

2009-10 PROPOSED MAJOR CHANGES

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1-4-3-a Jersey Colors

Current Language:

Contrasting Colors

ARTICLE 3. a. Players of opposing teams shall wear jerseys of contrasting colors, and the visiting team shall wear white jerseys. White jerseys may be worn by the home team when the teams have agreed before the season. Players of a team shall wear jerseys of the same color and design.

Proposed Language:

ARTICLE 3. a. Players of opposing teams shall wear jerseys of contrasting colors, and the visiting team shall wear white jerseys. **The home team may wear white jerseys if the teams have agreed in writing before the season. In any event, one team must wear white jerseys.** Players of a team shall wear jerseys of the same color and design.

(Following par. c)

(Rule Change) NOTE: Violation of paragraphs a, b, or c will result in one charged team timeout per half.

1-4-3-d Glove Colors

Current Language:

d. If worn, gloves or hand pads must be gray in color. The recommended shades of gray are Pantone Cool Gray 8C, Cool Gray 9C, 423C and 430C.

Proposed Language:

d. If worn, gloves or hand pads must be gray in color **on the back, including the backs of the fingers. It is strongly recommended that the palms also be gray; however, black on the palms is acceptable.** The recommended shades of gray are Pantone Cool Gray 8C, Cool Gray 9C, 423C and 430C.

RATIONALE: Allows non-gray palms but confirms that the portion of the glove visible against the opponent's jersey must be gray.

2-3-6 (NEW) Definition of Blocking Zone

Proposed Language:

Blocking Zone

ARTICLE 6. a. The blocking zone is a rectangle centered on the middle lineman of

the offensive formation and extending five yards laterally and three yards longitudinally in each direction.

b. The blocking zone disintegrates when the ball is touched outside the zone or when it leaves the zone due to a fumble, backward pass or muff.

RATIONALE: Defines the area where players are allowed to clip (9-1-2-d) and block in the back (9-3-3-c). No change from the current rule.

2-15-10 (Rule Change) Scrimmage Kick Formation

Current Language:

Scrimmage Kick Formation

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

Proposed Language:

Scrimmage Kick Formation

ARTICLE 10. a. A scrimmage kick formation is one in which no player is in position to receive a hand-to-hand snap from between the snapper's legs **and at least one player is (i) seven or more yards behind the neutral zone in position to hold for a field-goal place kick, or (ii) 10 or more yards behind the neutral zone.**

RATIONALE: Defines the formation on the basis of player location without including the intent of the offense in the definition.

2-24-1 Proposal to eliminate the definition of Spearing

2-24-1 (NEW) Definition of Series and Possession Series

SECTION 24. Series and Possession Series

Series

ARTICLE 1. A series comprises four consecutive downs that each begin with a snap (Rule 5-1-1).

Possession Series

ARTICLE 2. A possession series is a team's continuous possession of the ball in an extra period (Rule 3-1-3). It may consist of one or more series.

RATIONALE: "Spearing" is a term no longer used in the rules. "Possession series" is introduced to eliminate the double use of the word "series" in the rules for extra periods.

2-25-9, 10, and 11 Spot Where Kick Ends; Basic Spot; Postscrimmage Kick Spot

Current Language:

Spot Where Kick Ends

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

Exceptions:

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

Basic Spot

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

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

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

Exceptions:

1. Defensive pass interference may be a spot foul.

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

Post scrimmage Kick Spot

ARTICLE 11. The postscrimmage kick spot, as related to certain Team B fouls, is the spot where the kick ends. Team B retains the ball after penalty enforcement. Penalties for Team B fouls are enforced either from the postscrimmage kick spot or, if the foul is behind the postscrimmage kick spot, from the spot of the foul.

Proposed Language:

Spot Where Kick Ends

ARTICLE 9. A scrimmage kick that crosses the neutral zone ends at the spot where it is caught or recovered or where the ball is declared dead.(Rule 2-15-1-c)

Basic Spot

ARTICLE 10. The basic spot is a benchmark for locating the enforcement spot for penalties governed by the Three-and-One Principle (Rules 2-33-1). Basic spots for the various categories of plays are stated in Rule 10-2-2-d.

Postscrimmage Kick Spot

ARTICLE 11. The postscrimmage kick spot serves as the basic spot when postscrimmage kick enforcement applies (Rule 10-2-3).

a. When the kick ends in the field of play, other than in the special cases given below, the postscrimmage kick spot is the spot where the kick ends.

b. When the kick ends in Team B's end zone, the postscrimmage kick spot is Team B's 20-yard line.

Special cases:

1. On an unsuccessful field goal attempt, if the ball is untouched by Team B after crossing the neutral zone and is declared dead beyond the neutral zone, the postscrimmage kick spot is:

- (a) the previous spot, if the previous spot is on or outside Team B's 20-yard line;
- (b) Team B's 20-yard line, if the previous spot is between Team B's 20-yard line and its goal line. (A.R. 10-2-2-XXV).

