

2016 Playing Rules Proposals

1. By Competition Committee; Permanently moves the line of scrimmage for Try kicks to the defensive team's 15-yard line, and allows the defense to return any missed Try.
2. By Competition Committee; Permits the offensive and defensive play callers on the coaching staffs to use the coach-to-player communication system regardless of whether they are on the field or in the coaches' booth.
3. By Competition Committee; Makes all chop blocks illegal.
4. By Competition Committee; Disqualifies a player who is penalized twice in one game for certain types of unsportsmanlike conduct fouls.
5. By Competition Committee; Changes the spot of the next snap after a touchback resulting from a free kick to the 25-yard line.
6. By Baltimore; to amend Rule 5, Sections 3, Articles 1 and 2 (Changes in Position) to require players to wear jersey vests with numbers appropriate for their positions.
7. By Baltimore; to amend Rule 15, Section 2, Articles 1, 4, and 5 (Instant Replay) to provide each team with three challenges and expand reviewable plays.
8. By Buffalo; to amend Rule 15, Section 2, Articles 1, 4, and 5 (Instant Replay) to permit a coach to challenge any official's decision except scoring plays and turnovers.
9. By Carolina; to amend Rule 8, Section 2, Article 1 (Intentional Grounding) to expand the definition of intentional grounding.
10. By Kansas City; to amend Rule 14, Section 2, Article 1 (Half-distance Penalty) to add penalty yards to the distance needed to gain a First Down.
11. By Kansas City; to amend Rule 8, Section 1, Article 2 (Legal Forward Pass) to prohibit quarterbacks from falling to the ground, getting up, and throwing a forward pass.
12. By Minnesota; to amend Rule 15, Section 2, Article 1 (Coaches' Challenge) to eliminate the requirement that a team be successful on each of its first two Instant Replay challenges in order to be awarded a third challenge.
13. By Washington; to amend Rule 16, Section 1, Articles 1, 4, 6 and 7 (Overtime procedures) to eliminate overtime periods in preseason games.
14. By Washington; to amend Rule 15, Section 2, Article 4 (Reviewable Plays) to subject personal foul penalties to Instant Replay review.
15. By Washington; to amend Rule 15, Section 2, Article 1 (Coaches' Challenge) to eliminate the requirement that a team be successful on each of its first two Instant Replay challenges in order to be awarded a third challenge.

16. By Competition Committee; Expands the horse collar rule to include when a defender grabs the jersey at the name plate or above and pulls a runner toward the ground.
17. By Competition Committee; Makes it a foul for delay of game when a team attempts to call a timeout when it is not permitted to do so.
18. By Competition Committee; Eliminates the five-yard penalty for an eligible receiver illegally touching a forward pass after being out of bounds and re-establishing himself inbounds, and makes it a loss of down.
19. By Competition Committee; Eliminates multiple spots of enforcement for a double foul after a change of possession.

2016 PLAYING RULE PROPOSAL NO. 1

Amend Rule 11, Section 3, Articles 1 and 2 (Try, pg. 43) to read (new language underlined, deleted language struck through):

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

The Try begins when the Referee sounds the whistle for play to start. The team that scored the touchdown ~~spot of the snap~~ shall be put the ball in play:

- a) anywhere on or between the inbound lines, and
- b) ~~two~~ 15 yards from the defensive team's goal line for a Try Kick, or-
- c) two yards from the defensive team's goal line for a Try by pass or run.

Notes:

(1) A team's choice is not final and is subject to change following a team timeout or accepted penalty.

The addition of Note 1 under Rule 11, Section 3, Article 1 will cause all subsequent Notes to be re-numbered.

Article 2 Results of a Try. During a Try, the following shall apply:

- a) If a kick results in a field goal by the offense, one point is awarded. An artificial or manufactured tee shall not be permitted to assist in the execution of a Try Kick. (The conditions of 11-4-1 must be met.) ~~The ball is dead as soon as it becomes evident that the kick has failed.~~
- b) If a Try results in a touchdown by ~~the offense~~ either team, two points are awarded. ~~If a touchdown is not scored, the Try is over at the end of the play.~~
- e) ~~If the defense gains possession, the ball is dead immediately. The defensive team cannot score during a Try.~~
- c) ~~If there is no kick, and~~ the Try results in what would ordinarily be a safety against ~~the defense~~ either team, one point is awarded to the ~~offensive team~~ opponent.
- d) If any play results in a touchback, the Try is unsuccessful, and there shall be no replay.

Submitted by Competition Committee

Effect: Permanently moves the line of scrimmage for Try kicks to the defensive team's 15-yard line, and allows the defense to return any missed Try.

Reason: Makes the Try kick a more competitive play, and further incentivizes the offense to attempt a two-point Try.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2016 PLAYING RULE PROPOSAL NO. 2

Amend Rule 5, Section 3, Article 3 (Speakers in Helmets, pg. 19) (new language underlined, deleted language struck through):

ARTICLE 3. SPEAKERS IN HELMETS. The Coach-to-Player system allows a member of the coaching staff in the bench area or the coaches' booth to communicate to a designated offensive or defensive player with a speaker in his helmet. ~~Communication from the coaches' booth via the system is prohibited.~~ The communication begins once a game official has signaled a down to be over, and is cut off when the play clock reaches 15 seconds or the ball is snapped, whichever occurs first.

Submitted by Competition Committee

Effect: Permits the offensive and defensive play callers on the coaching staffs to use the coach-to-player communication system regardless of whether they are on the field or in the coaches' booth.

