is from the end zone, then it's a spot foul/safety)

*CR12.5.3 – 2<sup>nd</sup> and 10 on the A5 yard line. QB A-16 drops back to pass in the end zone, is under pressure and flips the ball forward to TE A-88. A-88 then throws a forward pass from the end zone to A-89 for a TD. Ruling: safety. 2<sup>nd</sup> forward pass from the end zone is a spot foul.*

(4) When the spot of a defensive foul is on or beyond the line of scrimmage and the ball becomes dead behind the line of scrimmage, then enforcement is from the previous spot.

*CR12.5.4 – 2<sup>nd</sup> and 10 at the A10. QB is sacked for a 5 yard loss and on the play defensive back B-23 pulls down eligible receiver A-88. Ruling: 1<sup>st</sup> and 10 @ the A20*

## **12.6 Enforcement of Defensive Foul on Running Play with Possession Change**

When a defensive foul occurs during a running play and the run in which the foul occurs is followed by a change of possession, the spot of enforcement is the spot of the foul and the ball reverts to offensive team. Exception: When the spot of the foul is in advance of the spot where the offensive player lost possession, the spot of enforcement is the spot where possession was lost.

*CR12.6.1 – 2<sup>nd</sup> and 10 on A15. Runner A-1 fumbles at the midfield stripe and B-1 recovers. During A1 's run, B-2 was called for holding at the line of scrimmage. Ruling: Team B penalized from the spot of the foul. A's ball, 1st and 10 on 25 yard line.*

*CR12.6.2 – 2<sup>nd</sup> and 10 on A15. Runner A-1 fumbles at the midfield stripe and B-1 recovers. During A1 's run, B-2 was called for holding at the B20. Ruling: Penalty enforced from the spot where A1 lost possession as the foul was in advance of fumble. A's ball, 1st and 10 on B's 15-yard line.*

*Note: If an offensive player fouls behind the defensive goal line during a running play in which the runner crosses the goal line, the penalty is enforced from the defensive goal line.*

*CR12.6.3 – 2<sup>nd</sup> and 10 on A20. Runner A1 crosses the goal line. During A-1 's run: (a) A2 clips at the B10. Ruling: Penalty enforced from the spot of the foul, A's ball, 1st and 10 on B20; (b) A-2 clips in B's End Zone before runner A-1 crosses the goal line. Ruling: Penalty enforced from the goal line. A's ball, 1st and goal on B's 10-yard line.*

## **12.7 Foul and Change of Possession**

When a foul occurs during a play from scrimmage, the Line to Gain remains the same, regardless of any change of team possession thereafter.

*CR12.7.1 – 2<sup>nd</sup> and 10 on A20. Team A is offside. A legal forward pass is intercepted by B-1 on B15. B-1 runs to the B20, fumbles, and A-2 recovers the fumble at that spot.*

*Ruling: A's ball 2nd and 15 on A15. If Team B had refused the penalty, it would have been A's ball 1st and 10 on B20.*

*CR12.7.2 – 2nd and 4 on A15. Runner A-1 advances the ball to the B15. During the run, A-2 clipped on the B20. Ruling: After the penalty, the ball is still in advance of the Line to Gain for the first down. A's ball, 1st and 10 on A20.*

## **12.8 Foul After Change of Possession**

After a distance penalty for a foul that occurs during a play where team possession has changed following a snap or free kick, it is 1st and 10 for the team that was in possession at the time of the foul.

*CR12.8.1 – On a kickoff, B-1 runs to the midfield stripe where he is knocked out of bounds, after which B-2 clips on the B15. Ruling: B's ball, 1st and 10 on B15.*

*CR12.8.2 – On a kickoff, B-1 runs to the A15 where he fumbles and A-1 recovers and is knocked out of bounds on the B20, after which A-2 clips on the A20. Ruling: A's ball, 1st and 10 on A20.*

*CR12.8.3 - If the Receiving team commits a clip in the End Zone and the receiving player is subsequently tackled in the End Zone, the penalty will result in the ball being placed at the 1-yard line.*

## **12.9 Double Foul No Change Possession**

If there is a double foul without a change of possession, the penalties are offset and the down will be replayed, with the down and Line to Gain being the same as the preceding down when the foul occurred.

A half cannot end on a Double Foul unless it is a combination foul (10 & 5) and the 10-yard Personal Foul penalty is against the last team in possession. All other situations will result in an un-timed down.

## **12.10 Double Foul with Change of Possession**

If there is a double foul during a down in which there is a change of possession, the team last gaining possession shall remain in possession of the ball after enforcement for its foul, provided such team's foul was not prior to the final change of possession (clean hands). If the team gaining possession fouls and loses possession, the down shall be replayed from the previous spot.

*CR12.10.1 - On a pass play, guard A-69 pulls down B-89, the pass is then intercepted by B-23 and on the return, B-56 blocks low. Ruling: Team B keeps the ball after administration of the foul for the low block and it is 1<sup>st</sup> and 10. (clean hands)*

*CR12.10.2 - On a pass play, B-89 hits the passer in the head with his forearm (RPS), the pass is then intercepted by B-23 and during the return, A-44 is flagged for a major face*

*mask foul (FMM). Ruling: the down is replayed from the previous spot. Team B fouled prior to the change of possession.*

If a double foul occurs after a change of possession, the team in possession retains the ball at the spot where the team in possession's foul occurred so long as that spot is not in advance of the dead ball spot. In such case, the ball will be spotted at the dead ball spot. If this spot would normally be a Touchback, the ball will be placed on the 5-yard line. If this spot would normally be a Safety, the ball will be placed on the 1-yard line. No "5 and 10" enforcement can occur on a change of possession (i.e., if a team fouls before it gains possession on a double foul, it cannot score on that play).

CR12.10.3 2<sup>nd</sup> and 10 on the A15. A-16 pass is intercepted by B-23. During the return, B-56 blocks low at the B5 yard line and A-23 pulls B-23 down by the facemask, the run ends at the A10 yard line. Ruling: double foul after the change of possession. Team B keeps the ball, and it will be 1<sup>st</sup> and 10 at the Team B5 yard line.

CR12.10.4 – 2<sup>nd</sup> and 10 on A15. Team A is offside. On the play, B-1 intercepts a forward pass and runs it back to the A20. On the runback, B-2 clips on the B15. Ruling: Team B keeps the ball, as its foul was after the change of possession. B's ball 1st and 10 on B7 1/2 (half the distance from B15 where the clipping foul occurred). "Clean Hands Rule"

CR12.10.5 – On a Field Goal try, Team A is offside. B-1 catches the ball in the End Zone and runs it back to the A20. On the runback, B-2 clips on the A24. Ruling: B's ball, 1st and 10 at B's 16-yard line. "Clean Hands Rule"

### **12.11 Score and Personal Foul**

If a team scores on a play (touchdown, try, field goal) where the opposing team commits a personal or unsportsmanlike foul, the penalty may be enforced on the Try for Point or may be carried over to the first play after the kickoff. Non- personal fouls will be automatically declined by rule.

If there is a carry over foul, followed by a foul by the other team during the kickoff, the ball will be placed at the spot of the foul of the Receiving team or the dead ball spot, whichever is more damaging to the Receiving team. (administered as a double after foul)

CR12.11.1 – Team A scores a Touchdown and following the score A5 is called for a taunting penalty. Team B elects to have enforcement of the foul carried over to the first play after the kickoff. Team A kicks off and B2 commits an illegal block below the waist at B's 10-yard line. Ruling: the ball will be spotted at the place of B2's foul (B's 10-yard line). (double after administration)

CR12.11.2 – Team A scores a TD – Team B is called for an UNS: Elects the Option to carryover to the Ensuing Kickoff: R (the UNS team) returns the kickoff for a TD – Allow TD and still keep UNS in the bank.

Ensuing Kickoff: R (the team who will benefit from UNS) commits IBW at R's 5-yardline and the end of the run is the R's 15.

*Ruling: Double After – Put ball at spot of IBB (R's 5-yardline –First Down.*

*CR12.11.3- A scores a TD and B commits (UNS) – Carryover*

*Ensuing Kickoff: B (the UNS team) returns the ball to the 25 where he is tackled by K (FMM).*

*Ruling: R's ball 1/10 at 25 (E.O.R.) – fouls cancel (no enforcement spots for UNS)*

*CR12.11.4 - A scores a TD and commits UNS –Carryover*

*Ensuing kickoff: B (team that benefits from UNS) returns the kickoff for a TD – but is called for an IBW at the 25.*

*Ruling: B cannot keep their TD (IBB) Spot ball at spot of IBB R's ball 1<sup>st</sup> 10 on 25.*

If a personal foul is called against the Kicking team during a kick returned for a Touchdown, the Touchdown will count and the penalty will be assessed on the Try for Point or the first play after the ensuing kickoff. If the foul is called against the Receiving team, the Touchdown is nullified and the penalty is marked off from the basic spot.

### **12.12 Foul After Touchdown and On the Try**

Personal or unsportsmanlike conduct fouls committed after a Touchdown will be penalized on the Try for Point or carried over to the first play after to kickoff, including start of overtime.

On fouls committed by Team B on the Try for Point, Team A shall have the option of declining the score and repeating the try after enforcement of the penalty or declining the penalty and accepting the score.

If the defensive team commits a foul during an unsuccessful Try for Point, the offensive team may decline the distance penalty and the down is replayed from the previous spot. The offensive team may request that the ball be placed anywhere between the hash marks.

Personal or unsportsmanlike conduct fouls committed by either team after the Try for Point will be penalized on the first play after the kickoff, including overtime, if the Try for Point is successful and there is no replay.

Personal and unsportsmanlike conduct fouls committed by the defense on scoring plays on the last play of the half will be administered on the Try for Point or be enforced on the first play after the second half kickoff or overtime period.

You would replay the down if it was on a PAT, unless it was a loss of down foul.

Any personal fouls committed by the offense on the last play of the half shall end the half (i.e., the score is negated and the half is over).

Once the choice is made to carryover the foul to the first play after the kickoff, the penalty administration cannot be changed.

CR12.12.1 - On a Team A touchdown, B-26 is flagged for UNS and Team A decides to carryover the foul to the first play after the kickoff. On the ensuing kickoff, Team B runs it back for a touchdown. Team A asks to have the UNS enforced on the try. Ruling: do not grant the request. The UNS foul will still be administered on the first scrimmage play after the kickoff.

CR12.12.1A – Team A scores a Touchdown on the last play of the game with no time left on the clock, making the score A27- B28. Team A attempts to kick the Try for Point. The kick is successful but Team B roughs the kicker on the play. Ruling: Team A has the option of accepting the penalty and replaying the down and trying for 2 points or carrying over the roughing the kicker personal foul to the first play after the kickoff in overtime

### **12.13 Half Distance Penalty**

If a distance penalty, enforced from a specific spot between the goal lines would place the ball more than half the distance to the offending team's goal line, the penalty shall be half the distance from that spot to the offending team's goal line.

CR12.13.1 – 3rd and 10 on A20. Quarterback A-1 is roughed by B-1 after he releases the ball. A-2 catches the ball and runs to B's 10-yard line where he is tackled. Ruling: A's ball 1<sup>st</sup> and goal at B's 5-yard line (penalty is tacked on to the end of the run).

### **12.14 10-Yard Penalty with Simple 5-Yard Penalty**

The "10 and 5 Rule" applies to a running or passing play from scrimmage with no change of possession. When double fouls are committed on the same play and one foul is a personal foul and the other is a simple 5-yard foul (simple 5 - a foul that does not include a first down or loss of down) only the personal foul yardage is to be assessed from the previous spot.

CR12.14.1 – 3rd and 8 on B's 10-yard line. A-2 is offside and B-1 punches A-3 on B's 6-yard line during the play. Runner A-1 scores a Touchdown on the play. Ruling: The "10 and 5 Rule" applies. A's ball 1st and goal on B's 5-yard line (previous spot enforcement). B-1 may be disqualified.

CR12.14.2 – A's ball 3rd and 8 on B's 10-yard line. A-10 commits an illegal crack back block and Jack Linebacker B-6 is flagged for illegal defense (being out of the box). Ruling: Penalties offset, replay third down, 3rd and 8 on B's 10-yard line (i.e., illegal defense is not a "simple 5-yard penalty").

CR12.14.3 – 2nd and 5 on B15. Team A is offside. B-1 intercepts a pass on the B-10 and runs it back to the midfield stripe where he is tackled and fumbles the ball. A-1 recovers at the midfield stripe. On B-1's run, B-2 is flagged for a clip on the B15. Ruling: Offsetting fouls, replay down at previous spot. A's ball 2nd and 5 on B15. (change of possession occurred)



CR12.14.4 – 2nd and 10 on A15. Team A is offside. B1 intercepts and runs for a Touchdown, B2 is flagged for a clip after B1 scores the Touchdown. Ruling: Touchdown counts. Clipping foul is enforced on the Try for Point or carried over to the first play after the kickoff.

CR12.14.5 – 2nd and 10 on B20. Team A is offside. B1 intercepts in the End Zone and Team B subsequently clips in the End Zone. Runner B1 is downed on the B10. Ruling: B's ball at the 1-yard line (foul in End Zone rule applies). "Clean Hands Rule"

CR12.14.6 – Quarterback A1 is tackled for a Safety and B2 is called for piling on the Quarterback. Ruling: Safety, 10-yard carry-over penalty to be enforced after the free kick.

CR12.14.7 – Double foul after change of possession (i.e., Kick Catch Interference called on Kicking team, holding on receiving team). Ruling: Ball spotted at the point of Receiving team's foul or dead ball spot. Whichever hurts the receiving team the most.

### **12.15 Refusal of Penalties**

Penalties for all fouls, unless otherwise expressly provided for, may be declined by the offended team, in which case play will proceed as though no foul had been committed. When a 35/25-second penalty occurs prior to the snap, the defense team may decline a distance penalty in which case the down is replayed from the previous spot.

### **12.16 Excessive Defensive Fouls**

Any team that has committed three defensive offside (DOF), encroachment or neutral zone infractions (ENC or NZI) or Illegal Formation (ILF) fouls in a game will be penalized 5 yards and an automatic first down on the 3<sup>rd</sup> penalty and for the remainder of the game.

### **12.17 Free and Scrimmage Kick Penalty Enforcements**

Summary of kick play administrations:

5.1f ONLY personal fouls and unsportsmanlike fouls are enforced on Un-returnable Kicks.

5.1g Clean Hand apply on Double Foul situations

5.1h Double fouls with a change of possession the ball is placed at the spot of the receiving team's foul or dead ball from spot. Whichever hurts the receiving team the most.

5.2d Short Free Kicks

5.2e No re-kicks of Free kicks EXCEPTION: IF ONLY THE RECEIVING TEAM IS OFFSIDE, a re-kick is an option. If both teams are offside, then place the ball at the spot of the receiving teams foul (double after administration)

If kicking team is OFK and then recovers a free kick after it has gone 10 yards or been touched by the receivers, the receiving team will have the option of taking the ball at the spot of the recovery of the kick. That spot will also be used as the penalty enforcement spot for the OFK.

5.3 Post possession fouls are fouls after the ball has been kicked and crosses the Line of Scrimmage. If the receivers have possession at the end of the down and commits a foul the penalty will be assessed from:

- 1). Spot where possession was gained
- 2). Spot where the ball is declared dead
- 3). Spot of the foul

Whichever is more damaging to the offended team.