(Cont.)

2. When Rule 6-3-11 is in effect, the postscrimmage kick spot is Team B's 20-yard line.

RATIONALE: Limits Rule 2 to definitions. This change is accompanied by moving the content of Article 10 that relates to penalty enforcement to its proper location in Rule 10.

2-33 (NEW) Definition of Three-and-One Principle

Proposed Language:

SECTION 33. Three-and-One Principle

The Three-and-One Principle of penalty enforcement applies when the penalty statement for a foul does not specify the enforcement spot. Application of this principle is described in Rule 10-2-2-c.

RATIONALE: Returns this important principle of penalty enforcement to the rule book

2-34 (NEW) Definition of Pocket and Tackle Box

Proposed Language:

SECTION 34. Tackle Box

The tackle box is the rectangular area enclosed by the neutral zone, the outside edge of the frame of the normal tackle position on each side of the snapper, and Team A's end line.

RATIONALE: Defines the area used for limitations on the rules for intentional grounding and roughing the kicker.

3-2-3 (Rule Change) Extension of Periods

Current Language:

Extension of Periods

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

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

Proposed Language

Extension of Periods

ARTICLE 3. a. A period shall be extended for an untimed down (other than a try) if during a down in which time expires one or more of the following occurs (A.R. 3-2-3-I-VIII)

1. a penalty is accepted for a live-ball foul(s) not treated as a dead-ball foul.(Exception: Rule 10-2-2-g-1). **The period is *not* extended if the statement of penalty includes loss of down.**
 2. there are offsetting fouls.
 3. an official sounds his whistle inadvertently or otherwise incorrectly signals the ball dead.
- b. Additional untimed downs (other than a try) will be played until a down is free of the circumstances in statements 1, 2, and 3 of Rule 3-2-3 (immediately above).**

RATIONALE: Prevents the offense from gaining the unfair advantage of an additional play if they complete an illegal forward pass for a touchdown as time in a half expires. (See below at the change for Rule 8-2.)

3-2-4-c, 3-3-5-f (NEW) (Rule Change) Play clock set to 40 seconds for a Team B injury.

Proposed Language:

3-2-4-c-4:

c. 25-Second Clock

If the officials signal the game clock to be stopped for any of the following reasons, the referee shall signal [one open palm in an over-the-head pumping motion] that the clock should be set at 25 seconds:

4. Injury Timeout **for a Team A player only. The play clock is set to 40 seconds for an injury to a player of Team B.**

(Cont.)

3-3-5-f

f. Following a timeout for an injured Team B player, the play clock shall be set at 40 seconds.

RATIONALE: This codifies a change made via interpretation during the 2008 season. Team B could potentially “game” the clock rules if the play clock is set to 25 seconds for an injury to a Team B player with fewer than 409mseconds left in a half.

3-2-5, 3-2-6, 3-3-1, 3-3-2 Starting and Stopping the Clock

Current Language:

When Clock Starts

ARTICLE 5. When the ball is free-kicked, the game clock shall be started when the ball is legally touched in the field of play or crosses the goal line after being touched legally by Team B in its end zone and subsequently stopped when the ball is dead by rule. On a scrimmage down, the game clock shall be started when the ball is snapped legally or on prior signal by the referee. The game clock shall not run during a try, during an extension of a period or during an extra period (A.R. 3-2-5-I-IV).

- a. When the clock has been stopped for any of the following incidents, it will start on the signal by the referee [S2] (A.R. 7-3-2-I and A.R. 7-3-7-II):
 1. When Team A is awarded a first down either by penalty or as the result of the play (Exception: After a legal kick down).
 2. For a referee's timeout for an injured player or official, or when the runner's helmet comes completely off, or for an extended timeout for radio or television.
 3. At the referee's discretion (Rules 3-2-2-c and 3-4-3) (A.R. 3-3-2-II-IV).
 4. To complete a penalty (Exception: After a delay foul by Team A while in scrimmage-kick formation).
 5. For an inadvertent whistle (Exception: During a legal kick).
 6. For a head coach's conference or challenge.
 7. For a sideline warning.
 8. For an illegal pass to conserve time (A.R. 7-3-2-II-VIII).
 9. For a measurement.
 10. For a live ball in an official's possession.
 11. For a fumble out of bounds in advance of the spot of the fumble anytime during the game (Rule 3-2-5-a).
 12. When a ball carrier, a fumble or a backward pass goes out of bounds. (Exception: Within the last two minutes of each half the clock starts on the snap unless incidents 8 or 11 above occur.) (A.R. 3-2-5-V)
 13. When the referee interrupts the 40/25-second count.
- b. If the clock was stopped for incidents other than those in 1 through 13 above it shall be started on the snap.
- c. If incidents 1 through 13 occur in conjunction with any other situation that starts the clock on the snap, the clock will start on the snap.
- d. The clock stops at the end of a legal kick down and starts on the snap (Exception: When the next play is a free kick or a try.).
- e. When Team B is awarded a first down and will next snap the ball, the clock will be stopped and will start on the snap.