Reason: More efficient method of communicating plays.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2016 PLAYING RULE PROPOSAL NO. 3

Amend Rule 12, Section 2, Article 3 (Chop Block, pg. 49) to read (new language underlined, deleted language struck through):

ARTICLE 3. CHOP BLOCK. A Chop Block is a block by the offense in which one offensive player (designated as A1 for purposes of this rule) blocks a defensive player in the area of the thigh or lower while another offensive player (A2) engages that same defensive player above the waist.

~~(1) A Chop Block is a legal block in the following situations on Running Plays:~~

- ~~(a) Offensive players A1 and A2, who are initially aligned adjacent to each other on the line of scrimmage, may chop a defensive player.~~
- ~~(b) Offensive players A1 and A2, who are initially aligned more than one position away from each other on the line of scrimmage, may chop a defensive player when the flow of the play is toward the block.~~

~~(2) All other Chop Blocks are illegal, including in the following situations:~~

Forward pass plays and kicking plays:

- (a) A1 chops a defensive player while the defensive player is physically engaged above the waist by the blocking attempt of A2.
- (b) A2 physically engages a defensive player above the waist with a blocking attempt, and A1 chops the defensive player after the contact by A2 has been broken and while A2 is still confronting the defensive player.
- (c) A1 chops a defensive player while A2 confronts the defensive player in a pass-blocking posture but is not physically engaged with the defensive player (a “lure”).
- (d) A1 blocks a defensive player in the area of the thigh or lower, and A2, simultaneously or immediately after the block by A1, engages the defensive player high (“reverse chop”).

Notes:

~~(1) Each of the above circumstances, which describes a chop block foul on a forward pass play, also applies on a play in which an offensive player indicates an apparent attempt to pass block, but the play ultimately becomes a run.~~

~~(2) Each of the above circumstances, which describes a chop block foul on a kicking play, also applies on a play in which an offensive player indicates an apparent attempt to kick protect, but the play ultimately becomes a run.~~

Running Plays:

- (e) A1 is lined up in the backfield at the snap and subsequently chops a defensive player engaged above the waist by A2.
- (f) A1, an offensive lineman, chops a defensive player after the defensive player has been engaged by A2 (high or low), ~~and the initial alignment of A2 is more than one position away from A1. This rule applies only when the block occurs at a time when the flow of the play is clearly away from A1. Example: C and RT on NT on sweep to left.~~

Note: It is not a foul if the blocker's opponent initiates the contact above the waist, or if the blocker is trying to slip or escape from his opponent and any engagement with him is incidental.

Penalty: For an Illegal Chop Block: Loss of 15 yards.

Submitted by Competition Committee

Effect: Makes all chop blocks illegal.

Reason: Player safety.

	<u>VOTE</u>		<u>DISPOSITION</u>
For	_____	<input type="checkbox"/>	Adopted
Against	_____	<input type="checkbox"/>	Rejected
Abstain	_____	<input type="checkbox"/>	Tabled
Absent	_____	<input type="checkbox"/>	Withdrawn

2016 PLAYING RULE PROPOSAL NO. 4

Amend Rule 12 (Player Conduct, p. 47) to add a new Section 4 (new language underlined):

Section 4 Automatic Disqualification.

Article 1. Multiple Fouls. In addition to any penalty referenced elsewhere in the Official Playing Rules, a player will be automatically disqualified in the event that player is penalized twice in the same game for committing one of the unsportsmanlike conduct fouls listed below, or a combination of the fouls listed below:

- (a) Throwing a punch, or a forearm, or kicking at an opponent, even though no contact is made.
- (b) Using abusive, threatening, or insulting language or gestures to opponents, teammates, officials, or representatives of the League.
- (c) Using baiting or taunting acts or words that engender ill will between teams.

The player will be automatically disqualified regardless of whether the penalty is accepted or declined by the opponent. The fouls do not have to be judged by the official to be flagrant for the automatic disqualification to occur, and any foul that occurs during the pregame warm-up period will carry over into the game. Nothing in this section supersedes the Game Official's discretion to judge a foul to be flagrant and disqualify the player based on one occurrence.

The addition of a new Section 4 will cause the current Section 4 to become Section 5.

Submitted by Competition Committee

Effect: Disqualifies a player who is penalized twice in one game for certain types of unsportsmanlike conduct fouls.

Reason: Player safety and integrity of the game.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2016 PLAYING RULE PROPOSAL NO. 5

Amend Rule 11, Section 6, Article 3 (Touchback, pg. 46) to read (new language underlined):

ARTICLE 3. BALL NEXT IN PLAY. After a touchback, the team that has been awarded the touchback next snaps the ball at its 20-yard line from any point on or between the inbound lines, unless the touchback results from a free kick, in which case the ball shall be placed at the team's 25-yard line.

Submitted by Competition Committee

Effect: Changes the spot of the next snap after a touchback resulting from a free kick to the 25-yard line.