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**RULE 13**  
**OFFICIALS – JURISDICTION AND DUTIES**

**13.1 Game Officials**

Officials for each game shall include the Referee, Umpire, Line Judge, Head Linesman, and Back Judge. In the event of an emergency or injury, officials will utilize a four-man rotation.

**13.2 Crew Meeting**

Members of the crew are required to be at the game site at least two hours before game time in order to perform their pre-game duties. These duties include, but are not limited to, inspection of the field and net apparatus, meeting with the TV production personnel, meeting with the Coaches, instructing the Clock Operators, the ball boys, and the Chain Crew.

**13.3 Officials' Dressing Room**

By order of the Commissioner, from the time any official first enters the dressing room and until all officials have left the dressing room at the end of the game, no person other than club house attendants or those possessing a League working credential, shall be allowed to enter the officials' dressing room. This prohibition includes coaches and any corporate sponsor of the League.

**13.4 Officials' Decisions**

The officials are responsible for all decisions involving the application, interpretation or enforcement of any rule. If any official errs in his interpretation of a rule, the other officials must correct him before play resumes or all of the officials shall be held equally responsible for the error. In the event of a disagreement between officials regarding any rule, the crew should draw aside for a conference.

All officials have concurrent jurisdiction over any foul, and there is no fixed territorial division in this respect. When an official signals a foul he must report it to the Referee, informing him of its nature, the position of the ball at the time of foul, the offending player (when known), the type of penalty and the spot of enforcement.

The Referee shall instruct the Chain Crew Foul Reporter to record the fouls of the team he is observing on game reports provided by the League. The Chain Crew Foul Reporter shall check such reports with other officials for duplications before leaving the dressing room and giving them to the Referee.

**13.5 Inspection of the Field**

Two hours before the scheduled game time, the Referee and Umpire will have an on field check of all appropriate electronic equipment with a home team representative. The five officials will then enter the field of play and completely encircle it, checking all

markings and equipment, paying particular attention to any condition that could lead to an injury. Any dangerous conditions must be immediately rectified and eliminated.

### **13.6 Additional Duties**

Forty-five minutes to one hour before game time, the Referee and Umpire will go first to the home team locker room and then to the visiting team locker room to obtain team rosters and check special protective equipment to be worn by players. They will also answer general questions relating to player equipment or uniforms and inform the coach and/or trainer of any player equipment violations from the previous week as advised by the league office.

The Head Linesman and Back Judge will then take the Team Rosters out on the field and verify that the correct numbers listed on the roster are actually the numbers that will be used by each team for that game.

If the player's numbers/spelling on the jersey do not match with those on the team roster, the officials will ask the team Head Coach to make the necessary correction. Any correction of numbering will be reported to the opposing coach.

As long as it is just a numbering/spelling error the affected players will be permitted to participate in the game without a penalty. *Note: It is recommended that the verification of team rosters be completed at least one-half hour prior to KO.*

One hour and fifteen minutes before the game, the Head Linesman will meet with the Chain Crew (only three (3) members of the Chain Crew will be allowed on the field). The Chain Crew should be instructed as to safety precautions before all other duties are discussed. The Head Linesman shall see that the Chain Crew is properly instructed as to their specific duties and mechanics, check the chains (using tape at the 5-yard mark) and down marker for legality and inspect the aprons. If applicable, the Referee will meet with television representatives before the game. The Line Judge will wipe the balls down and check ball pressure.

*Note: It is mandatory for the Head Linesman to personally see that the rear rod is accurately set and to confirm that the forward rod man and box man have set the safety markers for the forward rod and the previous spot during any series of downs.*

The Back Judge will confer with the Official Game Clock Official and the 25/35-Second Clock Timer. The Official Game Clock Official and the 25/35-Second Clock Timer will report to the officials an hour before game time.

Officials will closely review the home team's equipment and uniforms for any violations. The officials will review the visiting team's equipment and uniforms for any violations. The officials will closely review each team for proper player equipment and advise the Referee of any violations. The Referee will advise the respective Head Coaches of any violations and/or changes that need to be made.

### **13.7 Coin Toss**

Fifteen (15) minutes before the game kickoff, the Referee, Umpire (with ten (10) game balls), Back Judge, Head Linesman and Line Judge are to appear on the field. The Back Judge and Umpire will have previously notified their respective teams of the official time. Three minutes prior to the kickoff, the Referee is to make the toss of the coin in the prescribed manner. This timing may be slightly modified for national television purposes. However, the coin toss must take place within six minutes of the kickoff under any circumstances. The Referee is to indicate which team is to receive the kickoff and he will repeat the procedure when the teams first appear on the field prior to the start of the second half. The Referee will record the winner of the coin toss and the winning team's choice.

Game official positions during the coin toss:

Umpire – center of field

Head Linesman and Line Judge – positioned at hash marks to keep teams back

Back Judge – if applicable, should escort coin toss celebrity to the center of the field to meet Referee as instructed by Home Management (the Back Judge would then move into position with the either the Head Linesman or Line Judge

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## **RULE 14**

### **ARENA FOOTBALL OVERTIME**

**No ties in overtime, there must be a winner.**

#### **14.1 Length of Overtime**

In an effort to give both teams a fair and equal opportunity to win the game, each team shall have at least one possession in overtime, unless there is a defensive score in the first possession of the overtime period. After both teams have had a possession and the score remains tied, the game will continue in "sudden death" and the first team to score will win the game. If at the end of the fifth quarter the game is still tied, the teams will change End Zones and the sixth quarter will begin. Should the unlikely situation arise that the score is still tied at the end of the sixth quarter; the team having lost the overtime-coin toss shall have the choice to start the seventh quarter. This choice shall be made immediately (no team shall leave the field), and the seventh quarter will begin after a two-minute interval. One minute timing rules will be in effect at the end of the sixth and eighth quarters.

#### **14.2 Coin Toss In Overtime**

The overtime coin toss will be conducted immediately after the end of regulation and then there will be a two-minute interval for teams to prepare for overtime and to allow for commercial time outs (the coin toss may be delayed until after the two-minute interval to accommodate the television broadcast). The winner of the coin toss may choose to kick, receive, or defend a goal. Each team will receive three time outs with no timeouts carried over from regulation play.

#### **14.3 Fairness of Overtime**

As stated in Rule 14.1 above, in an effort to give both teams a fair and equal opportunity to win the game, each team shall have at least one possession in overtime, unless there is a defensive score in the first possession of the overtime period. A Safety or an interception for a Touchdown will end the game. A fumbled kick return will count as a possession for a team. A muffed kick or successful onside kick will not count as a possession by the Receiving team. Touching of a loose ball is not possession.

If, when both teams have scored, one team is ahead, the game is over. If the score is tied, the game will continue in sudden death since both teams have now had a possession.

#### **14.4 Charged Time Out During Overtime**

The loss of a contact lens in overtime shall result in a charged time out.

#### **14.5 Additional Overtime Rules**

Ejected players may not re-enter the game during any overtime period.

The usual rules in regard to attempting to conserve or consume time shall apply in overtime.

The rules for time outs shall be the same as in regulation, including the last minute of the second and fourth quarters. Players may leave the field during any intermission or team time out.

Players removed for because of the individual DOF penalty, may return for overtime. One DOF and the player will be removed for the remainder of overtime.

As stated in Rule 14.1 above, sudden death will go into effect after both teams have had one possession and the score remains tied. However, if at any time during overtime one team is ahead by more than eight (8) points, the game is over even if both teams have not had their possession.

A point after (PAT) must be attempted following a touchdown. A try for point is not necessary in Sudden Death, if the touchdown is the game winning score.

#### **14.6 Overtime and Television Coverage**

Teams are reminded to avoid unnecessary game delays wherever possible during overtime situations during televised games. Overtime can create major programming problems for the television network and additional telecast expenses for the League and its team owners.

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## **RULE 15**

### **PROPER HANDLING OF AN EMERGENCY**

#### **15.1 Non-Player On Field**

If any non-player, including photographers, reporters, employees, police or spectators enters the field of play or End Zone, and in the judgment of an official said party or parties interfere with the play, the Referee, after consulting his crew, shall enforce any such penalty or score as the interference warrants.

#### **15.2 Field Control**

If spectators enter the field and/or interfere with the progress of the game in such a manner that in the opinion of the Referee the game cannot continue, the Referee shall declare a time out. In such case, the Referee shall record the number of the down, distance to be gained and position of the ball on the field. He shall also secure the playing time remaining from the Official Game Clock Official and record that time. The Referee shall then instruct the home team (through its management) to have the field cleared. When the field is cleared and order is restored such that the safety of the spectators, players and officials is assured to the satisfaction of the Referee, the game may resume.

#### **15.3 Governing Law**

If the game must be called due to a state or municipal law, an immediate report shall be made to the AFL Senior Director of Football Operations by the home team, visiting team and the officials. On receipt of all reports, the AFL Senior Director of Football Operations, after discussing the situation with the Commissioner, shall make a final decision regarding the outcome of the game.

#### **15.4 Home Team Obligations**

It is the duty of the home team to keep the entire field cleared of all persons not wearing proper identification as specified by the playing rules. All photographers must be kept outside the playing field restrictions.

#### **15.5 Referee's Prerogative**

The Referee has the prerogative to request assistance as is needed from arena security forces if he feels such assistance is warranted to quell disturbances on the playing field that may jeopardize the normal operation of the game to its conclusion.

League and team officials are not to enter the playing field during the game (other than at half time or quarter breaks for specially organized activities) unless specifically requested by the Referee. Arrangements are to be made by the home team with the arena management so that the appropriate individual can authorize prompt security assistance if needed by the Referee.



**RULE 16**  
**GUIDELINES FOR TEAM CAPTAINS**

One hour prior to kickoff, respective coaches are to designate their team captain. Each team may have a maximum of two captains.

There is no restriction as to the number of players who can participate in the coin toss ceremony; however only one captain from the visiting team (or captain designated by Referee if there is no home team) can declare the choice of the coin toss. The team that wins the coin toss may then have only one captain declare its option. The team that loses the coin toss may then have only one captain declare its option.

Only one captain is permitted to indicate the team's penalty options during the game.

The Head Coach may change a team captain at any time during the game or a captain who is leaving the game can inform the Referee which player will act as captain in his place. The player entering the game as a substitute for the captain is also permitted to inform the Referee of the new captain.

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APPENDICES

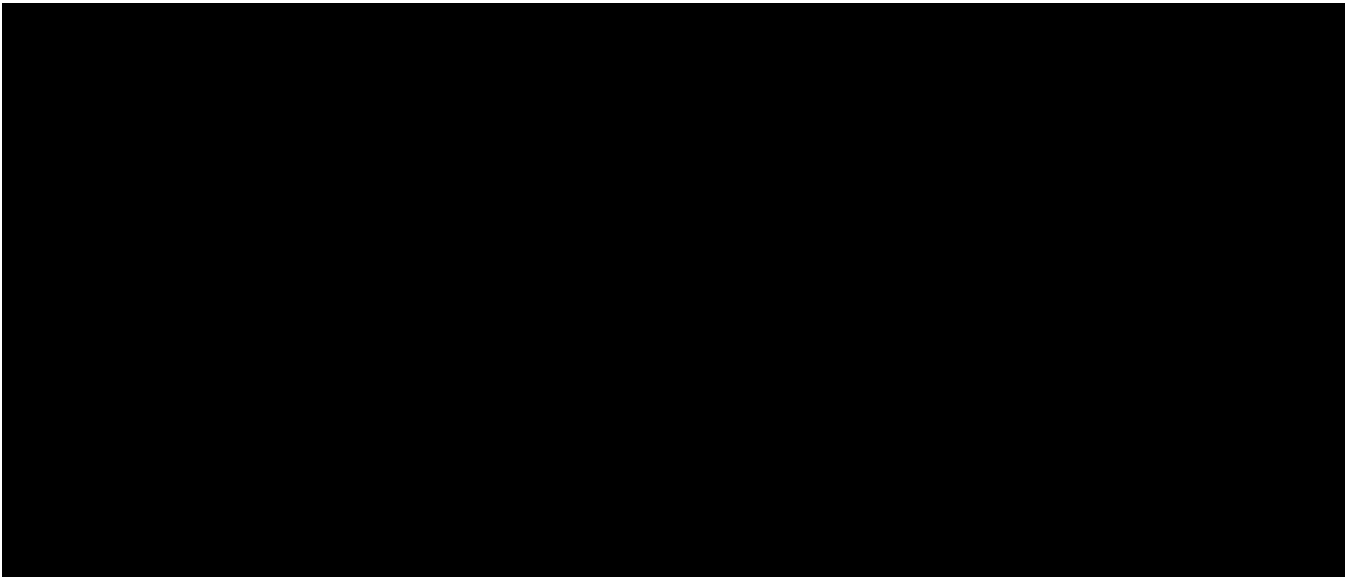
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**APPENDICES**

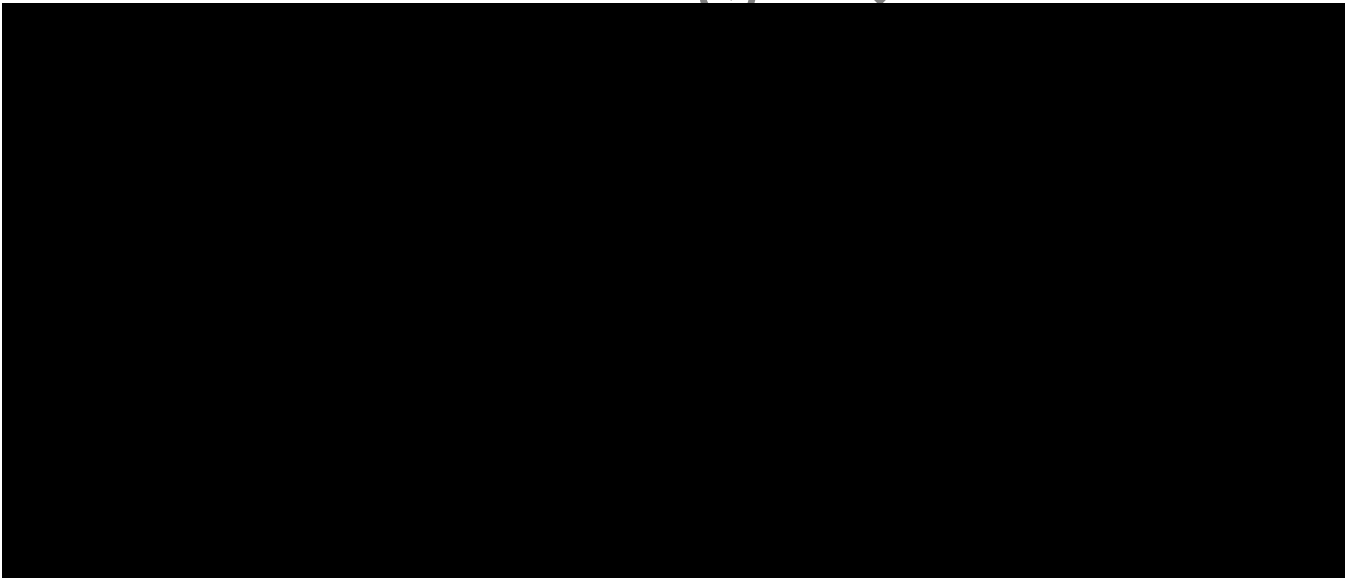
<b>APPENDIX A</b> Flow Chart	A-1
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<b>APPENDIX D</b> Summation of Penalties	D-1
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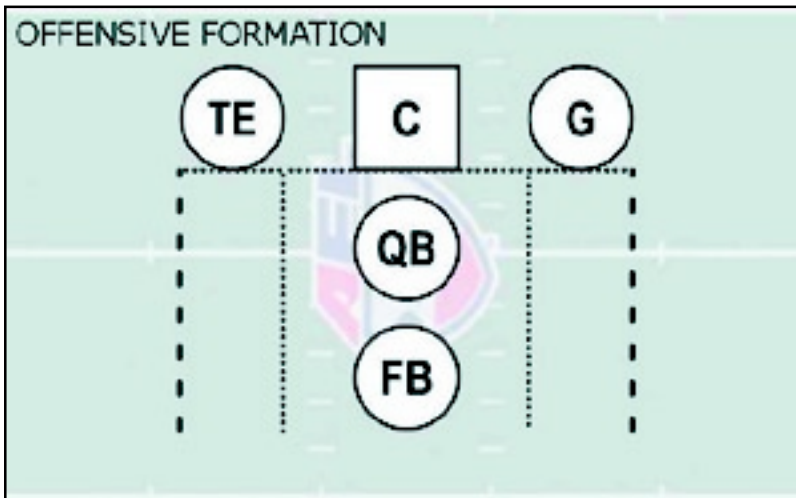
**Flow Chart**