When Clock Stops

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

SECTION 3. Timeouts

How Charged

ARTICLE 1. a. The referee shall declare a timeout when he suspends play for any reason. Each timeout shall be charged to one of the teams or designated as a referee's timeout.

- b. When a team's timeouts are exhausted and it requests a timeout, the official should not acknowledge the request.
- c. During a timeout, players shall not practice with a ball on the field of play or the end zones (Exception: During the half-time intermission).

Timeout

ARTICLE 2. a. An official shall declare a referee's timeout:

1. When there is a touchdown, field goal, touchback or safety.
 2. When an injury timeout is allowed for one or more players or an official (A.R. 3-3-2-I and A.R. 3-3-5-I-V).
 3. When the clock is stopped to complete a penalty.
 4. When a live ball goes out of bounds or is declared out of bounds.
 5. When a forward pass becomes incomplete.
 6. When Team A or Team B is awarded a first down.
 7. When an inadvertent whistle is sounded.
 8. When there is a possible first-down measurement.
 9. When a delay is caused by both teams (A.R. 3-3-2-II and IV).
 10. When a charged timeout is granted (A.R. 3-3-4-I-IV).
 11. When there is a sideline infraction.
 12. When the ball becomes illegal.
 13. When the ball is in possession of an official.
 14. When there is a mandatory equipment (Rule 1-4-4) or an illegal equipment (Rule 1-4-5) violation.
 15. When a legal kick down ends.
 16. When a return kick is made.
 17. When a scrimmage kick is made beyond the neutral zone.
 18. When the 40/25-second count is interrupted by circumstances beyond the control of either team.
 19. When the ball carrier's helmet comes completely off.
- b. The referee only shall declare a timeout:
1. When a head coach's conference is requested.
 2. When an unfair-noise timeout is required (Rule 9-2-1-b-5).
 3. When a radio or television timeout is allowed.
 4. When a discretionary timeout is declared.

Proposed Language (Eliminates 3-2-5 and 3-2-6, and blends their content with 3-3-1, and 3-3-2):

SECTION 3. Timeouts: Starting and Stopping the Clock

Timeout

ARTICLE 1. a. An official shall signal timeout when the rules provide for stopping the clock or when a timeout is charged to a team or to the referee. Other officials should repeat timeout signals (A.R. 3-2-6-I). The referee may declare and charge himself with a discretionary timeout for any contingency not elsewhere covered by the rules (A.R. 3-3-3-I and II).

b. When a team's charged timeouts are exhausted and it requests a timeout, the official shall not acknowledge the request. (Rule 3-3-4)

c. Once the game begins, players shall not practice with a ball on the field of play or the end zones except during the half-time intermission.

Starting and Stopping the Clock

ARTICLE 2. a. When the ball is free-kicked, the game clock shall be started when the ball is legally touched in the field of play, or crosses the goal line after being touched legally by Team B in its end zone, and is subsequently stopped when the ball is dead by rule.

b. When a period begins with a scrimmage down, the game clock shall be started when the ball is legally snapped. On all other scrimmage downs, the game clock shall be started when the ball is legally snapped (Rule 3-3-2-d) or on a prior signal by the referee (Rule 3-3-2-e). The game clock shall not run during a try, during an extension of a period or during an extra period (A.R. 3-2-5-I-IV).

c. The game clock shall stop after a touchdown, field goal or safety. It shall be started again as in (a) above unless the down is replayed, in which case it shall be started when the ball is legally snapped.

d. *Starts on the Snap*

For each of the following, the game clock is stopped. If the next play begins with a snap, the game clock will start on the snap:

- 1. Touchback.**
- 2. With fewer than two minutes remaining in a half a ball carrier, fumble, or backward pass is ruled out of bounds. (Exception: Following a Team A forward fumble, the clock starts on the referee's signal.)**
- 3. Team B is awarded a first down and will next snap the ball.**
- 4. A forward pass is ruled incomplete.**
- 5. A team is granted a charged timeout (A.R. 3-3-4-I-IV).**
- 6. The ball becomes illegal.**
- 7. Violation of a rule for mandatory equipment (Rule 1-4-4) or illegal equipment (Rule 1-4-5).**
- 8. A legal kick down ends.**
- 9. A return kick is made.**
- 10. A scrimmage kick is made beyond the neutral zone.**