Reason: Player safety.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2016 PLAYING RULE PROPOSAL NO. 6

Amend Rule 5, Section 3, Articles 1 and 2 (Changes in Position, pg. 19) (new language underlined, deleted language struck through):

SECTION 3 CHANGES IN POSITION

ARTICLE 1. REPORTING CHANGE OF POSITION. An offensive player wearing the number of an ineligible pass receiver (50–79 and 90–99) is permitted to line up in the position of an eligible pass receiver (1–49 and 80–89), and an offensive player wearing the number of an eligible pass receiver is permitted to line up in the position of an ineligible pass receiver, provided that he immediately reports the change in his eligibility status to the Referee, who will inform the defensive team wears a jersey vest matching the team uniform, with an appropriate number for his eligible or ineligible status that has not already been assigned to another teammate. He must participate in such eligible or ineligible position as long as he is continuously in the game, but prior to each play he must again report his status to the Referee, who will inform the defensive team. The game clock shall not be stopped, and the ball shall not be put in play until the Referee takes his normal position. The requirement to wear jersey vests that are appropriate for a player's position does not apply to a scrimmage kick or Try kick, but any player wearing the number of an ineligible player who is lining up in the position of an eligible player must immediately report the change in his eligibility status to the Referee, who will inform the defensive team.

Alternate numbers for players must be provided to the Referee and a representative of the opponent at the pregame meeting that is conducted 90 minutes prior to kickoff.

Note: An offensive player wearing the number of an eligible pass receiver who reports as ineligible must line up within the normal five-player core formed by ineligible players. The player cannot be more than two players removed from the middle player of a seven-player line.

ARTICLE 2. RETURNING TO ORIGINAL POSITION. A player who has reported a change in his eligibility status to the Referee is permitted to return to a position indicated by the eligibility status of his number after:

- (a) a team time out;
- (b) the end of a quarter;
- (c) the two-minute warning;
- (d) a foul;
- (e) a replay challenge;
- (f) a touchdown;

- ~~(g) a completed kick from scrimmage;~~
- ~~(h) a change of possession; or~~
- ~~(i) if the player has been withdrawn for one legal snap. A player withdrawn for one legal snap may re-enter at a position indicated by the eligibility status of his number, unless he again reports to the Referee that he is assuming a position other than that designated by the eligibility status of his number.~~

Penalty: If a player fails to notify the Referee of a change in his status when required on scrimmage kicks and Try kicks; ~~or an offensive player with an eligible number reports as ineligible and lines up outside the tackle box~~: Loss of five yards for illegal substitution.

The elimination of Rule 5, Section 3, Article 2 will cause the subsequent items to be re-numbered.

Submitted by Baltimore

Effect: Requires players to wears jersey vests with numbers appropriate for their positions.

Reason: Simplifies procedure when players are changing offensive positions.

VOTE

DISPOSITION

For _____

Adopted

Against _____

Rejected

Abstain _____

Tabled

Absent _____

Withdrawn

2016 PLAYING RULE PROPOSAL NO. 7

Amend Rule 15, Section 2, Articles 1, 4, and 5 (Instant Replay, pgs. 63-64) (new language underlined, deleted language struck through):

SECTION 2 INSTANT REPLAY

The League will employ a system of Instant Replay Review to aid officiating as defined below. The following procedures will be used:

ARTICLE 1. COACHES' CHALLENGE. In each game, a team will be permitted ~~two~~ three challenges that will initiate Instant Replay reviews. The Head Coach will initiate a challenge by throwing a red flag onto the field of play before the next legal snap or kick. Each challenge will require the use of a team timeout. If a challenge is upheld, the timeout will be restored. ~~A challenge will only be restored if a team is successful on both of its challenges, in which case it shall be awarded a third challenge, but a~~ A fourth challenge will not be permitted.

Note 1: If there is a foul that delays the next snap, the team committing that foul will no longer be able to challenge the previous ruling. A team may challenge any reviewable play (see Article 4 below) except when the on-field ruling is a score for either team, an interception, a fumble or backward pass that is recovered by an opponent or goes out of bounds through an opponent's end zone, or a muffed scrimmage kick recovered by the kicking team. ~~A team is also prohibited from challenging any ruling after the two-minute warning of each half, and throughout any overtime period.~~

Note 2: A team that is out of timeouts or has used all of its available challenges may not attempt to initiate an additional challenge. If a team initiates a challenge when it is not permitted to do so, it will be charged a timeout.

Penalty: For initiating a challenge when a team has exhausted its timeouts: Loss of 15 yards.

ARTICLE 4. REVIEWABLE PLAYS. The Replay System will cover ~~the following~~ all play situations ~~only~~ except:

- (1) Offensive or Defensive Holding.
- (2) Offensive or Defensive Pass Interference.
- (3) Illegal Contact.
- (4) Illegal Use of Hands.
- (5) Whether a forward passer has been forcibly contacted.
- (6) Whether a defenseless receiver has been forcibly contacted.

(7) Whether a kicker has been forcibly contacted.

(8) Unsportsmanlike conduct.

~~(a) Plays involving possession, including:~~

~~(1) Whether a pass was complete, incomplete, intercepted in the field of play, at sideline, goal line, end zone, and end line~~

~~(2) Whether a loose ball was recovered in the field of play, at sideline, goal line, end zone, and end line~~

~~(3) Whether a player (passer) fumbled or threw a pass~~

~~(4) Whether a pass has been thrown forward or backward~~

~~(5) Whether there has been an illegal forward handoff~~

~~(6) Whether a runner fumbled or was down by contact~~

~~(b) Plays involving touching, including:~~

~~(1) Whether a forward pass has been touched by any player~~

~~(2) Whether a runner is down by defensive contact~~

~~(3) Whether a loose ball has been touched by a player~~

~~(4) Whether the ball has touched a pylon~~

~~(5) Whether a kick has been touched~~

~~(6) Whether a loose ball in play has struck a video board, guide wire, Skycam, or any other object~~