If the Offensive team scores a touchdown or kicks a field goal, the next move is:

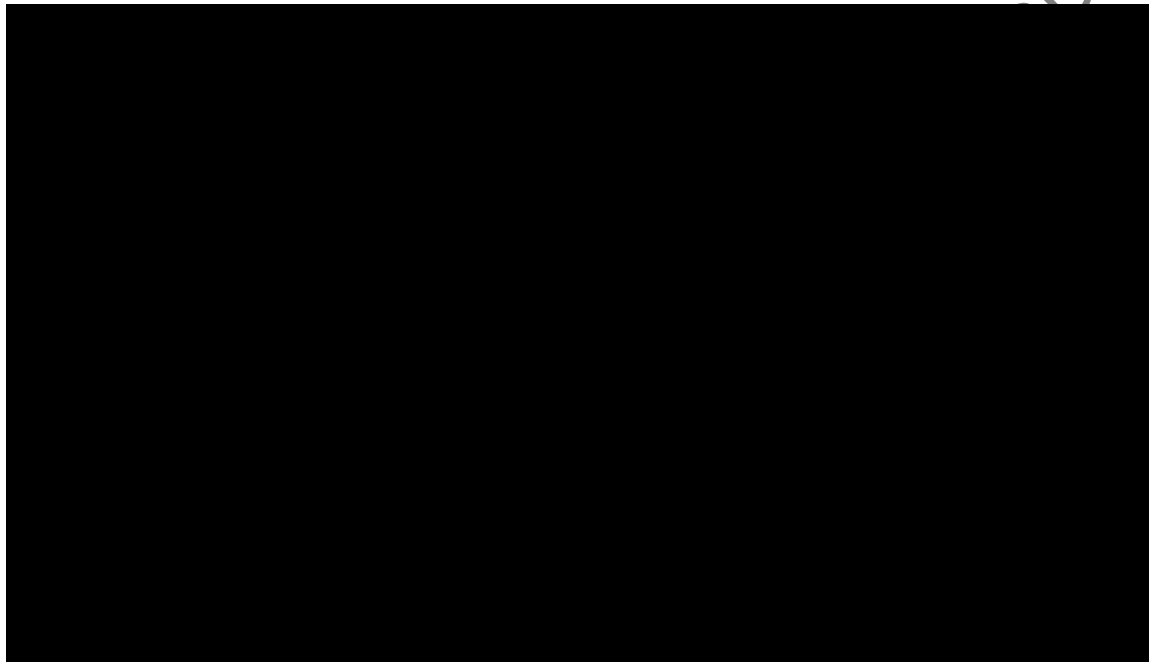


## The Box



For alignment purposes the Fullback and Quarterback can line no wider than the inside shoulder of the Offensive Guard and Tight End.

The Fullback can line as wide as the inside shoulder of the Offensive Guard and Tight End. If the Fullback is aligned in the "up" position, he cannot break the plane of the "butt" of the Offensive Line.



The boundaries of the offensive and defensive "box" are defined as follows:

- a. If ball placement is on one of the "pro" hashmarks, then the boundaries for the width of the Mac "box" are the other "pro" hashmark on one side and the nearest college hashmark on the other side.
- b. If ball placement is on one of the "college" hashmarks, then the boundaries for the width of the Mac "box" are the nearest "pro" hashmark on one side and the top of the yardline numbers closest to the ball on the other side.

- c. The depth of the offensive "box" is unlimited and the depth of the defensive "box" is 5 yards from the line of scrimmage.

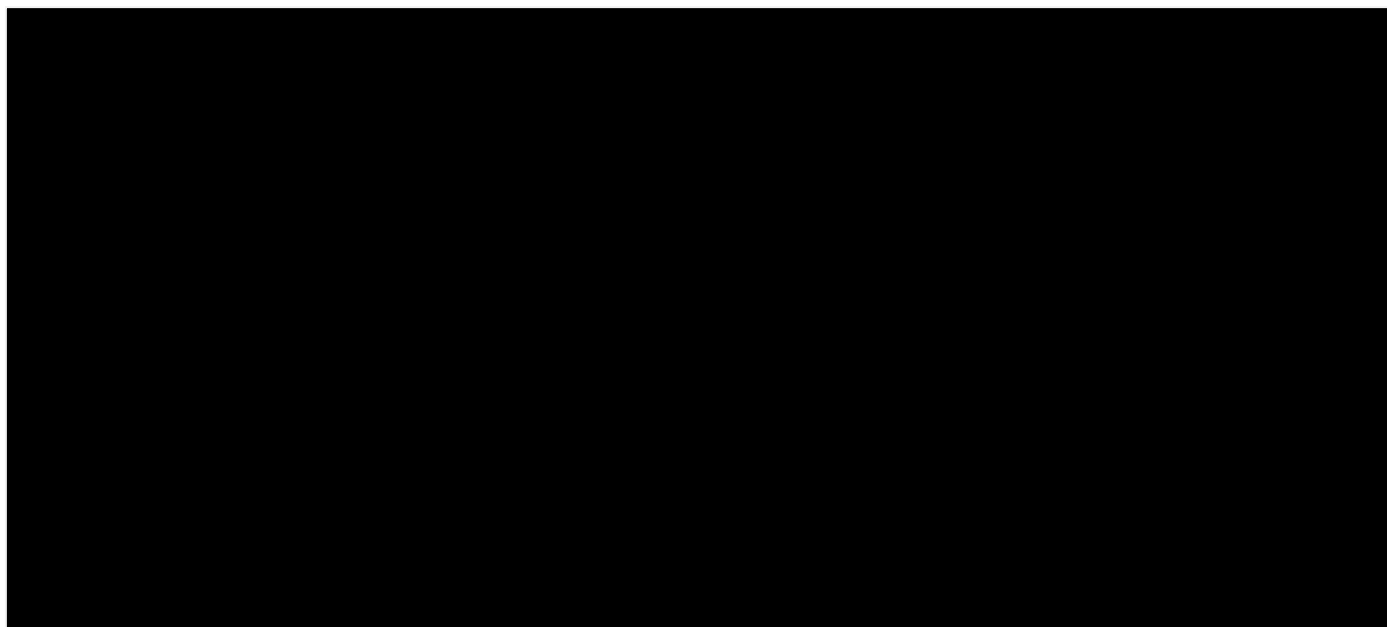
The two Linebackers must be aligned at "Depth." "Depth" is the daylight between the butt of the Defensive Lineman and the Linebackers. At no time prior to the Snap can the Linebackers be deeper than 5 yards.

The two Linebackers can NEVER be wider than the inside shoulder of the Offensive Guard and the Tight End, prior to the snap of the ball.

The Defensive Ends must line up on some part of the Offensive Guard or Tight End. This is defined as shoulder to shoulder with the Offensive players inside or outside shoulder.

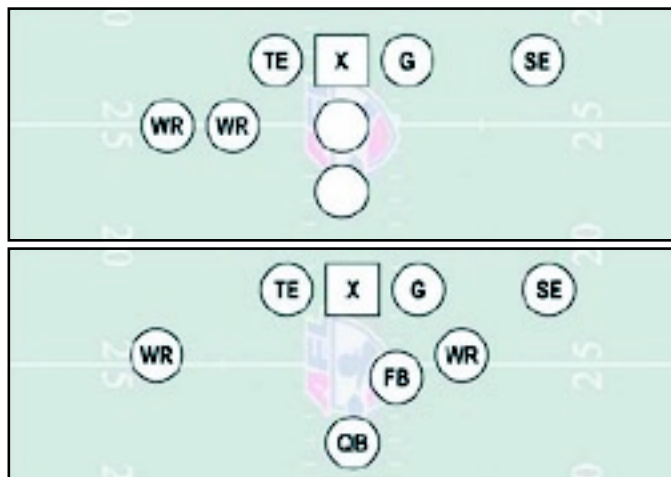
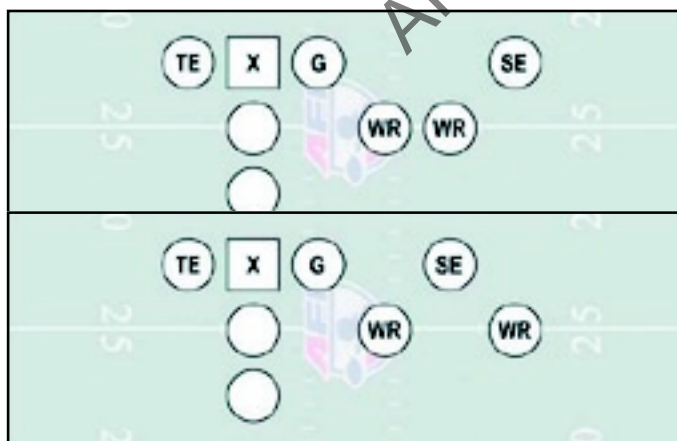
After the snap, the Jack may move sideline barrier to sideline barrier, but may not drop deeper than 5 yards from the line of scrimmage unless he is covering the Tight End or Fullback, the ball has been thrown, handed off or the Quarterback has made a pump fake.

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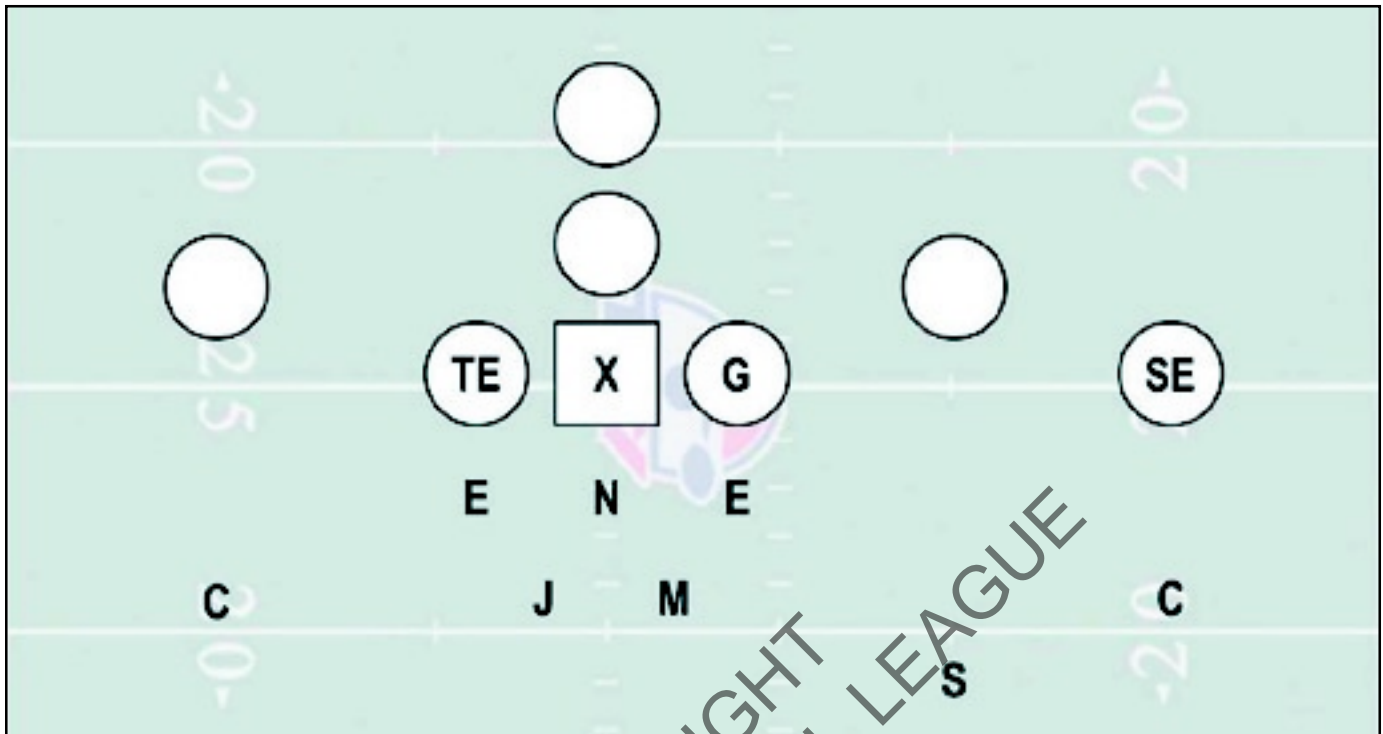


1. You must have (4) men on the line of scrimmage.
2. The maximum your interior lineman can split is (4) feet.
3. The split-end can not be aligned any closer than (5) yards from the offensive guard.
4. The fullback and quarterback must be within the area described on page B-1.
5. The tight end must be on the opposite side of the wide receiver who is on the line of scrimmage. At the snap of the ball, the only stationary players allowed in the "box" are the QB and the FB. No (3) man set in the backfield "box."
6. Offensive formations may vary as long as there are (4) men on the line of scrimmage and the quarterback and fullback are within the "box."
7. Wide Receiver motion must start outside the Offensive Box.