11. Team A commits a delay-of-game foul while in a scrimmage-kick formation.
12. A period ends.

e. Starts on the Referee's Signal

For each of the following reasons, the game clock is stopped. If the next play begins with a snap, the game clock will start on the referee's signal:

1. Team A is awarded a first down, either through play or by penalty.
 2. A Team A forward fumble goes out of bounds.
 3. Other than with fewer than two minutes remaining in a half, a Team A ball carrier, fumble, or backward pass is ruled out of bounds.
 4. To complete a penalty.
 5. An injury timeout is allowed for one or more players or an official (A.R. 3-3-2-I and A.R. 3-3-5-I-V).
 6. An inadvertent whistle is sounded.
 7. A possible first-down measurement.
 8. A delay is caused by both teams (A.R. 3-3-2-II and IV).
 9. A live ball comes into possession of an official.
 10. The ball carrier's helmet comes completely off.
 11. A head coach's conference or instant-replay challenge is requested.
 12. The referee grants a media timeout.
 13. The referee declares a discretionary timeout.
 14. The referee declares a timeout for unfair noise (Rule 9-2-1-b-6).
 15. An illegal pass is thrown to conserve time (A.R. 7-3-2-II-VIII)
 16. The referee interrupts the 40/25-second count.
- f. Whenever one or more incidents that cause the game to clock to be started on the referee's signal (Rule 3-3-2-e) occur in conjunction with any that cause it to be started on the snap (Rule 3-3-2-d), it shall be started on the snap.**

RATIONALE: Simplifies the various clock rules by economy of language and the removal of apparent exceptions.

6-3-1 (Rule Change) Scrimmage Kick Blocked

Current Language:

Behind the Neutral Zone

ARTICLE 1. a. A scrimmage kick that fails to cross the neutral zone continues in play. All players may catch or recover the ball behind the neutral zone and advance it (A.R. 6-3-1-I-III).

b. The blocking of a scrimmage kick by an opponent of the kicking team who is not more than three yards beyond the neutral zone is considered to have occurred within or behind that zone (Rule 2-10-5).

Proposed Language:

Behind the Neutral Zone

ARTICLE 1. a. A scrimmage kick that fails to cross the neutral zone continues in play. All players may catch or recover the ball behind the neutral zone and advance it (A.R. 6-3-1-I-III).

b. If a scrimmage kick is blocked within three yards beyond the neutral zone **and does not go beyond this three-yard limit, the kick is deemed to have not crossed the neutral zone** (Rule 2-10-5-b).

RATIONALE: Establishes consistency in the three-yard area allowed for blocking scrimmage kicks.

7-3-10 Ineligible Receiver Downfield

Current Language:

Ineligibles Downfield

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

Exceptions:

1. When, after the snap, a Team A ineligible receiver immediately charges and contacts an opponent at a point not more than one yard beyond the neutral zone and does not continue the contact more than three yards beyond the neutral zone.
2. When contact that has driven an opponent not more than three yards from the neutral zone is lost by a player who was ineligible at the snap, he must remain stationary at that spot until the pass is thrown.

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

Proposed Language:

Ineligibles Downfield

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

RATIONALE: Simplifies the current three-yard expansion of the neutral zone.

8-2 Definition of Touchdown

Current Language (8-2-1-b):

How Scored

ARTICLE 1. A touchdown shall be scored when:

- b. An eligible receiver catches a legal forward pass in the opponent's end zone (A.R. 5-1-3-I and II).

Proposed Language:

How Scored

ARTICLE 1. A touchdown shall be scored when:

- b. A **player** catches a **forward pass** in the opponent's end zone (A.R. 5-1-3-I and II).

RATIONALE: Under the current rule, there is by definition no result of the play when an ineligible receiver catches a forward pass, or a player catches an illegal forward pass, in the opponent's end zone. This change removes the "gap" in the rule.

9-1-4 Roughing the Kicker

Current Language (par. 5):

5. The kicker of a scrimmage kick loses protection as a kicker when he has had a reasonable time to regain his balance (A.R. 9-1-4-IV).

Proposed Language:

5. Protection of the kicker ends **(a)** when he has had a reasonable time to regain his balance(A.R. 9-1-4-IV); **or (b) when he carries the ball outside the tackle box (Rule 2-34) before kicking.**

RATIONALE: Addresses the issue of the rugby-style kicker who runs for many steps before kicking the ball. Under this change, he would not receive roughing-the-kicker protection if he is outside the tackle box when he kicks.