~~(c) Plays governed by the goal line, including:~~

~~(1) Scoring plays, including the ball breaking the plane of the goal line~~

~~(a) Whether a Field Goal or Try attempt has crossed below or above the crossbar, inside or outside the uprights when it is lower than the top of the uprights, or has touched anything~~

~~(2) Whether there has been a touchback, when the on-field ruling involves a runner's momentum~~

~~(d) Plays governed by the sidelines, including:~~

~~(1) Whether a runner/receiver is in or out of bounds~~

~~(2) Whether a loose ball touches a boundary line or anything on or outside such line~~

~~(e) Plays governed by the end lines, including:~~

~~(1) Whether a runner/receiver is in or out of bounds~~

~~(2) Whether a loose ball is in or out of bounds~~

~~(f) Plays governed by the line of scrimmage, including:~~

~~(1) Whether a forward pass has been thrown from beyond or behind the line of scrimmage~~

~~(2) Whether a forward pass has been thrown from behind the line of scrimmage after the ball has been beyond the line~~

~~(g) Other~~

~~(1) The position of the ball with respect to a first down~~

~~(2) Whether more than 11 players were on the field at the snap~~

Notes:

~~(1) If an on-field ruling of a dead ball (down by contact, out of bounds, or incomplete forward pass) is changed, the ball belongs to the recovering player at the spot of the recovery, and any advance is nullified. If the ball goes out~~

~~of bounds in an end zone, the result of the play will be either a touchback or a safety.~~

~~(2) If the on-field ruling is a dead ball, any recovery must occur in the continuing action following the loss of possession.~~

~~(3) If the Referee does not have indisputable visual evidence as to which player recovered the loose ball, or that the ball went out of bounds, the ruling on the field will stand.~~

~~(3) The game clock, in situations in which time is deemed to have expired during or after the last play of the first or second half, or of an overtime period in the preseason or regular season, or of an overtime half in the postseason. Time shall be put back on the game clock if there has been an error in the operation of the game clock. In the first half, time shall be restored only if the additional play will be a snap from scrimmage. In the second half, time shall be restored only if it is a one-score game (eight points or less), and the additional play will be a snap from scrimmage by the team that is behind in the score, or by either team if the score is tied.~~

Notes:

~~(1) A timing error is defined as having occurred only when the visual evidence demonstrates that more than one second should be put on the clock.~~

~~(2) A correction of a timing error for a team timeout may be made only if there is visual evidence of an official's signal.~~

ARTICLE 5. NON-REVIEWABLE PLAYS. Non-reviewable plays include, but are not limited to:

~~(a) Status of the play clock~~

~~(b) Proper down~~

~~(c) Penalty administration, including the spot of a foul~~

~~(d) Runner ruled down by defensive contact or out of bounds (not involving fumbles or the line to gain)~~

~~(e) The position of the ball not relating to first down or goal line~~

~~(f) Field goal or Try attempts that cross above either upright without touching anything~~

~~(g) Erroneous Whistle~~

~~(h) Quarterback "spike" to kill clock~~

Submitted by Baltimore

Effect: Provides each team with three challenges, and expands reviewable plays.

Reason: More extensive use of Instant Replay system.

<u>VOTE</u>		<u>DISPOSITION</u>	
For	_____	<input type="checkbox"/>	Adopted
Against	_____	<input type="checkbox"/>	Rejected
Abstain	_____	<input type="checkbox"/>	Tabled
Absent	_____	<input type="checkbox"/>	Withdrawn

2016 PLAYING RULE PROPOSAL NO. 8

Amend Rule 15, Section 2, Articles 1, 4, & 5 (Instant Replay, pgs. 63-64) to read (new language underlined, deleted language struck through):

Section 2 Instant Replay

The League will employ a system of Instant Replay Review to aid officiating as defined below. The following procedures will be used:

Article 1 Coaches' Challenge. In each game, a team will be permitted two challenges that will initiate Instant Replay reviews. The Head Coach will initiate a challenge by throwing a red flag onto the field of play before the next legal snap or kick. Each unsuccessful challenge will require result in the use loss of a team timeout. ~~If a challenge is upheld, the timeout will be restored.~~—A challenge will only be restored if a team is successful on both of its challenges, in which case it shall be awarded a third challenge, but a fourth challenge will not be permitted under any circumstances.

Notes:

(1) If there is a foul that delays the next snap, the team committing that foul will no longer be able to challenge the previous ruling. A team may challenge any reviewable play (~~see Article 4 below~~) except when the on-field ruling is a score for either team, an interception, a fumble or backward pass that is recovered by an opponent or goes out of bounds through an opponent's end zone, or a muffed scrimmage kick recovered by the kicking team. ~~A team is also prohibited from challenging any ruling after the two minute warning of each half, and throughout any overtime period.~~

(2) A team that is out of timeouts or has used all of its available challenges may not attempt to initiate an additional challenge. If a team initiates a challenge when it is not permitted to do so, it will be charged a timeout.

Penalty: For initiating a challenge when a team has exhausted its timeouts: Loss of 15 yards.