EXAMPLES OF OTHER POSSIBLE OFFENSIVE FORMATIONS



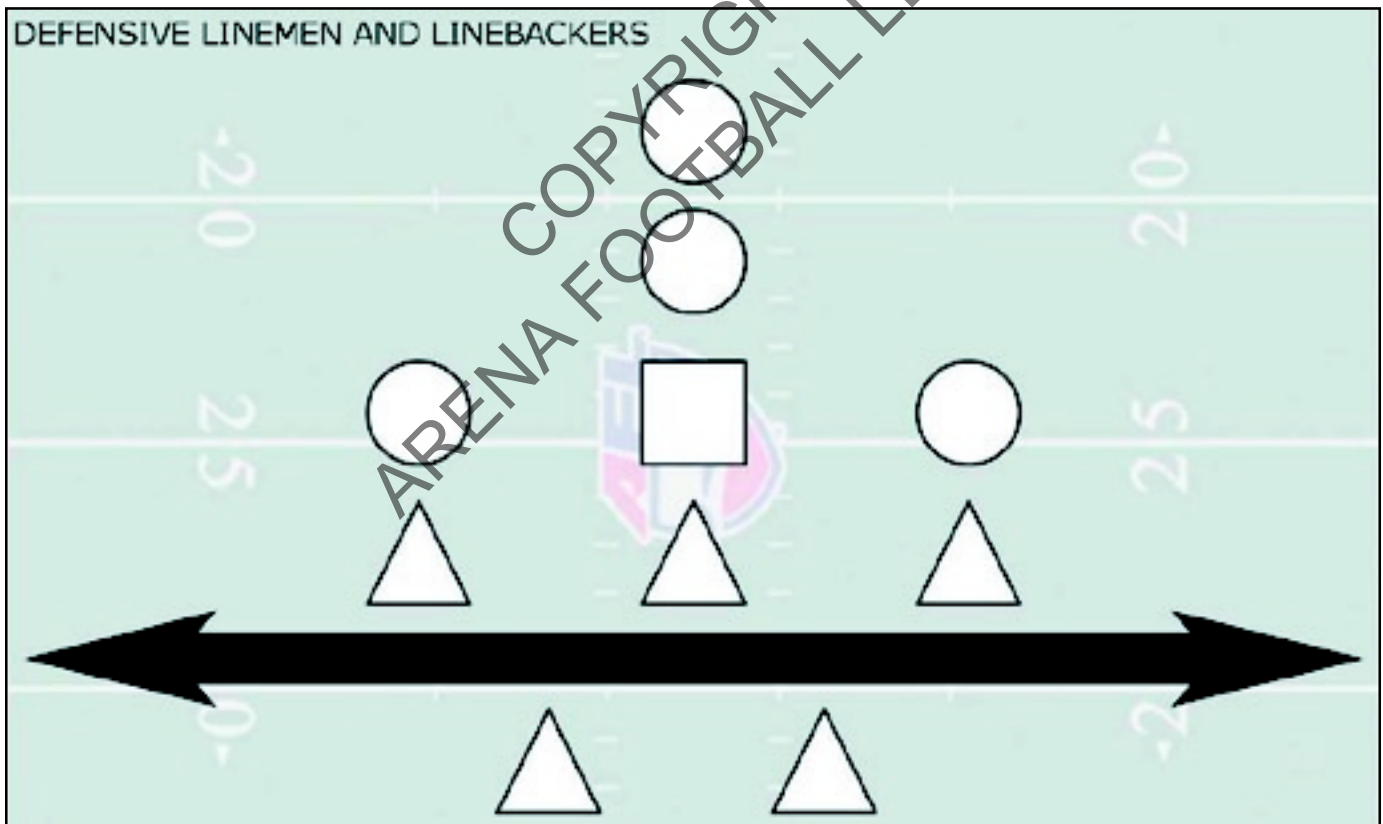
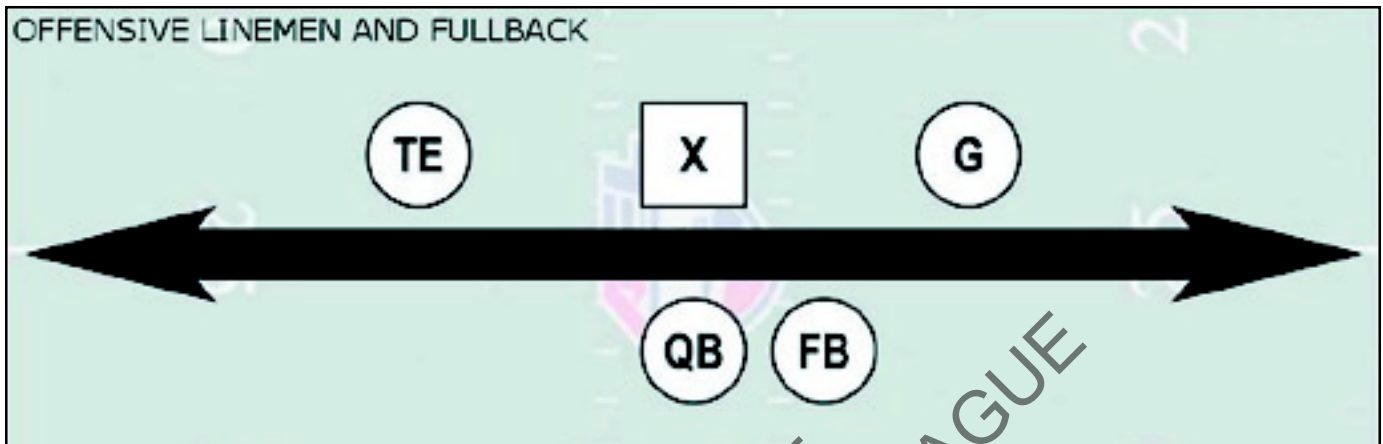
**Formations - Defensive**



1. You must have three Defensive Linemen in a 3-point (or 4-point) stance.
2. The Defensive Ends must be lined up shoulder to shoulder on the Offensive Lineman (inside shoulder, head up or outside shoulder).
3. The Noseguard must be aligned, helmet to helmet, with the Center. There is no shading. Shading is a 5-yard penalty. Signal: Illegal Formation.
4. The two inside Linebackers (M + J) must be aligned at "Depth" and no wider than the inside shoulder of the Offensive Guard or Tight End.
5. The only Linebacker who can Blitz is the Mac Linebacker aligned away from the Tight End. Note: If a Receiver stays in to block, the man covering the Receiver is free to rush and contact the Quarterback.
6. There is no restriction on coverage in the secondary.
7. Both linebackers may cover the Tight End or Fullback on a pass route.
8. At the snap, the Jack Linebacker can leave the box and cover from sideline barrier to sideline barrier, but no deeper than 5 yards from the Line of Scrimmage unless he is covering the Tight End or Fullback.

## Daylight

The term “Daylight” is used offensively and defensively. The Line judge or Head Linesman should be able to look through a tunnel prior to the snap and see daylight between (a) the Offensive Line and Fullback, and (b) the Defensive Line and Linebackers.

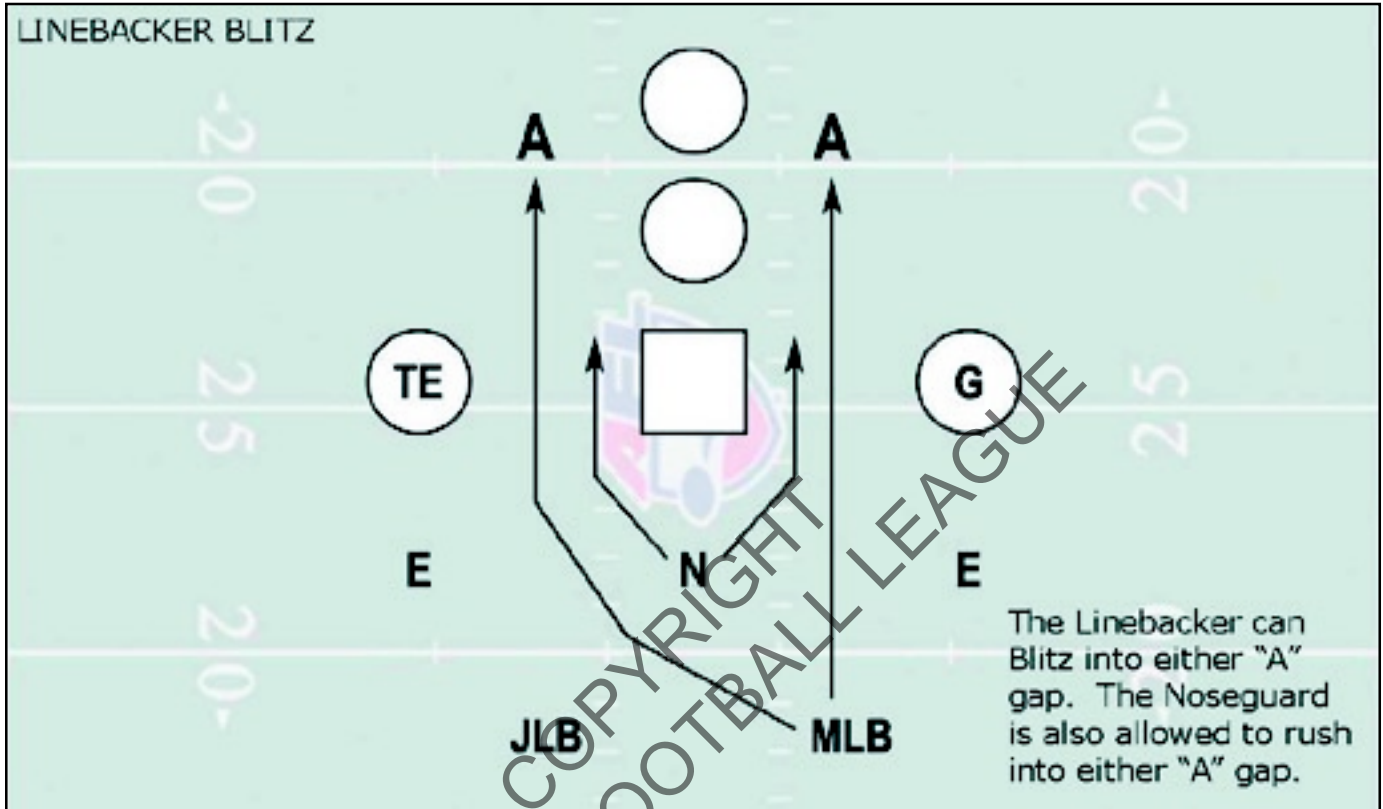


Remember that “Daylight” or “Depth” is measured from the butt of the Defensive Lineman to any part of the Linebacker.

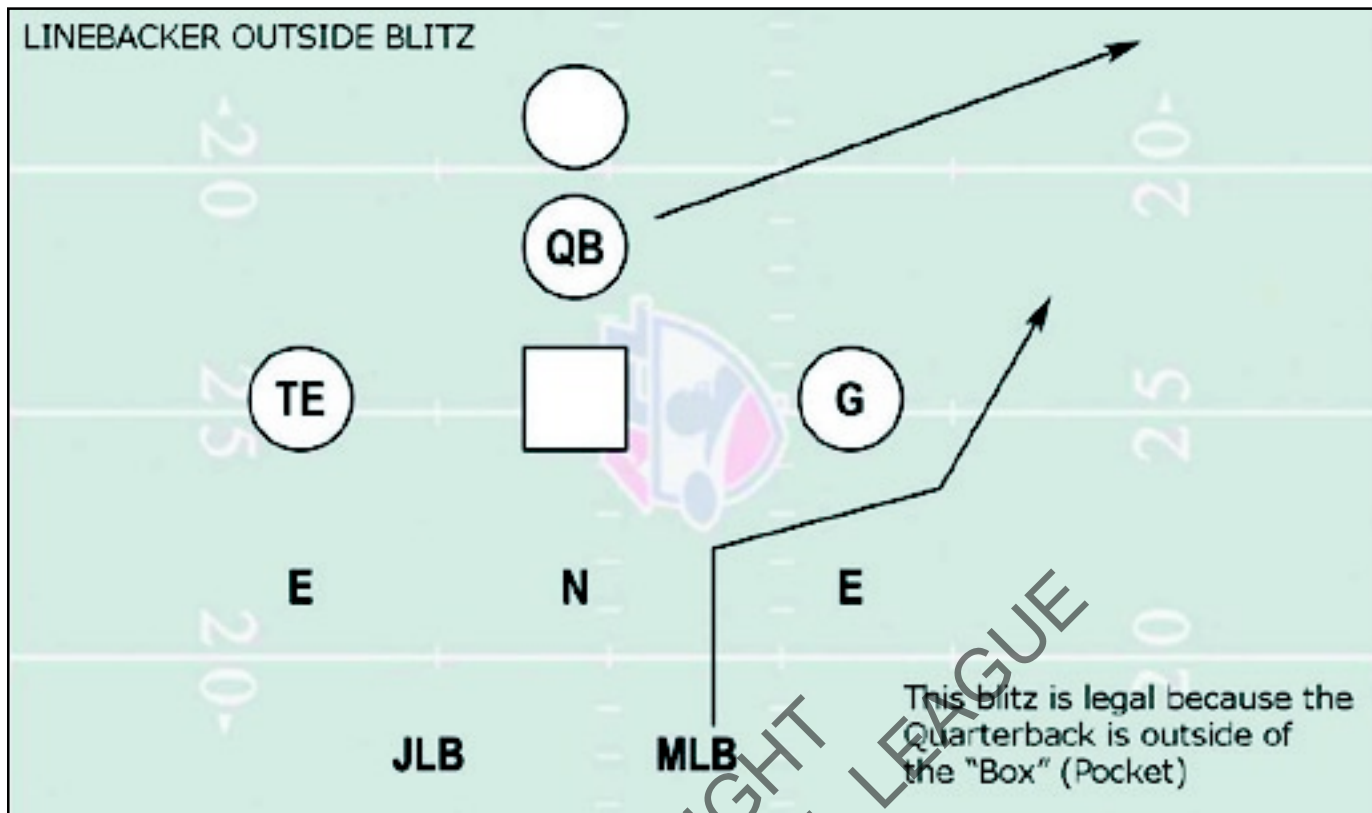


## The Blitz

Who can "blitz?" The only person who can blitz is the Linebacker who is lined up away from the Tight End.



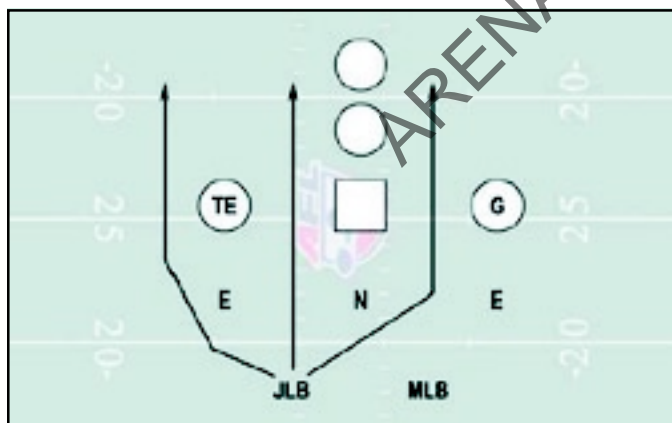
Where can the Linebacker "Blitz?" The Linebacker can blitz into either gap, right or left of the Offensive Center. The only time the Linebacker can blitz outside is if the Quarterback is outside the "Box" (Pocket).



**Illegal Blitz**

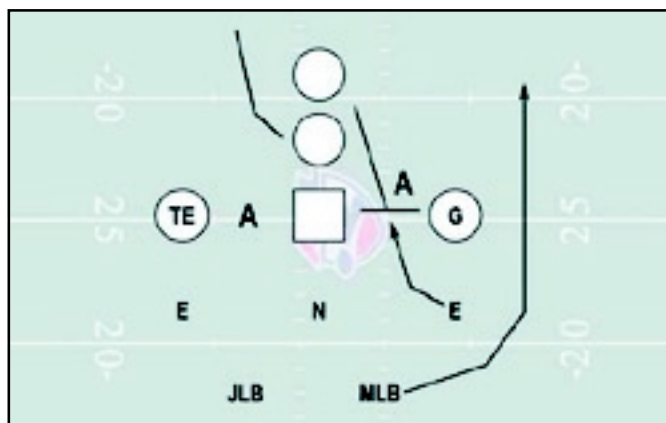
An "Illegal Blitz" occurs when the wrong Linebacker (i.e., the Linebacker on the Tightend's side) blitzes or takes an outside rush when the Quarterback is in the pocket.