10-2 Penalty Enforcement

Current Language:

SECTION 2. Enforcement Procedures

Spots

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

Procedures

ARTICLE 2. The following procedures apply:

- a. Dead ball—The enforcement spot for a foul committed when the ball is dead is the succeeding spot (A.R. 10-2-2-XI, XV, XVII and XXVI).
- b. Snap—The enforcement spot for fouls occurring simultaneously with a snap is the previous spot. However, see Rule 6-3-13 (Rules 7-1-3-b and 7-1-4-b) (A.R. 10-2-2-I).
- c. Running plays—The basic spots for fouls that occur during running plays in the field of play or end zone are as follows (A.R. 10-2-2-V-VII and XXXIV):
 1. When the run ends beyond the neutral zone, the basic spot is the end of the related run (Exceptions: Penalties for offensive team facemask, illegal use of hands, holding, illegal block and personal fouls, behind the neutral zone, are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) (Rules 2-25-10-a and 2-30-4) (A.R. 10-2-2-XVI, XXVIII, XXIX, XXXI and XXXII).
 2. When the run ends behind the neutral zone before a change of team possession, the basic spot is the previous spot (Exceptions: Penalties for offensive team facemask, illegal use of hands, holding, illegal block and personal fouls, behind the neutral zone, are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) (Rules 2-25-10-b and 2-30-4) (A.R. 10-2-2-XXVII).
 3. When there is no neutral zone, the basic spot is the end of the related run (Exception: Rule 8-5-1, Exceptions) (Rules 2-25-10-c and 2-30-2, 3 and 4) (A.R. 10-2-2-X, XII and XXXVI).
- d. Pass plays—The basic spot for fouls during a legal forward pass play is the previous spot (Rules 2-25-10-d and 2-30-1).

Exceptions:

1. Team B pass interference spot fouls.
2. Roughing-the-passer enforcement on a completed forward pass from the end of the last run when that run ends beyond the neutral zone and there is no change of team possession during the down (A.R. 10-2-2-XXXIII and XXXV).
3. Illegal touching.
4. Enforce penalties for facemask, illegal use of hands, holding, illegal block and personal fouls, occurring behind the neutral zone by the offensive team from the previous spot (Exception: Safety if the foul occurs behind Team A's goal line).
- e. Kick plays—The basic spot for fouls that occur during a legal free or scrimmage kick play before possession is gained or regained or the ball is declared dead by rule is the previous spot (Rules 2-25-10-e and 2-30-2 and 3) (A.R. 6-1-2-V and VI, 8-7-

2-VII and A.R. 10-2-2-II, III, VIII, XIII, XIV and XIX-XXI).

Exceptions:

1. Interference with the opportunity to make a catch—spot foul (Rule 6-4-1).
 2. A block or foul after a valid or invalid signal for a fair catch by a Team B player who signaled for a fair catch during a free kick and had not touched the ball—spot foul (Rule 6-5-4).
 3. Postscrimmage kick enforcement: The postscrimmage kick spot is the spot where the kick ends when Team B fouls occur (Rule 2-25-11):
 - (a) During scrimmage kick plays other than a try or a successful field goal, and during extra periods.
 - (b) During a scrimmage kick play in which the ball crosses the neutral zone.
 - (c) Three yards or more beyond the neutral zone.
 - (d) Before the end of the kick (A.R. 10-2-2-IX, XXII and XXV).
 - (e) When Team A does not have possession of the ball when the down ends.
Team B fouls behind the postscrimmage kick spot are spot fouls.
 4. Penalties for offensive team facemask, illegal use of hands, holding, illegal block and personal fouls, occurring behind the neutral zone, are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line.
 5. Penalties for all fouls by the kicking team other than kick-catch interference (Rule 6-4) during a free kick play or a scrimmage kick play (except field goal attempts) may be enforced at the previous spot or at the spot where the subsequent dead ball belongs to Team B. (Rules 6-1-8 and 6-3-13)
- f. Behind the goal line:
1. The enforcement spot is the goal line for fouls by the opponent of the team in possession after a change of team possession (not on a try) in the field of play when the run ends behind the goal line (Exception: Rule 8-5-1, Exceptions).
 2. The basic enforcement spot is the 20-yard line for fouls that occur after a change of team possession (not on a try) in the end zone and the ball remains in the end zone where it is declared dead (A.R. 10-2-2-XXXVIII-XL).
 3. The enforcement spot is the goal line for fouls by the opponent of the team in possession after a change of team possession in the end zone (not on a try) when the run ends behind the goal line and any subsequent loose ball is recovered in the field of play (A.R. 10-2-2-XLI).
- g. Fouls during or after a touchdown, field goal or try:
1. Fouls by the nonscoring team during a down that ends in a touchdown.
 - a. Penalties for personal fouls are enforced on the try or the succeeding kickoff, at the option of the scoring team. If there is no kickoff the accepted penalty is enforced on the try.
 - b. Penalties for all other fouls are not enforced on the try or the succeeding kickoff. Such penalties are declined by rule unless enforcement is made possible by illegal touching of a kick during the down. (A.R. 6-3-2-V and VII)
 2. Penalties for defensive pass interference fouls on a try from the three-yard line are enforced one-half the distance to the goal line or, if the try is successful, the penalty is declined.