~~**ARTICLE 4. REVIEWABLE PLAYS.** The Replay System will cover the following play situations only:~~

- ~~(a) Plays involving possession, including:~~
 - ~~(1) Whether a pass was complete, incomplete, intercepted in the field of play, at sideline, goal line, end zone, and end line~~
 - ~~(2) Whether a loose ball was recovered in the field of play, at sideline, goal line, end zone, and end line~~
 - ~~(3) Whether a player (passer) fumbled or threw a pass~~
 - ~~(4) Whether a pass has been thrown forward or backward~~
 - ~~(5) Whether there has been an illegal forward handoff~~
 - ~~(6) Whether a runner fumbled or was down by contact~~
- ~~(b) Plays involving touching, including:~~
 - ~~(1) Whether a forward pass has been touched by any player~~
 - ~~(2) Whether a runner is down by defensive contact~~
 - ~~(3) Whether a loose ball has been touched by a player~~
 - ~~(4) Whether the ball has touched a pylon~~
 - ~~(5) Whether a kick has been touched~~
 - ~~(6) Whether a loose ball in play has struck a video board, guide wire, Skycam, or any other object~~
- ~~(c) Plays governed by the goal line, including:~~
 - ~~(1) Scoring plays, including the ball breaking the plane of the goal line~~
 - ~~(a) Whether a Field Goal or Try attempt has crossed below or above the crossbar, inside or outside the uprights when it is lower than the top of the uprights, or has touched anything~~
 - ~~(2) Whether there has been a touchback, when the on field ruling involves a runner's momentum~~
- ~~(d) Plays governed by the sidelines, including:~~
 - ~~(1) Whether a runner/receiver is in or out of bounds~~
 - ~~(2) Whether a loose ball touches a boundary line or anything on or outside such line~~
- ~~(e) Plays governed by the end lines, including:~~
 - ~~(1) Whether a runner/receiver is in or out of bounds~~
 - ~~(2) Whether a loose ball is in or out of bounds~~
- ~~(f) Plays governed by the line of scrimmage, including:~~
 - ~~(1) Whether a forward pass has been thrown from beyond or behind the line of scrimmage~~
 - ~~(2) Whether a forward pass has been thrown from behind the line of scrimmage after the ball has been beyond the line~~
- ~~(g) Other~~
 - ~~(1) The position of the ball with respect to a first down~~
 - ~~(2) Whether more than 11 players were on the field at the snap~~

Notes:

~~(1) If an on-field ruling of a dead ball (down by contact, out of bounds, or incomplete forward pass) is changed, the ball belongs to the recovering player at the spot of the recovery, and any advance is nullified. If the ball goes out of bounds in an end zone, the result of the play will be either a touchback or a safety.~~

~~(2) If the on-field ruling is a dead ball, any recovery must occur in the continuing action following the loss of possession.~~

~~(3) If the Referee does not have indisputable visual evidence as to which player recovered the loose ball, or that the ball went out of bounds, the ruling on the field will stand.~~

~~(3) The game clock, in situations in which time is deemed to have expired during or after the last play of the first or second half, or of an overtime period in the preseason or regular season, or of an overtime half in the postseason. Time shall be put back on the game clock if there has been an error in the operation of the game clock. In the first half, time shall be restored only if the additional play will be a snap from scrimmage. In the second half, time shall be restored only if it is a one-score game (eight points or less), and the additional play will be a snap from scrimmage by the team that is behind in the score, or by either team if the score is tied.~~

Notes:

~~(1) A timing error is defined as having occurred only when the visual evidence demonstrates that more than one second should be put on the clock.~~

~~(2) A correction of a timing error for a team timeout may be made only if there is visual evidence of an official's signal.~~

~~ARTICLE 5. NON-REVIEWABLE PLAYS.~~ Non-reviewable plays include, but are not limited to:

~~(a) Status of the play clock~~

~~(b) Proper down~~

~~(c) Penalty administration, including the spot of a foul~~

~~(d) Runner ruled down by defensive contact or out of bounds (not involving fumbles or the line to gain)~~

~~(e) The position of the ball not relating to first down or goal line~~

~~(f) Field goal or Try attempts that cross above either upright without touching anything~~

~~(g) Erroneous Whistle~~

~~(h) Quarterback "spike" to kill clock~~

Submitted by Buffalo

Effect: Permits a coach to challenge any officials' decision except scoring plays and turnovers.

Reason: More extensive use of Instant Replay system.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2016 PLAYING RULE PROPOSAL NO. 9

Amend Rule 8, Section 2, Article 1 (Intentional Grounding, pg. 32) (new language underlined, deleted language struck through):

SECTION 2 INTENTIONAL GROUNDING

ARTICLE 1 DEFINITION. It is a foul for intentional grounding if a passer, facing an imminent loss of yardage because of pressure from the defense, throws a forward pass without a realistic chance of completion. ~~A realistic chance of completion is defined as a pass that lands in the direction and the vicinity of an originally eligible receiver.~~ If a player intentionally throws a ball to the ground, it is intentional grounding, unless the receiver is surrounded by defenders on an attempted screen pass.

Submitted by Carolina

Effect: Expands definition of intentional grounding.

Reason: Current provision does not adequately prevent fouls.

VOTE

DISPOSITION

For _____

Adopted

Against _____

Rejected

Abstain _____

Tabled

Absent _____

Withdrawn

2016 PLAYING RULE PROPOSAL NO. 10

Amend Rule 14, Section 2, Article 1 (Half-Distance Penalty, pg. 58) (new language underlined, deleted language struck through):

SECTION 2 SPECIAL ENFORCEMENT FOR PENALTIES

ARTICLE 1. HALF-DISTANCE PENALTY. If the enforcement of a distance penalty would move the ball more than half the distance from the spot of enforcement to the offender's goal line, the penalty shall be half the distance from the spot of enforcement to its goal line. Exception: if the penalty is being enforced against the team that will next put the ball in play, any yardage of the distance penalty that is not enforced shall be added to the Line To Gain (Rule 3, Section 9, Article 3), provided, however, that if the total penalty yardage that would be assessed (had this half-the-distance rule not applied) is five or fewer yards, then no adjustment of the Line To Gain shall be made. This general rule supersedes any other general or specific enforcement of a distance penalty.