WRONG LINEBACKER BLITZ



This is Illegal.

ILLEGAL OUTSIDE RUSH



This is Illegal. The Quarterback is in the pocket. The Linebacker can only Blitz in the "A" gap.

## Blitzing

There is no foul if a safety, corner or Jack "blitz" occurs on run play.

Quarterback is passing from pocket and hit on an illegal blitz = Personal Foul.

Personal Foul = 10 Yards Previous or Tack On if pass completed beyond line of scrimmage.

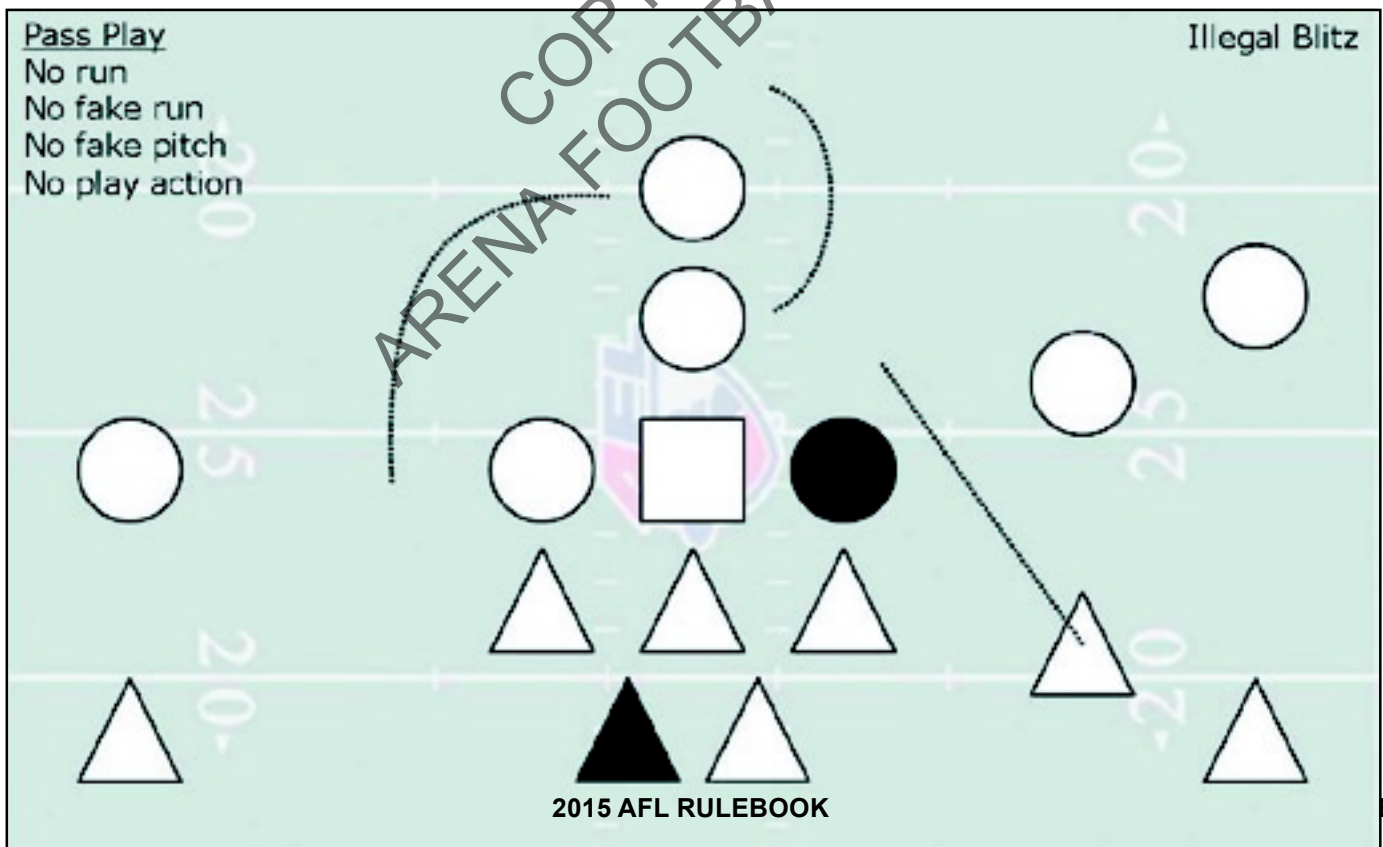
If corner, Jack or safety blitz / rush at snap (No contact on QB):

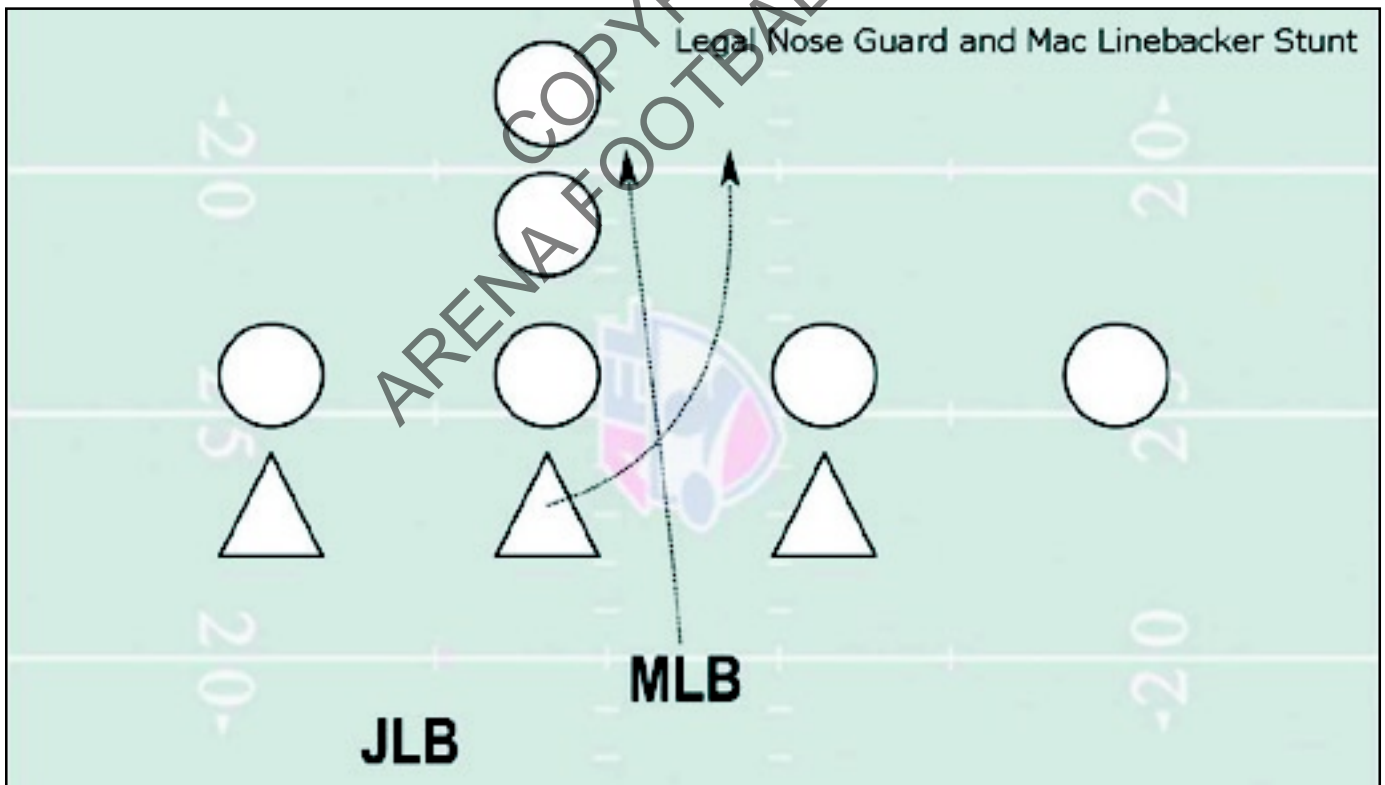
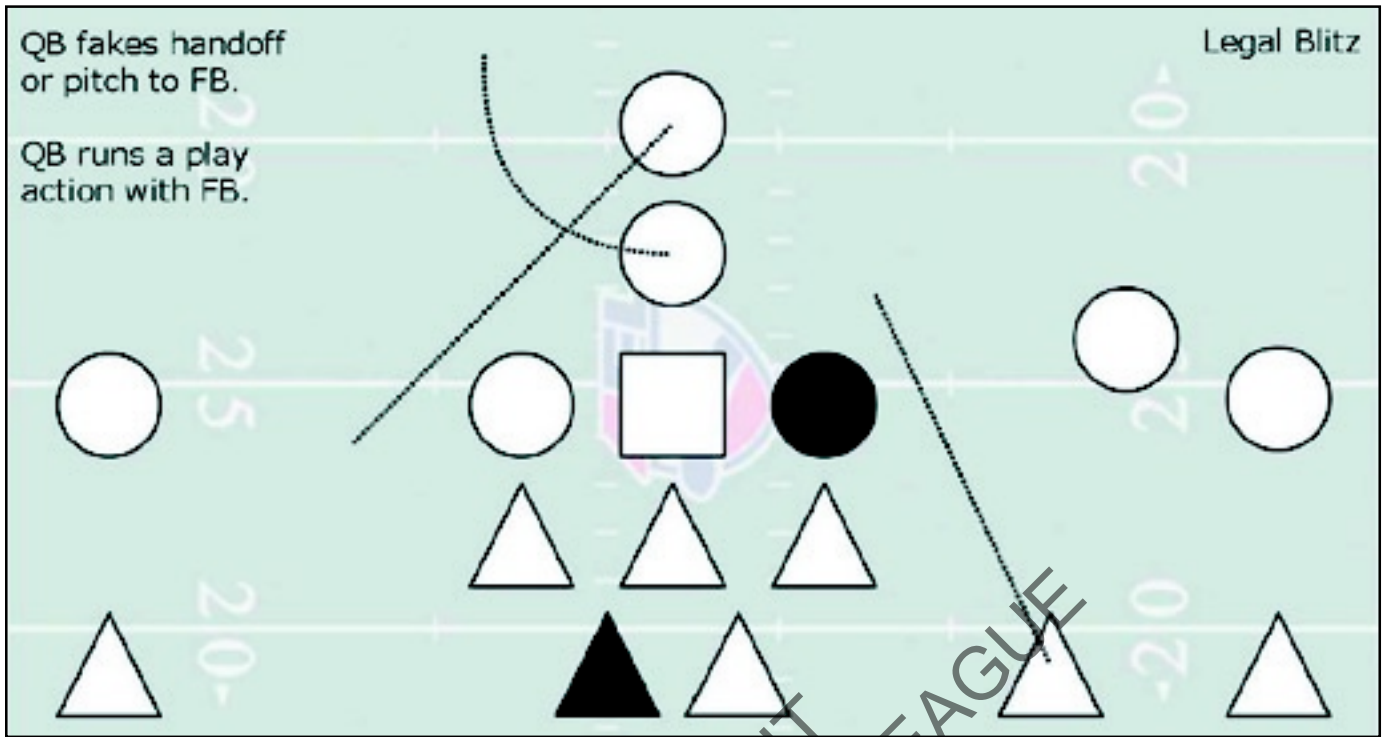
1. If there is a run: Blitz is legal
2. If there is a run / pass option play: Blitz is legal.
3. If there is a run / pitch action fake: Blitz is legal.
4. If there is No run or No Quarterback run or action fake: Blitz is illegal.
5. In all formations, any run fake allows defenders to come across the line of scrimmage and contact the QB.

Penalty: Illegal Defense = 5 Yards. Automatic 1<sup>st</sup> down from previous spot.

The word "blitz" in this section is not an attack on the QB. It is giving players the ability to come across and meet a run play. The QB is considered in the box (Pocket) if any part of his person is touching any part of the box.

Note: If a receiver stays in to block, the man covering the receiver is free to rush and contact the Quarterback.



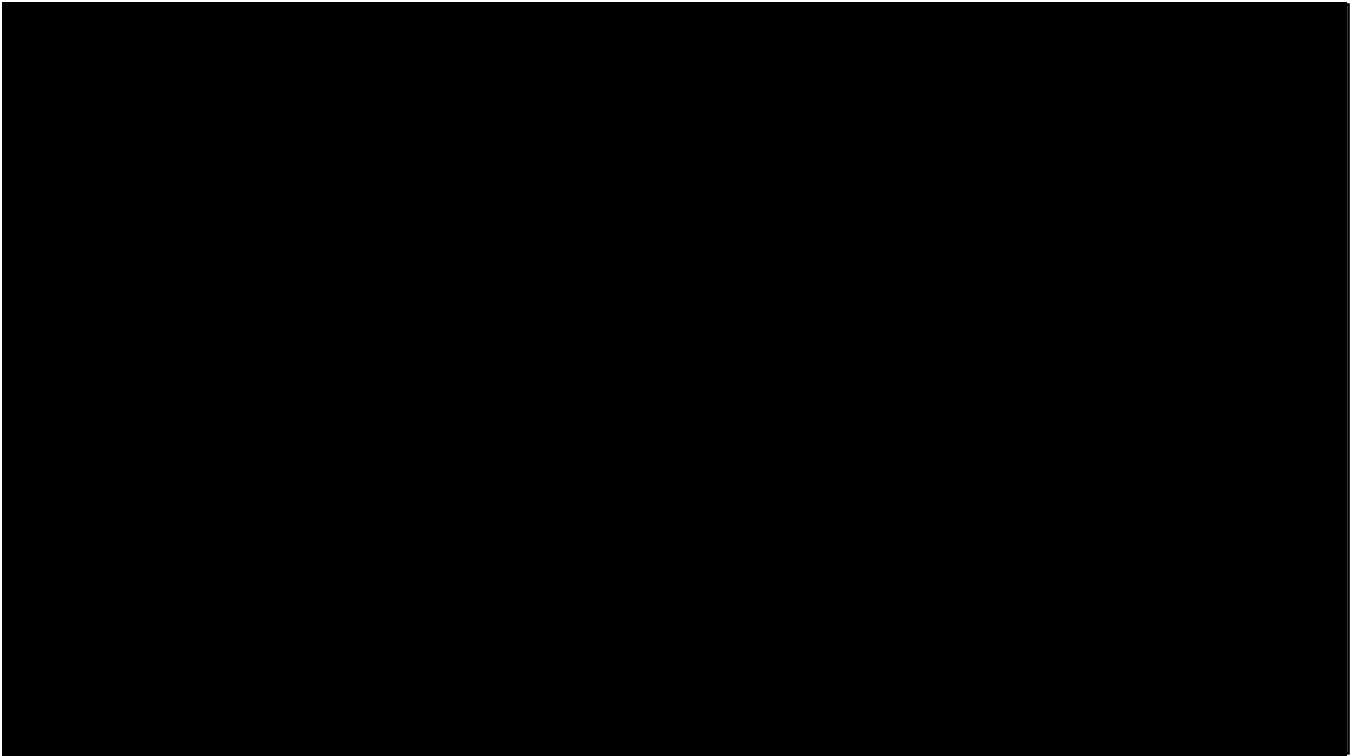


An illegal Mac/Center pick occurs when a Nose guard engages the Center or delays and the Blitzing Linebacker engages the center, leaving the nose guard free to rush.