3. When a foul(s) occurs after a touchdown and before the ball is ready for play on the try or there was a live-ball foul treated as a dead-ball foul on the touchdown play, enforcement is on the try or the succeeding kickoff, at the option of the offended team (A.R. 3-2-3-VI).
 4. Penalties for live-ball fouls during field goal plays are administered by rule. To accept points on a successful field goal, Team A must decline penalties for Team B live-ball fouls. By accepting the penalty for a Team B live-ball foul, Team A elects to cancel the score and have the penalty enforced at the previous spot. Penalties for live-ball fouls treated as dead-ball fouls and those for dead-ball fouls after a field goal down are enforced at the succeeding spot (A.R. 10-2-2-XXIV).
 5. Penalties for fouls during and after a try down are administered under Rules 8-3-3, 8-3-4 and 8-3-5 (A.R. 3-2-3-VII-VIII).
- h. Distance penalties for fouls by either team may not extend a team's free kick restraining line behind its five-yard line. Penalties that would otherwise place the restraining line behind a team's five-yard line are enforced from the next succeeding spot.

Proposed Language:

SECTION 2. Enforcement Procedures

Enforcement Spots

ARTICLE 1. a. For many fouls, the enforcement spot is specified in the statement of the penalty. When the enforcement spot is *not* specified in the statement of the penalty, the enforcement spot is determined by the Three-and-One Principle (Rules 2-33-1 and 10-2-2-c)

b. Possible enforcement spots are: the previous spot, the spot of the foul, the succeeding spot, the spot where the run ends, and – for scrimmage kicks only—the postscrimmage kick spot.

Determining The Enforcement Spot

ARTICLE 2.

a. *Dead-ball Fouls*

The enforcement spot for a foul committed when the ball is dead is the succeeding spot (A.R. 10-2-2-XI, XV, XVII and XXVI).

b. *Fouls by offensive team behind the neutral zone*

For the following fouls committed by the offensive team behind the neutral zone, the penalty is enforced at the previous spot: illegal use of hands, holding, illegal block and personal fouls.

c. The Three-and-One Principle (Rule 2-33-1) is as follows:

1. When the team in possession commits a foul *behind* the basic spot, the penalty is enforced at the spot of the foul.

2. When the team in possession commits a foul *beyond* the basic spot, the penalty is enforced at the basic spot.

3. When the team not in possession commits a foul *either behind or beyond* the basic spot, the penalty is enforced at the basic spot.

- d. The following are basic spots for the various categories of plays:
1. *Running plays*
 - a. *previous spot*, when the related run ends behind the neutral zone.
 - b. *end of the related run*, when the related run ends beyond the neutral zone.
 - c. *end of the related run*, on running plays that have no neutral zone.
 2. *Running plays when the run ends in the end zone following change of team possession (not on a try)*
 - a. *20-yard line*, when a foul occurs after a change of team possession in the end zone and the result of the play is a touchback.
 - b. *goal line*, when a foul occurs after a change of team possession in the field of play and the related run ends in the end zone. (Exception: Rule 8-5-1-Exceptions.)
 - c. *goal line*, when a foul occurs after a change of team possession in the end zone, the related run ends in the end zone, and the result of the play is not a touchback.
 3. *Pass plays*
previous spot, on legal forward pass plays.
 4. *Kick plays*
 - a. *previous spot*, on legal kick plays unless the foul is governed by postscrimmage kick rules.
 - b. *postscrimmage kick spot*, if the foul is governed by postscrimmage kick rules.

Postscrimmage Kick Enforcement

- ARTICLE 3.** During a scrimmage kick play, postscrimmage kick enforcement applies *only* to fouls by Team B and *only* under the following conditions:
- a. the kick is not during a try, a successful field goal, or in an extra period.
 - b. the ball crosses the neutral zone.
 - c. the foul occurs three or more yards beyond the neutral zone.
 - d. the foul occurs before the end of the kick (A.R. 10-2-2-IX, XXII and XXV).
 - e. Team A is not in legal possession of the ball when it is declared dead.

If these conditions are all met, the penalty is enforced according to the Three-And-One Principle with the postscrimmage kick spot as the basic spot.

Fouls By Team A During Kicks

- ARTICLE 4.** Penalties for all fouls by the kicking team other than kick-catch interference (Rule 6-4) during a free kick play or a scrimmage kick play (except field goal attempts) are enforced either at the previous spot or at the spot where the subsequent dead ball belongs to Team B, at the option of Team B. (Rules 6-1-8 and 6-3-13)

Fouls During Or After A Touchdown, Field Goal Or Try:

ARTICLE 5. a. Fouls by the nonscoring team during a down that ends in a touchdown.