[Example 1: Offense commits holding penalty on 1st and 10 from its own 10-yard line on a running play that was stopped for no gain. An accepted penalty placed the ball at the offense's five-yard line, five yards is added to the Line to Gain, and the down and distance will be 1st and 20.

Example 2. K punts from the K40, and R1 commits a post-possession foul of holding at the R15-yard line. R2 catches the punt at the R10-yard line and runs the ball back to the R40. The spot of enforcement is R's 10-yard line. An accepted penalty places the ball at R's five-yard line, five yards is added to the Line to Gain, and the down and distance will be 1st and 20.]

Submitted by Kansas City

Effect: Penalty yards (on infractions against the offense or against teams gaining possession) lost due to "half the distance" penalties will be added on to the distance needed to gain a First Down.

Reason: Teams are incentivized to commit offensive or special teams' penalties deep in their own territory because the reward greatly outweighs the risk. Similar rules are already in place for situations where the Quarterback is standing in his own end zone (i.e., Intentional Grounding and Holding).

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2016 PLAYING RULE PROPOSAL NO. 11

Amend Rule 8, Section 1, Article 2 (Legal Forward Pass, pg. 30) (new language underlined, deleted language struck through):

ARTICLE 2. LEGAL FORWARD PASS. The offensive team may make one forward pass from behind the line during each down, provided no part of the passer's body other than his hands or feet has touched the ground while he has possessed the ball. If the ball, whether in player possession or loose, crosses the line of scrimmage, a forward pass is not permissible, regardless of whether the ball returns behind the line of scrimmage before the pass is thrown.

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

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

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

(b) A second forward pass thrown from behind the line of scrimmage.

(c) A forward pass thrown after the ball has crossed the line of scrimmage and has returned behind it.

(d) A forward pass thrown after there has been a change of possession.

(e) A forward pass thrown by a player whose body (other than his hands or feet) has touched the ground while he possessed the ball.

Submitted by Kansas City

Effect: Quarterbacks are prohibited from falling to the ground, getting up, and throwing a forward pass.

Reason: When defenders see a Quarterback lying on the ground, there is a natural instinct to "let up," particularly in light of recent player safety points of emphasis. The Quarterback is incentivized to "play dead" without officially giving himself up, which puts the defenders in a precarious position. Sometimes simply touching the player down isn't an option, as the defender needs to get to the Quarterback quickly.

That situation leads to player safety issues. If the Quarterback knows he can't throw a forward pass after being in that situation (i.e., on the ground while possessing the ball), then he can stay on the ground long enough to have the play be blown dead. If he chooses to get up, he can always run with it (or even lateral to another player who can pass the ball).

VOTE

DISPOSITION

For _____

Adopted

Against _____

Rejected

Abstain _____

Tabled

Absent _____

Withdrawn

2016 PLAYING RULE PROPOSAL NO. 12

Amend Rule 15, Section 2, Article 1 (Coaches' Challenge, pg. 63) to read (new language underlined, deleted language struck through):

Article 1 Coaches' Challenge. In each game, a team will be permitted two challenges that will initiate Instant Replay reviews. The Head Coach will initiate a challenge by throwing a red flag onto the field of play before the next legal snap or kick. Each challenge will require the use of a team timeout. If a challenge is upheld, the timeout will be restored. A challenge will ~~only~~ be restored if a team is successful on ~~both~~ one of its two challenges, in which case it shall be awarded a third challenge, but a fourth challenge will not be permitted under any circumstances.

Submitted by Minnesota

Effect: Eliminates the requirement that a team be successful on each of its first two Instant Reply challenges in order to be awarded a third challenge.

Reason: Permits the Instant Replay system to correct an officiating error.

VOTE

DISPOSITION

For _____

Adopted

Against _____

Rejected

Abstain _____

Tabled

Absent _____

Withdrawn

2016 PLAYING RULE PROPOSAL NO. 13

Amend Rule 16, Section 1, Articles 1, 4, 6, and 7 (Overtime Procedures, pgs. 65-66) (new language underlined, deleted language struck through):

Section 1 Overtime Procedures

ARTICLE 1. SCORE TIED. If the score is tied at the end of the regulation playing time of all ~~preseason~~, regular season and postseason NFL games, a system of modified sudden-death overtime shall be in effect, pursuant to the following. There shall not be any overtime period during any preseason game.

ARTICLE 4. OVERTIME IN ~~PRESEASON AND~~ REGULAR SEASON.

The following shall apply to overtime games in the ~~preseason and~~ regular season.

- (a) There shall be a maximum of one 15-minute period, even if the second team has not had an opportunity to possess the ball or if its initial possession has not ended. If the score is tied at the end of the period, the game shall result in a tie.
- (b) Each team shall be entitled to two timeouts, and if there is an excess timeout, the usual rules shall apply (4-5). The general provisions for the fourth quarter of a game, including timing, shall apply.

ARTICLE 6. DISQUALIFIED PLAYERS. Disqualified player(s) shall not re-enter during any extra period or periods in the ~~preseason, regular season, and~~ postseason.