## Illegal Defense

An "Illegal Defense" penalty will be called when either Linebacker is outside of his restricted area and the Fullback and Tight End are not in a route.

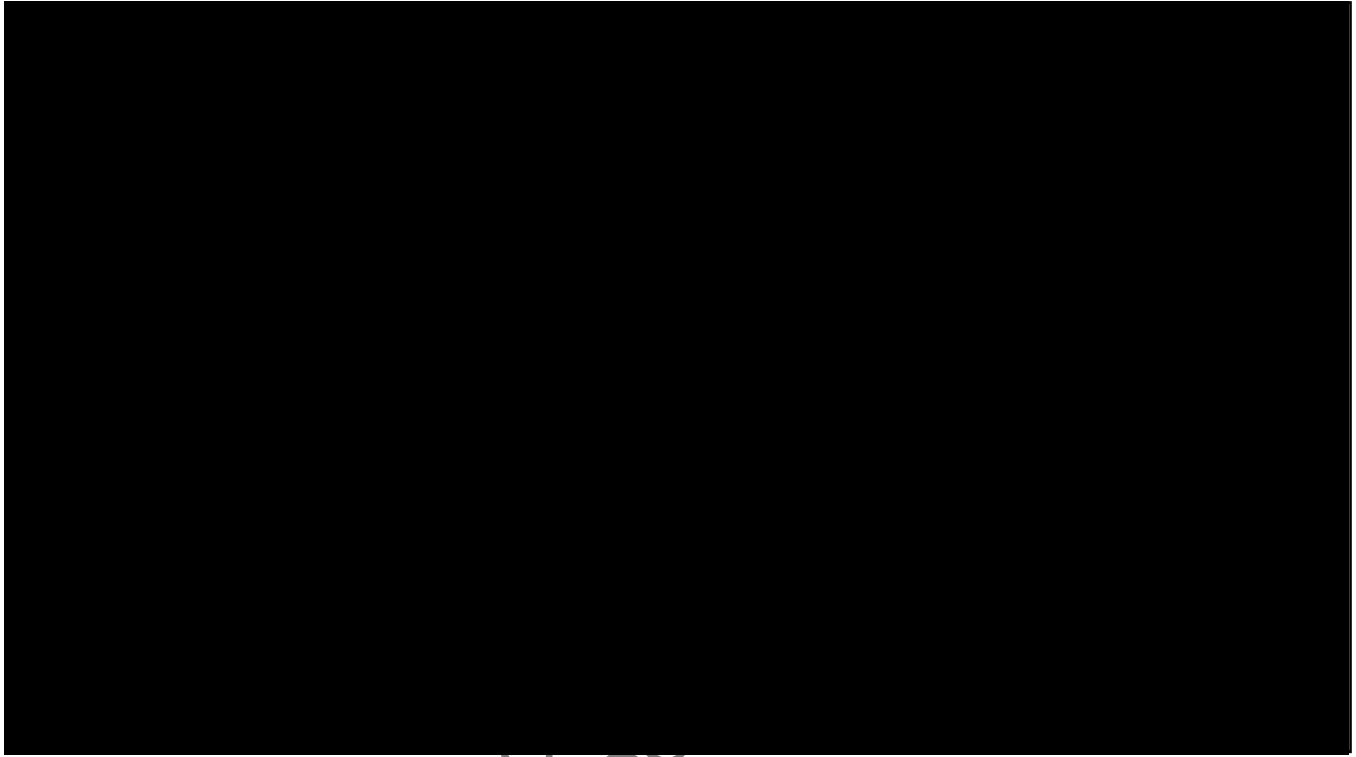
The two Linebackers must be within 5 yards of the line of scrimmage. The Umpire will be positioned at 5 yards on the snap. The Mac Linebacker cannot be deeper than 5 yards or wider than the "box" unless the Tight End or the Fullback is in a route. The Jack Linebacker cannot be deeper than 5 yards unless the Tight End or the Fullback is in a route. Once the ball is thrown the Linebackers may react by pursuing the ball.



ARENA

## Jack LB Legal Defense

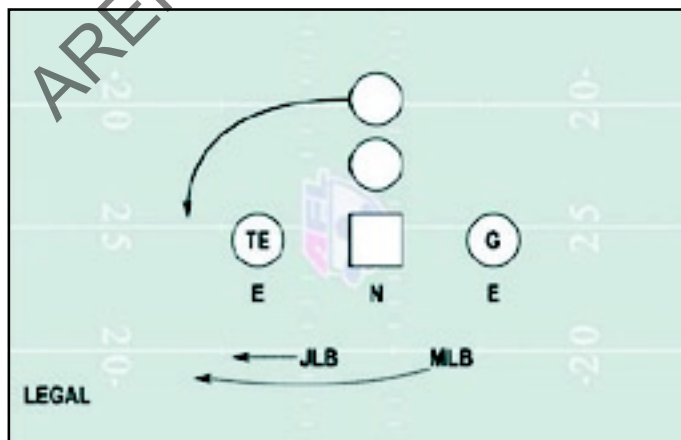
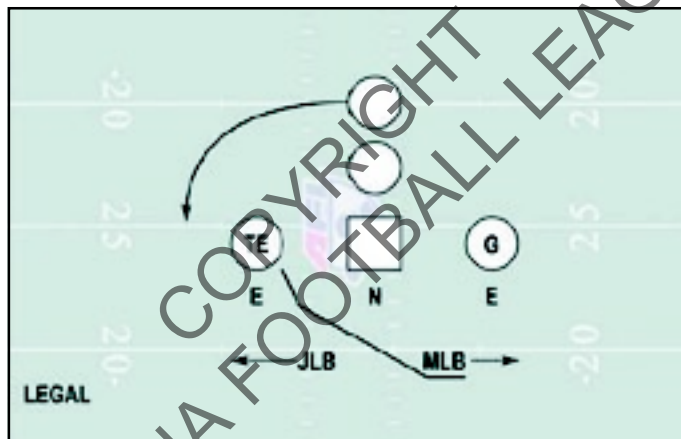
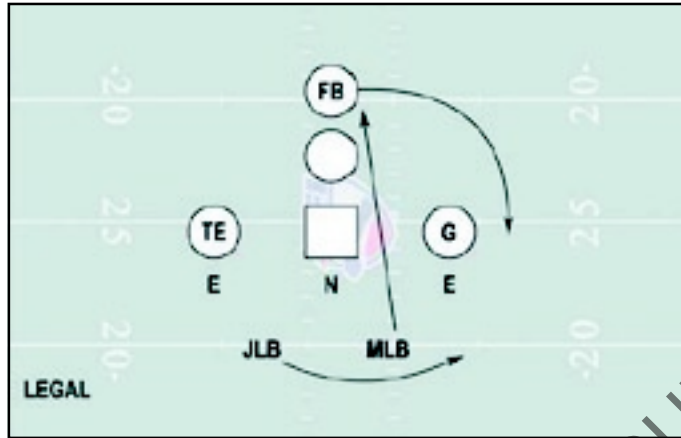
At the snap, the Jack Linebacker can leave the box and cover from sideline barrier to sideline barrier, but no deeper than 5 yard from the LOS unless he is covering the Tight End or Fullback.



ARENA FOOTBALL

## Double Coverage

Who can cover the Tight End and Fullback? Either Linebacker can cover the Tight End and Fullback.

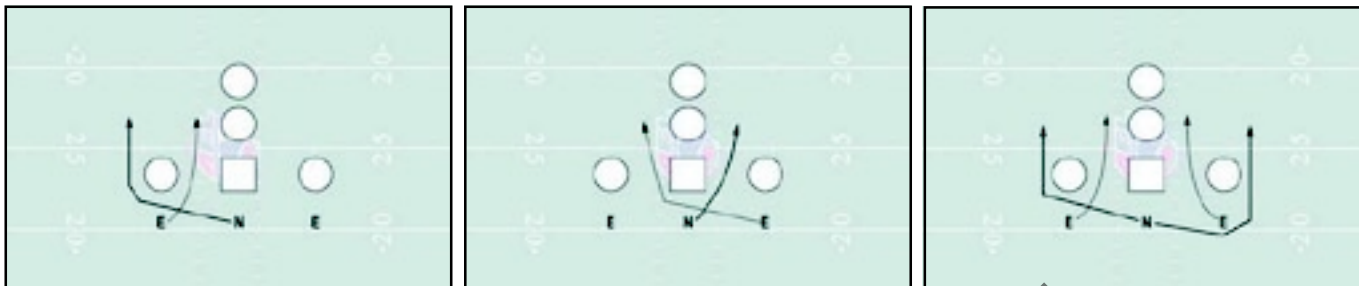


Although it is seldom seen, both Linebackers can cover the Tight End or Fullback.

## Illegal Line Twists

Illegal Line Twists occur when two Defensive Linemen work together on a line twist. All Linemen are to use individual moves when rushing.

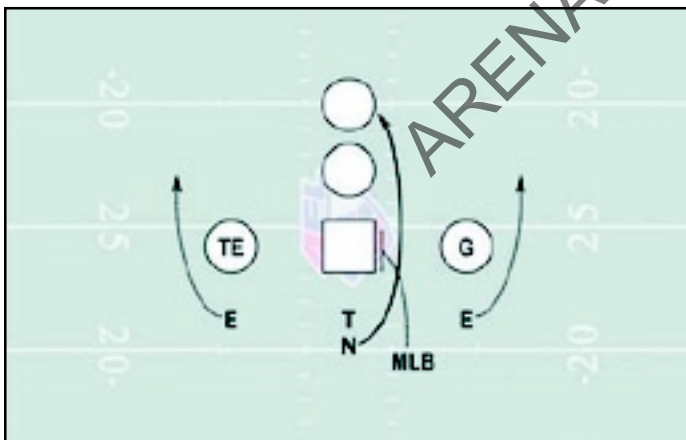
### EXAMPLES OF ILLEGAL LINE TWISTS



### EXAMPLES OF LEGAL LINE RUSHES



## Illegal Mac / Center Pick



An illegal Mac / Center pick occurs when a Nose guard engages the Center or delays and the Blitzing Linebacker engages the center, leaving the nose guard free to rush. This is illegal.

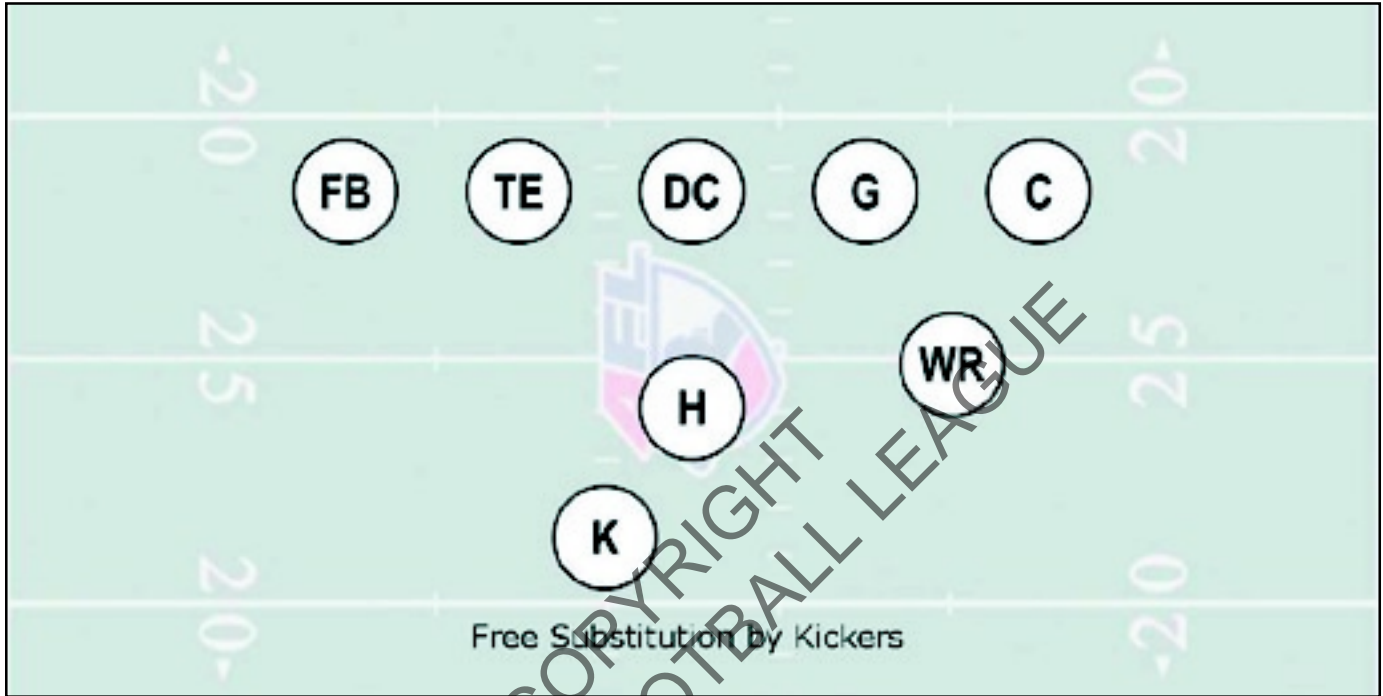
+ Also, Mac cannot pick the Tight End or the Guard.



## Field Goal / Extra Point Offensive Alignment

The blocking back (WR) must be aligned with the "Box" or within the outside shoulders of the two end men on the Line of Scrimmage.

You may not shift out of a kick formation and back into a standard offensive formation.