- 1. Penalties for personal fouls are enforced on the try or the succeeding kickoff, at the option of the scoring team. If there is no kickoff the accepted penalty is enforced on the try.**
 - 2. Penalties for all other fouls are not enforced on the try or the succeeding kickoff. Such penalties are declined by rule unless enforcement is made possible by illegal touching of a kick during the down. (A.R. 6-3-2-V and VII)**
- b. Penalties for defensive pass interference fouls on a try from the three-yard line are enforced one-half the distance to the goal line. If the try is successful, the penalty is declined by rule.**
- c. When a foul(s) occurs after a touchdown and before the ball is ready for play on the try or there was a live-ball foul treated as a dead-ball foul on the touchdown play, enforcement is on the try or the succeeding kickoff, at the option of the offended team (A.R. 3-2-3-VI).**
- d. Penalties for live-ball fouls during field goal plays are administered by rule. To accept points on a successful field goal, Team A must decline penalties for Team B live-ball fouls. By accepting the penalty for a Team B live-ball foul, Team A elects to cancel the score and have the penalty enforced at the previous spot. Penalties for live-ball fouls treated as dead-ball fouls and those for dead-ball fouls after a field goal down are enforced at the succeeding spot (A.R. 10-2-2-XXIV).**
- e. Penalties for fouls during and after a try down are administered under Rules 8-3-3, 8-3-4, 8-3-5 and 10-2-5-b (A.R. 3-2-3-VII-VIII).**
- f. Distance penalties for fouls by either team may not extend a team's free kick restraining line behind its five-yard line. Penalties that would otherwise place the restraining line behind a team's five-yard line are enforced from the next succeeding spot.**

RATIONALE: Simplifies the application of the Three-and-One Principle to penalty enforcement. This change also moves key elements of penalty enforcement from Rule 2 (Definitions) into Rule 10.

12-1 and 12-3 Instant Replay

Current Language:

SECTION 1. Definition

Definition

ARTICLE 1. Instant replay is a system utilizing electronic means to review and assist game officials with certain on-field decisions as listed in Section 3.

SECTION 3. Reviewable Plays

Side Line, Goal Line, End Line

ARTICLE 1. Reviewable plays governed by a side line, goal line or an end line include:

- a. Scoring plays, including a runner in possession of a live ball breaking the plane of a goal line. This includes field goal attempts only if the ball is ruled (a) below or above the crossbar or (b) inside or outside the uprights when it is lower than the top of the uprights. If the ball is higher than the top of the uprights, the play may not be reviewed.
- b. A pass ruled complete, incomplete or intercepted at a side line, goal line or an end line.
- c. A runner or pass receiver ruled in or out of bounds. If a runner is ruled out of bounds, the play is not reviewable.
- d. Recovery of a loose ball in or out of bounds in the field of play or an end zone.
- e. A loose ball touching a side line, goal line or an end line.

Passes

ARTICLE 2. Reviewable plays involving passes include:

- a. A pass ruled complete, incomplete or intercepted anywhere in the field of play or an end zone.
- b. A legal forward pass touched by an originally ineligible receiver.
- c. A legal forward pass touched by a defensive player.
- d. A fumble ruled on the part of a potential passer. (Note: If the on-field ruling is forward pass and the pass is incomplete, the play is not reviewable.)
- e. A forward pass or forward handing ruled when a runner is beyond the line of scrimmage.
- f. A forward pass or forward handing ruled after a change of possession.
- g. A pass ruled forward or backward when thrown from behind the line of scrimmage. (Note: If the pass is ruled forward and is incomplete, the play is not reviewable.)

Miscellaneous

ARTICLE 3. Miscellaneous reviewable plays include:

- a. A runner judged not to have been down by rule.
- b. A ball carrier judged to have been down by rule when the recovery of a fumble by an opponent or teammate occurs in the immediate action following the fumble and is prior to any official signaling that the ball is dead.

Note 1: If the ball carrier is judged down by rule and the replay official does not have indisputable video evidence as to which player recovers the fumble, the ruling of down-by-rule stands.

Note 2: If the ruling of down-by-rule is reversed, the ball belongs to the recovering player at the spot of the recovery and any advance is nullified.

c. A ball carrier judged to have been out of bounds when his immediate action takes him into the opponent's end zone and is prior to any official signaling that the ball is dead.

d. A runner's forward progress with respect to a first down.

e. Touching of any type kick by any player.

f. The number of players participating by either team during a live ball.

g. A scrimmage kicker beyond the line of scrimmage when the ball is kicked.

h. Clock adjustment when a ruling on the field is reversed.