ARTICLE 7. GENERAL AND SPECIFIC RULES APPLY. Except as provided for above, all other general and specific rules shall apply during any extra period or periods in the ~~preseason, regular season, and~~ postseason.

Submitted by Washington

Effect: Eliminates overtime period in preseason games.

Reason: Player safety.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2016 PLAYING RULE PROPOSAL NO. 14

Amend Rule 15, Section 2, Article 4 (Reviewable Plays, pgs. 63-64) to read (new language underlined, deleted language struck through):

ARTICLE 4. REVIEWABLE PLAYS. The Replay System will cover the following play situations only:

(g) Other

- (1) The position of the ball with respect to a first down
- (2) Whether more than 11 players were on the field at the snap

Notes:

- (1) *If an on-field ruling of a dead ball (down by contact, out of bounds, or incomplete forward pass) is changed, the ball belongs to the recovering player at the spot of the recovery, and any advance is nullified. If the ball goes out of bounds in an end zone, the result of the play will be either a touchback or a safety.*
- (2) *If the on-field ruling is a dead ball, any recovery must occur in the continuing action following the loss of possession.*
- (3) *If the Referee does not have indisputable visual evidence as to which player recovered the loose ball, or that the ball went out of bounds, the ruling on the field will stand.*

- (3) The game clock, in situations in which time is deemed to have expired during or after the last play of the first or second half, or of an overtime period in the preseason or regular season, or of an overtime half in the postseason. Time shall be put back on the game clock if there has been an error in the operation of the game clock. In the first half, time shall be restored only if the additional play will be a snap from scrimmage. In the second half, time shall be restored only if it is a one-score game (eight points or less), and the additional play will be a snap from scrimmage by the team that is behind in the score, or by either team if the score is tied.

Notes:

- (1) *A timing error is defined as having occurred only when the visual evidence demonstrates that more than one second should be put on the clock.*
- (2) *A correction of a timing error for a team timeout may be made only if there is visual evidence of an official's signal.*

(4) Any personal foul penalty (See 12-2-1 through 17).

Submitted by Washington

Effect: Subjects personal foul penalties to Instant Replay review.

Reason: Competitive fairness and integrity of the game.

	<u>VOTE</u>		<u>DISPOSITION</u>
For	_____	<input type="checkbox"/>	Adopted
Against	_____	<input type="checkbox"/>	Rejected
Abstain	_____	<input type="checkbox"/>	Tabled
Absent	_____	<input type="checkbox"/>	Withdrawn

The following is a summary of penalties which would be subject to Instant Replay review pursuant to 2016 Washington Playing Rule Proposal No. 2.

Personal Foul Penalties:

Clipping

Illegal crackback block

Illegal chop block

Illegal “peel back” block

Illegally blocking below the waist on kicks and changes of possession

Unnecessary roughness (by offense or defense)

Unnecessary contact with player in defenseless posture

Initiating contact with the crown of the helmet (by offense or defense)

Roughing the passer

Roughing the kicker

Running into the kicker

Roughing the holder

Striking, kicking, or kneeling opponents (by offense or defense)

Striking with forearms or elbows (by offense or defense)

Twisting, pulling, or turning the facemask (by offense or defense)

Horse-collar tackle

Illegal use of a helmet as a weapon (by offense or defense)

Illegal cut block

2016 PLAYING RULE PROPOSAL NO. 15

Amend Rule 15, Section 2, Article 1 (Coaches' Challenge, pg. 63) to read (new language underlined, deleted language struck through):

ARTICLE 1 COACHES' CHALLENGE. In each game, a team will be permitted ~~two~~three challenges that will initiate Instant Replay reviews. The Head Coach will initiate a challenge by throwing a red flag onto the field of play before the next legal snap or kick. Each challenge will require the use of a team timeout. If a challenge is upheld, the timeout will be restored. ~~A challenge will only be restored if a team is successful on both of its challenges, in which case it shall be awarded a third challenge, but a fourth challenge will not be permitted under any circumstances.~~

Submitted by Washington

Effect: Eliminates the requirement that a team be successful on each of its first two Instant Reply challenges in order to be awarded a third challenge.

Reason: Competitive fairness and integrity of the game.

<u>VOTE</u>		<u>DISPOSITION</u>	
For	_____	<input type="checkbox"/>	Adopted
Against	_____	<input type="checkbox"/>	Rejected
Abstain	_____	<input type="checkbox"/>	Tabled
Absent	_____	<input type="checkbox"/>	Withdrawn

2016 PLAYING RULE PROPOSAL NO. 16

Amend Rule 12, Section 2, Article 15 (Horse Collar, pg. 53) to read (new language underlined):

ARTICLE 15. HORSE-COLLAR TACKLE. No player shall grab the inside collar of the back or the side of the shoulder pads or jersey, or grab the jersey at the name plate or above, and pull the runner toward the ground. This does not apply to a runner who is in the tackle box or to a quarterback who is in the pocket.

Note: It is not necessary for a player to pull the runner completely to the ground in order for the act to be illegal. If his knees are buckled by the action, it is a foul, even if the runner is not pulled completely to the ground.

Penalty: For a Horse-Collar Tackle: Loss of 15 yards and an automatic first down.

Submitted by Competition Committee

Effect: Expands the horse collar rule to include when a defender grabs the jersey at the name plate or above and pulls a runner toward the ground.