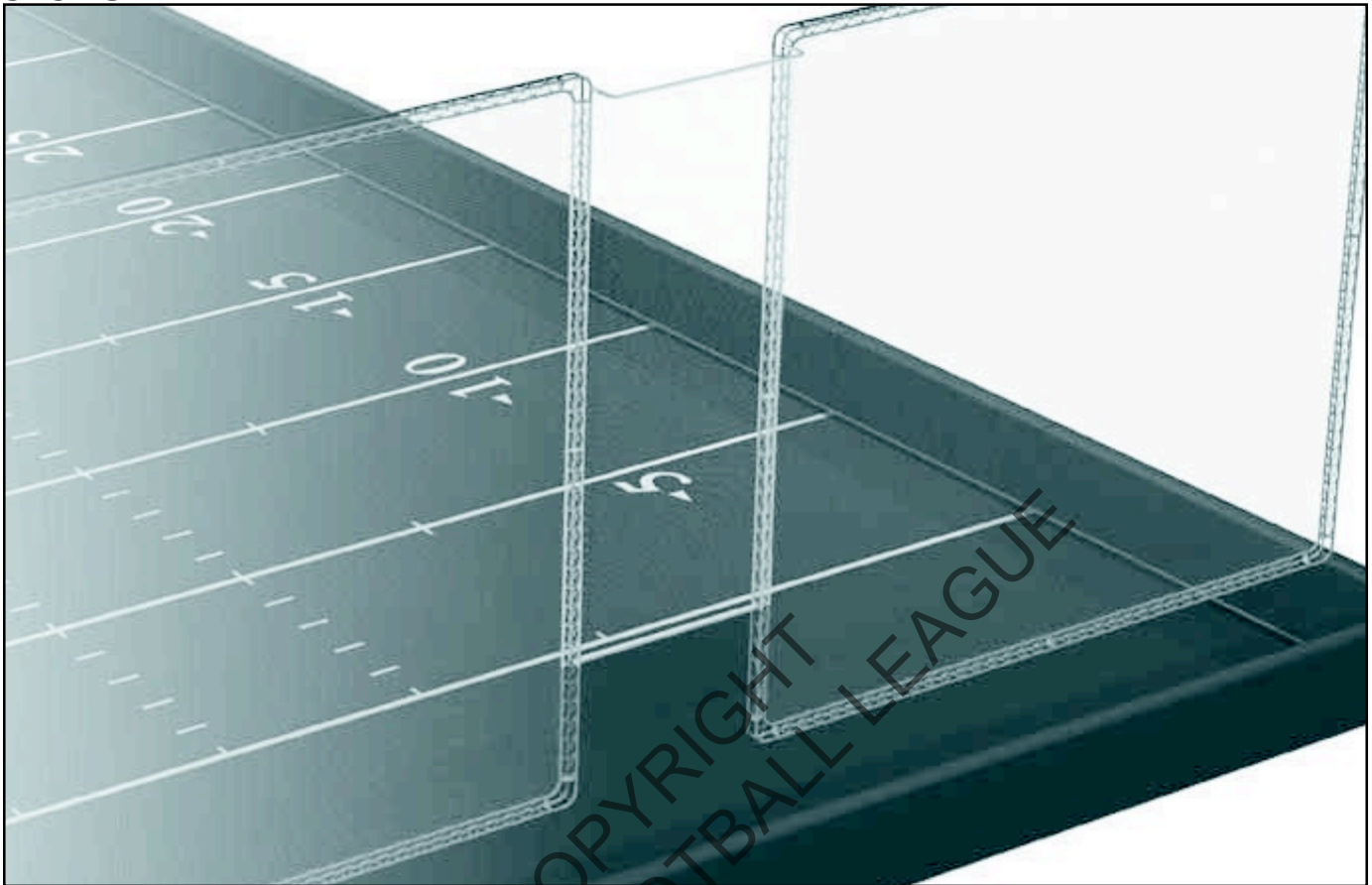
## Field Goal / Extra Point Block / Return Alignment

Alignment and Rush:

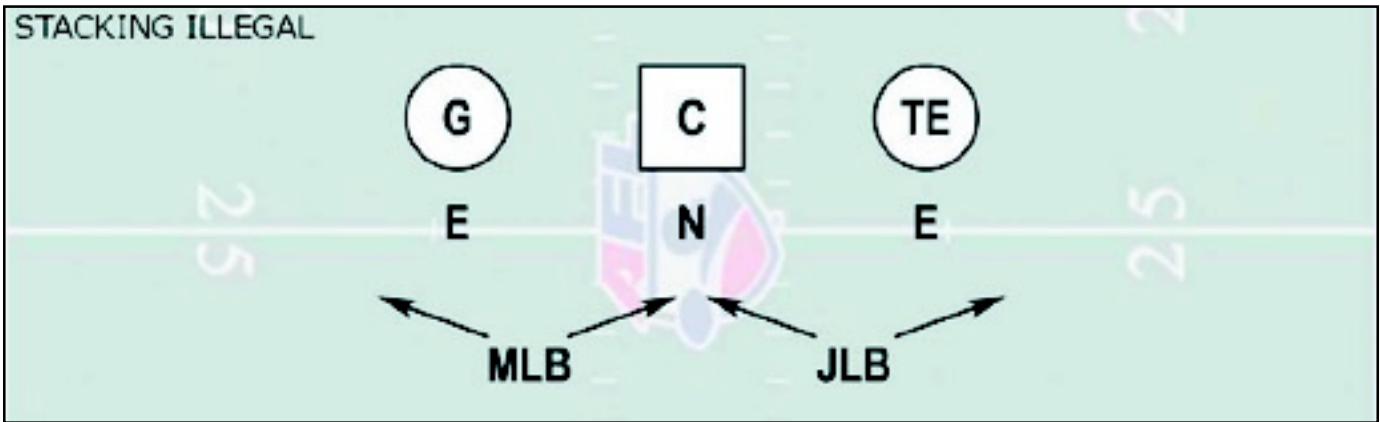
1. Four down lineman-Must line helmet to helmet with offensive lineman (excluding the center)
2. May rush outside
3. May twist

The other players may line where they choose, in a up position, but may not rush - exception - fake or bad snap.

## Kickoffs

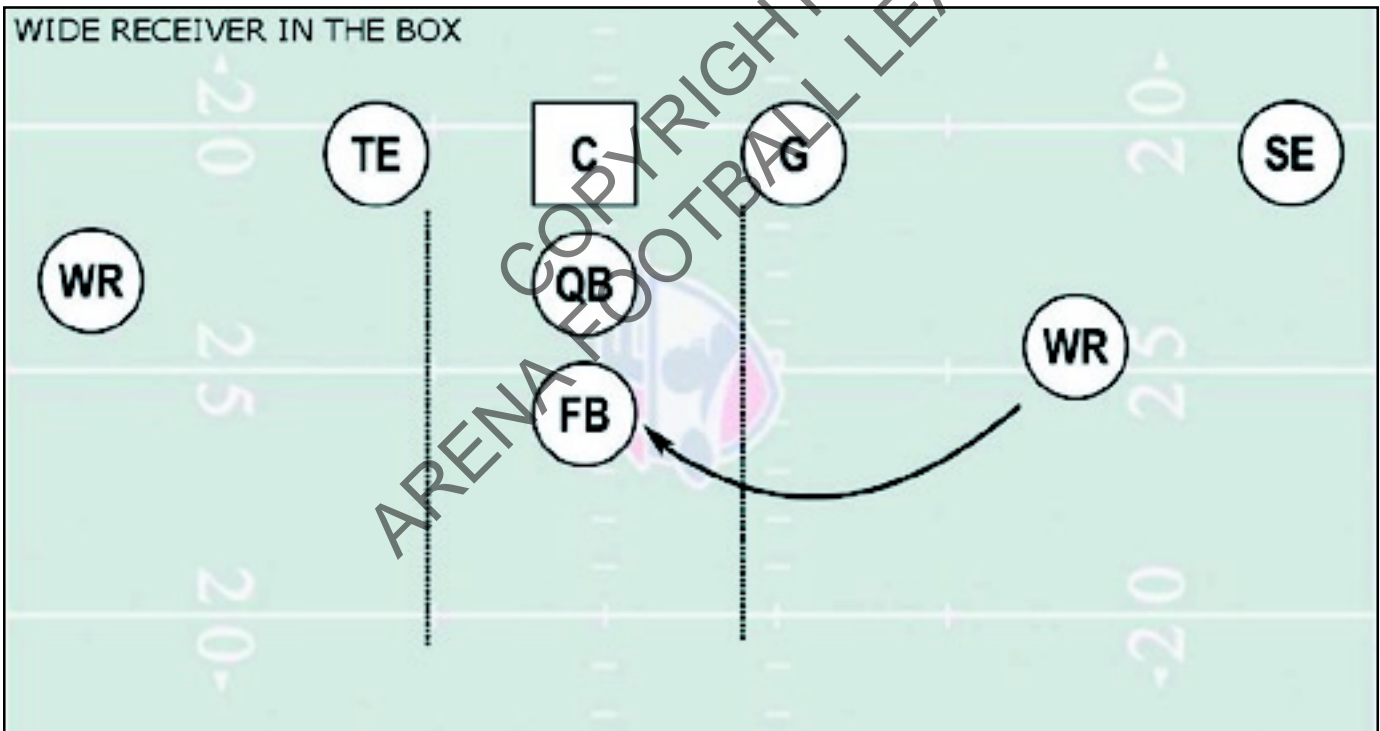


1. The Kicking Team will kickoff from their own Goal Line.
2. Any Kickoff that exits the playing field on the fly, right, left or above the net (grey shaded area) will be a ball placement spotted at the receiving team's 20 yard line.
3. Any Kickoff that exits the playing field directly below the net frames (Black area) will be ruled a Touchback and be spotted at the 5 yard line.
4. Any Kickoff that hits the net and exits the field of play via the Endzone or to the 5 yard line, will be spotted on the 5 yard line.
5. Any Kickoff that hits the net and exits the field of play from the 5 yard line or greater will be spotted at the point the ball left the field.
6. Any Kickoff that goes through the uprights (into the catch net) is live, unless the ball lands out of bounds. Then it is spotted at the 5 yard line.
7. Any Kickoff that hits in the field of play and goes out of bounds outside the 5 yard line, touched or untouched, is spotted where it went out.
8. Any Kickoff that hits in the field of play, inside the 5 yard line, untouched, goes to the 5 yard line. If touched by receiving team, goes to the spot of the out of bounds.
9. Protection for receiver on onside kicks – Protection for receiver on onside kicks will be governed by normal free kick rules. Protection will not be granted for grounded onside kick.

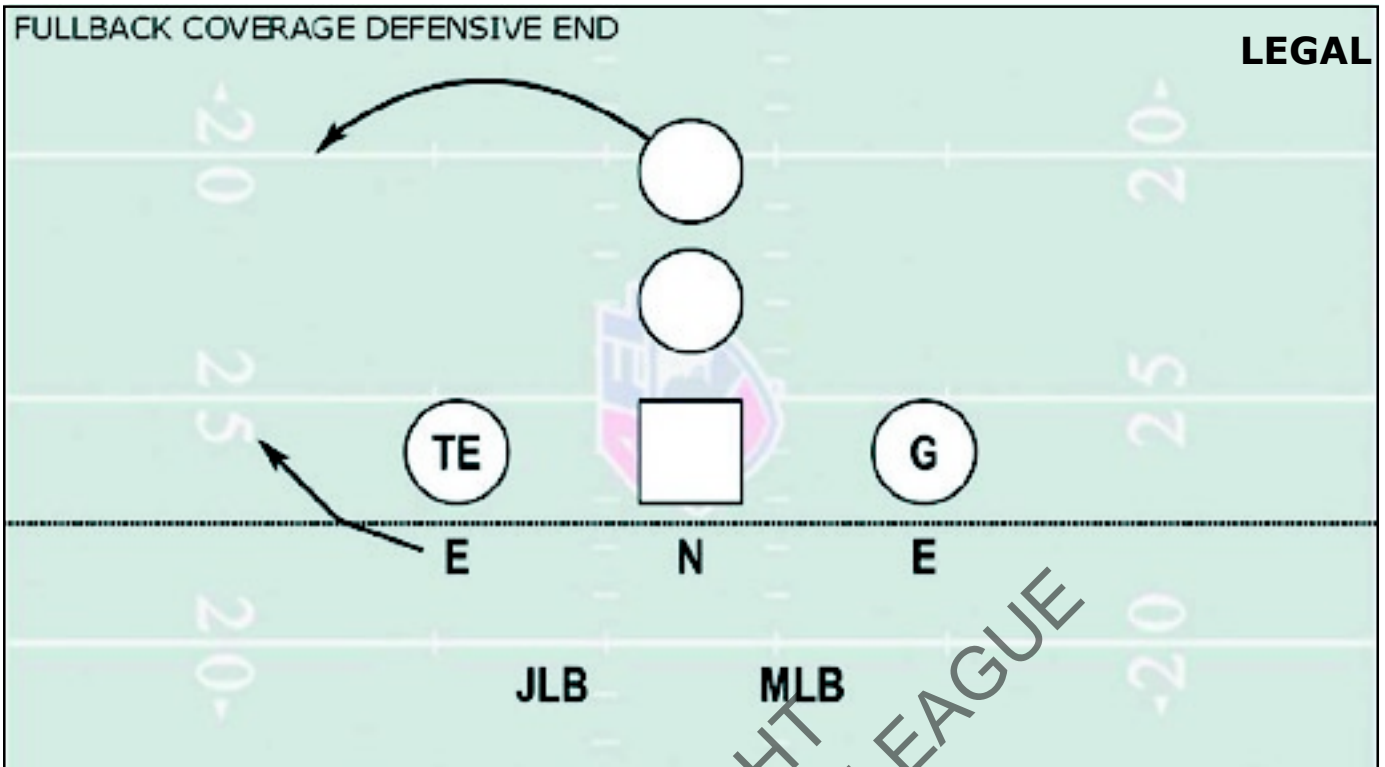


No linebacker may align or move behind a down lineman to the point that he is out of his original legal alignment prior to the snap of the ball.

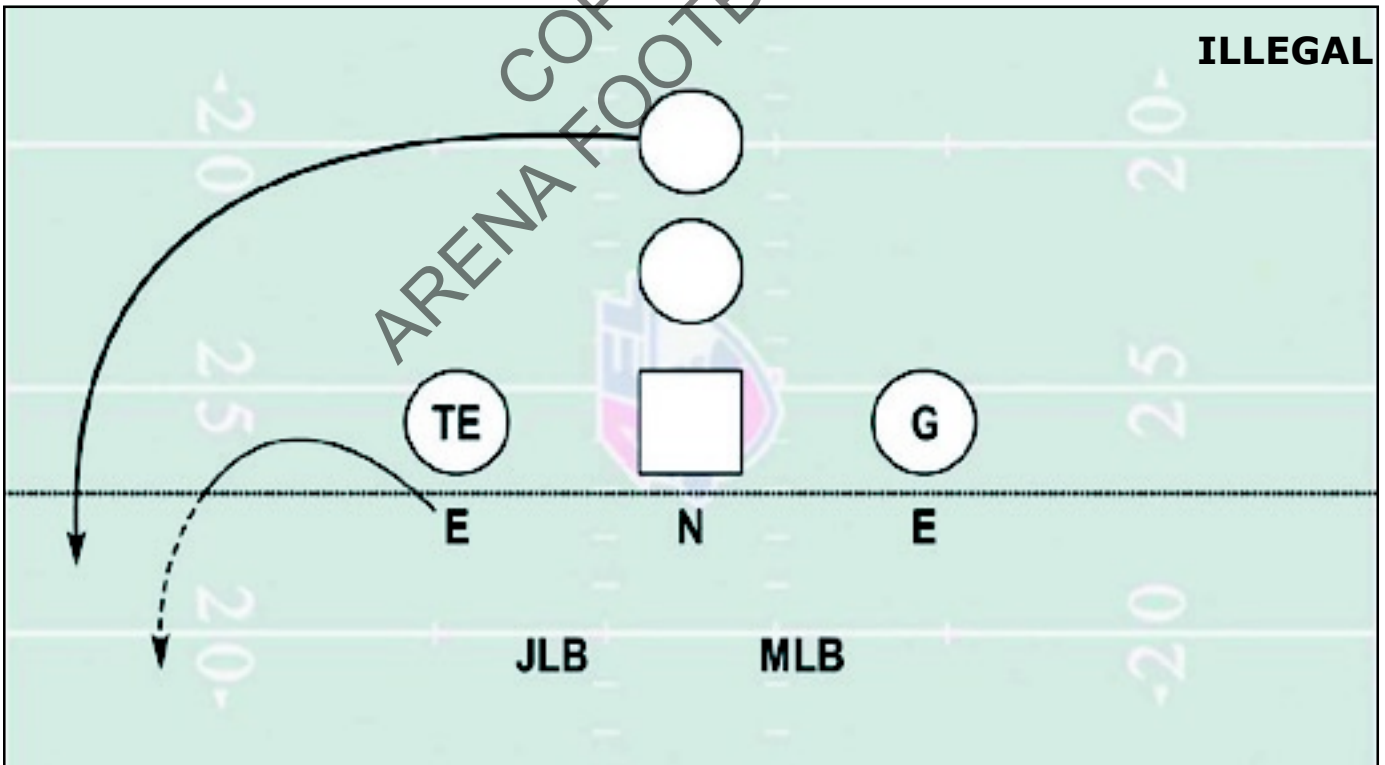
Example: Defensive End moves to the inside extreme legal alignment and the linebacker to his outside extreme legal alignment. Stacking would only occur if the LB is outside his allowed position, even though he may already be partially behind the lineman.