The Replay Official may correct an egregious game-clock error.

i. A fumble recovery by a Team A player during fourth down or a try and before any change of possession.

j. A kick that is advanced by the kicking team after a muff or fumble by the receiving team.

k. Correcting the number of a down. (Note: The correction may be made at any time within that series of downs or before the ball is legally put in play after that series.)

l. Any person who is not a player interfering with live-ball action occurring in the field of play (Rules 9-1-5 and 9-2-3-c).

Limitations on Reviewable Plays

ARTICLE 4. No other plays or officiating decisions are reviewable. However, the replay official may correct egregious errors. This excludes fouls that are not specifically reviewable (Reviewable fouls: Rules 12-3-2-e and f and 12-3-3-f and g).

Proposed Language:

SECTION 1. Purpose and Philosophy

Purpose

ARTICLE 1. Instant replay is a process whereby video review is used to confirm, reverse or let stand certain on-field decisions (Rule 12-3) made by game officials.

Philosophy

ARTICLE 2. The instant replay process operates under the fundamental assumption that the ruling on the field is correct. The instant replay official may reverse a ruling if and only if the video evidence convinces him beyond all doubt that the ruling was incorrect. Without such indisputable video evidence, the instant replay official must allow the ruling to stand.

SECTION 3. Reviewable Plays

Scoring Plays

ARTICLE 1. Reviewable plays involving a potential score include:

- a. Live ball breaking the plane of a goal line while in a ball carrier's possession.
- b. Live ball ruled dead in possession of a runner when in the immediate continuing action the ball breaks the plane of the opponent's goal line.
- c. Field goal attempts if and only if the ball is ruled (a) below or above the crossbar or (b) inside or outside the uprights when it is lower than the top of the uprights. If the ball is higher than the top of the uprights as it crosses the end line, the play may not be reviewed.

Passes

ARTICLE 2. Reviewable plays involving passes include:

- a. Pass ruled complete, incomplete or intercepted anywhere in the field of play or an end zone.
- b. Forward pass touched by a player or an official.
- c. Forward pass or forward handing when a ball carrier is or has been beyond the neutral zone.
- d. A forward pass or forward handing after a change of team possession.
- e. Pass ruled forward or backward when thrown from behind the neutral zone.
(Note: If the pass is ruled forward and is incomplete, the play is not reviewable.)

Dead Ball and Loose Ball

ARTICLE 3. Reviewable plays involving potential dead balls and loose balls include:

- a. Loose ball by a potential passer ruled a fumble (Note: If the ruling is forward pass and the pass is incomplete, the play is not reviewable.)
- b. Live ball not ruled dead in possession of a runner.
- c. Live ball ruled dead in possession of a runner when the recovery of a loose ball occurs in the immediate continuing action following the loose ball and is prior to any dead-ball signal.
 - 1. If the ball is ruled dead and the replay official does not have indisputable video evidence as to which team recovers, the dead-ball ruling stands.
 - 2. If the replay official rules that the ball was not dead, it belongs to the recovering team at the spot of the recovery and any advance is nullified.
- d. Ball carrier's forward progress with respect to a first down.
- e. Catch or recovery of a fumble by a Team A player other than the fumbler before any change of possession during fourth down or a try.
- f. Ball carrier in or out of bounds. If a ball carrier is ruled out of bounds, the play is not reviewable, except as in Rules 12-3-1-b and 12-3-3-c.
- g. Catch or recovery of a loose ball by a player potentially touching a sideline or end line.
- h. A loose ball touching on or beyond a sideline, goal line, or end line, touching a pylon, or breaking the plane of a goal line.

Kicks

ARTICLE 4. Reviewable plays involving kicks include:

- a. Touching of a kick.**
- b. Player beyond the neutral zone when kicking the ball.**
- c. Kicking team player advancing a ball after a potential muffed kick/fumble by the receiving team.**
- d. Scrimmage kick crossing the neutral zone.**

Miscellaneous

ARTICLE 5.

- a. The number of players participating by either team during a live ball.**
- b. Clock adjustment when a ruling is reviewed.**
- c. Correcting the number of a down.**
 - 1. This includes the result of a penalty enforcement that includes an automatic first down or loss of down.**
 - 2. The correction may be made at any time within that series of downs or before the ball is legally put in play following that series.**
- d. Any person who is not a player interfering with live-ball action occurring in the field of play (Rules 9-1-5 and 9-2-3-c).**

Limitations on Reviewable Plays

ARTICLE 6. No other plays or officiating decisions are reviewable. However, the replay official may correct egregious errors, including those involving the game clock, whether or not a play is reviewable. This excludes fouls that are not specifically reviewable (Reviewable fouls: Rules 12-3-2-c and d and 12-3-5-a and 12-3-4-b).

RATIONALE: This represents a major re-organization of Rule 12 by classifying reviewable plays according to the type of play in question.