1. Wide Receiver in the box stationary at the snap - Illegal - Illegal Formation.
2. Wide Receiver in the box in continual motion at the snap - Legal.
3. Any motion man may not go through the "A" gap unless he is in possession of the ball.



If the fullback comes out the Defensive End may go with him, but may not cover him past the Line of Scrimmage - (Downfield).





1. TOUCHDOWN, FIELD GOAL or SUCCESSFUL TRY  
Both arms extended above head.



2. SAFETY  
Palms together above head.



3. FIRST DOWN  
Arm pointed toward defensive team's goal.



4. CROWD NOISE, DEAD BALL, BALLOUT OF BOUNDS or NEUTRAL ZONE ESTABLISHED  
One arm above head with an open hand.



5. BALL ILLEGALLY TOUCHED, KICKED OR BATTED  
Fingertips tap both shoulders.



6. TIME OUT  
Hands crisscrossed above head.  
Same signal followed by hands tapping chest: Referee's Time Out.  
Same signal followed by hands parallel to the ground with closed hands: TV Time Out.



7. NO TIME OUT or TIME IN WITH WHISTLE  
Full arm circled to simulate moving clock.



8. FALSE START, ILLEGAL PROCEDURE, ILLEGAL SNAP, ILLEGAL FORMATION, ILLEGAL KICKOFF, KICK OUT OF BOUNDS or ILLEGAL PARTICIPATION  
Forearms rotated over and over in front of body.



9. PERSONAL FOUL  
One wrist striking the other above head. ROUGHING KICKER Same signal followed by swinging leg:: ROUGHING PASSER: Same signal followed by raised arm swinging forward: HANDS TO THE FACE. Same signal followed by raise hand to the face: MAJOR FACEMASK: Above signal followed by grasping facemask.



10. HOLDING  
Grasping one wrist, the fist clenched in front of chest.



11. ILLEGAL USE OF HANDS, ARMS or BODY ILLEGAL BLOCK IN THE BACK ABOVE THE WAIST  
Grasping one wrist, the hand open and facing forward, in front of chest.  
**2015 AFL RULEBOOK**



12. PENALTIES OFFSET, PENALTY REFUSED, INCOMPLETE PASS, PLAY OVER or MISSED GOAL Hands shifted in horizontal plane



13. PASS JUGGLED INBOUNDS AND CAUGHT OUT OF BOUNDS  
Hands up and down in front of chest (following incomplete pass signal).



14. INTERFERENCE WITH FORWARD PASS, KICK CATCH INTERFERENCE or KICK CATCH INTERFERENCE CONTACT  
Hands open and extended forward from shoulders with hands vertical.



15. INTENTIONAL GROUNDING OF A PASS  
Parallel arms waved in a diagonal plane across body. Followed by loss of down signal (23).



16. ILLEGAL FORWARD PASS  
One hand waved behind back followed by loss of down signal (23).



17. FACEMASK  
Grasping gesture with clenched fist in front of face.



18. ILLEGAL DEFENSE, TWIST BY DEFENSE, OUTSIDE RUSH BY DEFENSE or WRONG BLITZ BY LINEBACKER  
One hand waved above head.



19. INELIGIBLE RECEIVER  
DOWNFIELD  
One hand touching top of cap.



20. ILLEGAL CONTACT or  
RUNNING  
INTO KICKER / HOLDER  
One hand open swung extended  
forward.



21. OFFSIDES, ENCROACHING or  
NEUTRAL ZONE INFRACTION  
Hands on hips.



22. ILLEGAL MOTION AT SNAP  
Horizontal arc with one hand.



23. LOSS OF DOWN  
Both hands held behind head.



24. INTERLOCKING  
INTERFERENCE,  
PUSHING or ASSISTING RUNNING  
Pushing movement of hands to front  
with arms downward.





25. TOUCHING A FORWARD PASS OR SCRIMMAGE KICK  
Diagonal motion of one hand across another.



26. ILLEGAL CUT: Both hands strike front thigh  
BLOCKING BELOW THE WAIST: Open hands striking knees preceded by personal foul signal (9). CLIPPING: One hand striking back of calf preceded by personal foul signal (9).



27. ILLEGAL CRACKBACK  
Strike of an open hand against the mid thigh preceded by personal foul signal (9)



28. PLAYER DISQUALIFIED  
Ejection signal



29. TRIPPING  
Repeated action of one foot in back of the heel.



30. UNCATCHABLE FORWARD PASS  
Palm of one hand held parallel to ground above head and moved back and forth.



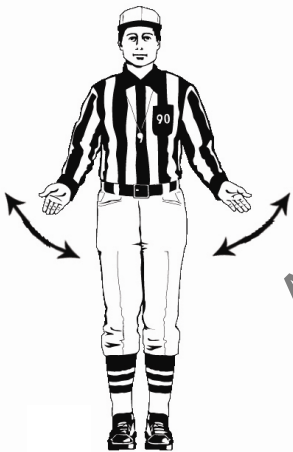
31. ILLEGAL SUBSTITUTION  
Palms of both hands placed flat on head.



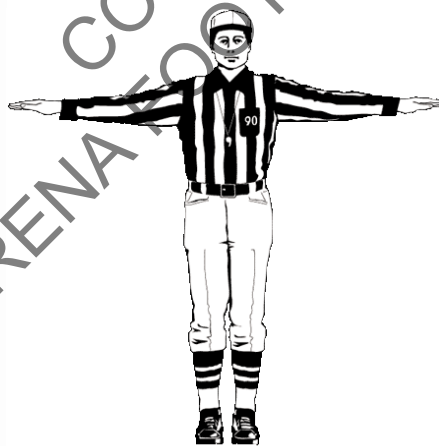
32. ILLEGAL SHIFT  
Both hands flat, thumbs inward, forearms lowered and raised at elbow.



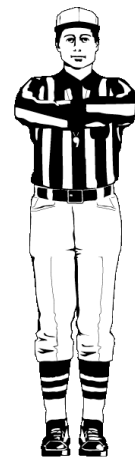
33. RESET 25/35 SECOND CLOCK  
One arm pumped vertically.



34. CHOP BLOCK  
Arms moving into waist.



35. Unsportsmanlike Conduct  
arms extended out to the side



36. Delay of Game

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**APPENDIX D  
SUMMATION OF PENALTIES**

**5-YARD PENALTIES:**

<b>FOUL</b>	<b>ENFORCEMENT SPOT</b>	<b>SIGNAL</b>
False Start	Basic	Illegal Procedure
Defensive Offside	Basic	Offside
Defensive Encroachment	Basic	Offside
Encroachment Linebacker (Second Zone)	Basic	Offside
Neutral Zone Infraction	Basic	Offside
Illegal Kick	Basic (Offense LOD) Defense (Auto 1st)	Illegal Kicking
Illegal Forward Pass <ul style="list-style-type: none"> <li>• Not from Scrimmage</li> <li>• Quarterback Beyond Line of Scrimmage</li> </ul>	Spot of Pass Spot of Pass	Illegal Pass Illegal Pass/LOD
False Start <ul style="list-style-type: none"> <li>• "T" Quarterback Hands Extended</li> <li>• Quarterback Head bob</li> </ul>	Succeeding	Illegal Procedure
Illegal Snap	Succeeding	Illegal Procedure
Delay (35/25 Sec. Violation)	Succeeding	Delay
Standup 3 Defensive Linesman	Previous	Illegal Formation
Quick Play Before Ref. Set <ul style="list-style-type: none"> <li>• After Warning</li> </ul>	Succeeding	Delay
Excess Time Out	Succeeding	Delay
Illegal Address of Official By Non-Captain	Succeeding	Delay
5th Time-out for Injury	Succeeding	Delay
Illegal Eligibility	Succeeding	Illegal Procedure

**5-YARD PENALTIES CONTINUED:**

<b>FOUL</b>	<b>ENFORCEMENT SPOT</b>	<b>SIGNAL</b>
Failure to Report an Eligible Receiver	Previous	Illegal Procedure
<i>On a foul committed in the offending player's own End Zone, the placement of the ball for the subsequent play would be the offending team's 1-yard line. Exception: Intentional Grounding in the End Zone is a Safety. Second forward pass in the end zone is a safety.</i>		
Illegal Scrimmage Kick Formation by the Defense	Previous	Illegal Formation
Return of Player With Illegal Equipment	Previous	Illegal Procedure
Offside by R on Kickoff	Succeeding After KO	Offside
Illegal Motion	Previous	Illegal Motion
Illegal Formation	Previous	Illegal Procedure
More Than 8 Players	Basic	Illegal Procedure
Illegal Contact/Chuck	Basic (Auto 1st)	Illegal Contact
Running into Kicker/Holder	Previous	Run into K
Violation of 5-yard Kicking Belt	Basic	Interference
Non-Forcible Kick Catch Interference	Basic	Interference
Linebacker moving forward/lateral at snap	Previous	Illegal Formation
Shading	Previous	Illegal Formation
Blocking by K prior to the ball going 10 Yards on KO or before R Touches Ball	Succeeding spot after Kickoff	Illegal Use of Hands
Ineligible Beyond line of scrimmage Before Pass Thrown	Previous	Inelig. Rec. Downfield No loss of down
Return Kick	Spot	Illegal Kicking
Assisting Runner	Basic	Assisting Runner

**5-YARD PENALTIES CONTINUED:**

<b>FOUL</b>	<b>ENFORCEMENT SPOT</b>	<b>SIGNAL</b>
Illegal Shift	Previous spot	Illegal Shift
Illegal Bat	Basic (Def Auto, 1st ) (Offensive LOD)	Illegal Batting
Defensive End or Linebacker Lined-Up too Wide (Scrimmage)	Previous	Illegal Formation

**Illegal Defense**

**Previous (Auto 1st) Illegal Defense**

- Illegal Outside Rush
- Twisting by Defensive Line
- Defensive End Drifting Downfield
- Stacking by the Defense
- Line Backer out of the Box
- Illegal blitz by Linebacker

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**10-YARD PENALTIES:  
FOUL**

	<b>ENFORCEMENT SPOT</b>	<b>SIGNAL</b>
High Motion Man past line of scrimmage at the snap	Previous	Offside
Illegal Return of Injured Player	Previous	Unsportsmanly Conduct
Substitute Enters While Ball in Play Conduct	Previous	Unsportsmanly
Delay Start of 3rd Quarter	Succeeding After KO	Unsportsmanly Conduct
Crowd Noise-or Fans throwing objects on field	Succeeding	Unsportsmanly Conduct
Disconcerting	Succeeding	Unsportsmanly Conduct
Illegal Block	Basic/Defense (Auto 1st)	Illegal Block
Offside by K on KO	Succeeding after KO	Offside
Tripping	Basic (Auto 1st)	Personal Foul
Face Mask <ul style="list-style-type: none"> <li>• On Receiver Who Fumbles &amp; Loses possession (only on KO)</li> <li>• Twisting and Turning by defense</li> <li>• Offense</li> </ul>	Basic	Personal Foul
Defensive Pass Interference	Previous (Auto 1st)	DPI
Intentional Def. Pass Interference <ul style="list-style-type: none"> <li>• In B End Zone</li> <li>• Also Personal Foul</li> </ul>	Spot/Minimum 10 Yds (Auto 1st) B 1 Yd line or 1/2 way to Goal Ln Tack On	DPI DPI PF/DPI
OPI	Previous	OPI
Contact by Ineligible beyond line of scrimmage	Previous	OPI
Blocking Below Waist on Eligible Receiver	Basic (Auto 1st)	Illegal Block
Block Below Waist on Kicks and After COP Below Waist	Basic	PF/illegal Blocking
Striking/Kicking Opponent <ul style="list-style-type: none"> <li>• Also Missing</li> </ul>	Basic	PF
Roughing Kicker/Holder	Previous (Auto 1st)	PF/Rough

**10-YARD PENALTIES CONTINUED:**

<b>FOUL</b>	<b>ENFORCEMENT SPOT</b>	<b>SIGNAL</b>
Balance	Succeeding After KO	PF/Rough K
Roughing Passer	Previous (or Tack on Auto 1 <sup>st</sup> )	PF/Rough P
Piling On	Succeeding (Auto 1 <sup>st</sup> )	PF
<p><i>On a foul committed in the offending player's own End Zone, the placement of the ball for the subsequent play would be the offending team's 1-yard line. Exception: Intentional Grounding in the End Zone is a Safety</i></p>		
Unnecessary Roughness	Basic (Auto 1 <sup>st</sup> )	PF
Clipping	Previous/Basic	PF/Clipping
Illegal Crack back	Previous/Basic	PF/Crack back
Chop Block – Offensive	Previous/Basic	Personal Foul/Chop Block
Unsportsmanlike Conduct	Basic (Auto 1 <sup>st</sup> )	Unsportsmanlike Cond
Leverage	Previous (Auto 1 <sup>st</sup> )	Personal Foul if on Opponent
Hands on Official + Disq.	Succeeding	Unsportsmanlike Cond Disqualification
Illegal Umpire Pick	Previous/Basic	Unsportsmanlike Cond Disqualification after 3 <sup>rd</sup> Occurrence
Non-Player Foul	Succeeding	Unsportsmanlike Cond.
Palpably Unfair Act	Succeeding/Equitable	Unsportsmanlike Cond.
Forcible Kick Catch Interference	Spot	Interference
Illegal Entry to Field	Succeeding	Unsportsmanlike Cond.
Offensive Holding	Previous Basic	Holding
Defensive Holding	Previous Basic (Auto 1 <sup>st</sup> )	Holding
Sideline Control 3 <sup>rd</sup> and 4th Violation	Succeeding	Unsportsmanlike Cond.

**10-YARD PENALTIES CONTINUED:**

<b>FOUL</b>	<b>ENFORCEMENT SPOT</b>	<b>SIGNAL</b>
Helmet Removal	Succeeding	Unsportsmanlike Cond.
Illegal Block from Behind Above Waist	Basic	Illegal Use of Hands
Hands to the Face (offense)	Previous	PF
Hands to the Face (defense)	Previous (Auto 1st)	PF

\*All Unsportsmanlike Fouls by the Defense Require a First Down

**LOSS OF DOWN (LOD):**

<b>FOUL</b>	<b>ENFORCEMENT</b>	<b>PENALTY</b>
Illegal Pass		
Quarterback beyond line of scrimmage	Spot of pass	5 yards, LOD
Second Pass	Previous Spot (safety if in EZ)	LOD
If the Ball crosses line of scrimmage and returns	Previous Spot	LOD
A pass deliberately thrown out of bounds to conserve time	Previous Spot	5-yards, 10 second run off, LOD (Clock on Ready)
Intentional Grounding	Spot of pass (Safety if in End Zone)	LOD
Illegal Bat	Basic Spot	5 yards LOD
Illegal Kick	Basic Spot	5 yards, LOD
Pass intentionally touched/caught by ineligible beyond or behind line of scrimmage	Previous Spot	LOD