Reason: Player safety.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2016 PLAYING RULE PROPOSAL NO. 17

Amend Rule 4, Section 5, Article 1 (Charged Team Timeouts, pg. 13), and Rule 4, Section 6, Article 5 (Other Delay of Game Fouls, pg. 15) to read (new language underlined, deleted language struck through):

Article 1. CHARGED TEAM TIMEOUTS. The Referee shall suspend play while the ball is dead and declare a charged team timeout upon the request for a timeout by the head coach or any player (not a substitute) to any official.

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

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

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

Penalty: When a team is granted a second timeout during the same dead-ball period, or a timeout after exhausting its three timeouts during a half: Loss of five yards.

Note: If an attempt is made to call a timeout in such situations, the officials shall not grant it, and play will continue. A penalty shall be enforced only if the timeout is erroneously granted. After enforcement, the game will continue as if the timeout was not granted.

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

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

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

(f) when a team timeout is erroneously granted. See 4-5-1-Note for enforcement.

Submitted by Competition Committee

Effect: Makes it a foul for delay of game when a team attempts to call a timeout when it is not permitted to do so.

Reason: Competitive fairness.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2016 PLAYING RULE PROPOSAL NO. 18

Amend Rule 8, Section 1, Article 8 (Illegal Touching of a Forward Pass, pg. 31) to read (new language underlined):

Article 1: Illegal Touching of a Forward Pass. It is a foul for illegal touching if a forward pass (legal or illegal) thrown from the behind the line of scrimmage:

(a) is first touched intentionally or is caught by an originally ineligible offensive player; or

Penalty: Loss of five yards at the previous spot.

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

Penalty: Loss of down at the previous spot.

Submitted by Competition Committee

Effect: Eliminates the five-yard penalty for an eligible receiver illegally touching a forward pass after being out of bounds and re-establishing himself inbounds, and makes it a loss of down.

Reason: Competitive fairness.

VOTE

DISPOSITION

For _____

Adopted

Against _____

Rejected

Abstain _____

Tabled

Absent _____

Withdrawn

2016 PLAYING RULE PROPOSAL NO. 19

Amend Rule 14, Section 5, Article 2 (Double Foul with a Change of Possession, pg. 76) to read (new language underlined, deleted language struck through):

Article 2: Double Foul with a Change of Possession. If there is a Double Foul during a down in which there is a change or changes of possession, including if one of the fouls is a post-possession foul by Team B during a scrimmage kick, the team last gaining possession will keep the ball after enforcement for its foul, provided it did not foul prior to last gaining possession (“clean hands”). If the team last in possession does not have “clean hands” when it establishes possession, the penalties offset, and the down is replayed at the previous spot.

Exceptions:

- (a) If Team A fouls during a kickoff, punt, safety kick, fair catch kick, or field goal attempt prior to the change of possession, Team B may elect to replay the down at the previous spot.
- (b) If a safety results from the enforcement of a foul by Team B, the down is replayed at the previous spot.
- ~~(c) If both teams foul after the last change of possession (Double Foul After Change of Possession), the team last in possession shall retain the ball at the spot of its foul or the dead ball spot, whichever is less beneficial for it. If its foul is a Dead Ball Foul, the ball is put in play at the dead ball spot. If the least beneficial spot is normally a touchback, the ball is placed on the 20-yard line. If it is normally a safety, the ball is placed on the one-yard line. On kicking plays, Team B shall also have the option in (a) above.~~
- (c) If both teams foul after the last change of possession (Double Foul After Change of Possession), the penalties are offset, and the team last in possession shall retain the ball at the spot where possession was gained.

If the spot where possession was gained is normally a touchback, the ball is placed on the 20-yard line. If it is normally a safety, the ball is placed on the one-yard line. On kicking plays, if Team A also fouls prior to the change of possession, Team B shall also have the option in (a) above.

Submitted by Competition Committee

Effect: Eliminates multiple spots of enforcement for a double foul after a change of possession.

Reason: Simplifies penalty enforcement.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2016 Bylaw Proposals

1. By Arizona; to amend Article XVII, Section 17.3 to increase the Active List to 48 players.
2. By Washington; to amend Article XVII, Section 17.3 to increase the number of Active List players for regular season games played on a day other than Sunday or Monday and for games played in another country.
3. By Washington; to amend Article XVII, Section 17.1 (F) to eliminate the cutdown to 75 players on the Active List.
4. By Washington; to amend Article XVII, Section 17.14 to permit a player who has suffered a concussion and has not been cleared for participation to be placed on the clubs' Exemption List and replayed by a player on the club's practice squad on a game-by-game basis until the player is cleared.
5. By Minnesota; to amend Article XVII, Section 17.16 (K) to shorten the period of time in which clubs are prohibited from resigning players with whom it has executed Injury Settlements.
6. By Buffalo; to amend Article XVIII, Section 18.7 (A) to allow teams playing a Monday night game the same minimum amount of time to make roster and salary adjustments as others teams that played the same weekend.
7. By Buffalo; to amend Article XVII, Section 17.16 (C) to expand the time period for a club to designate a player for return from Reserve/Injured.
8. By Competition Committee; Permits a non-FBS conference to hold a Pro Day for all the schools in its conference.
9. By Competition Committee; Requires clubs to terminate or request waivers for players who are placed on Reserve with minor injuries.
10. By Competition Committee; Permits coaches to review video displayed on League-issued tablets on the sidelines and in the coaches' booth.

2016 BYLAW PROPOSAL NO. 1

Amend Article XVII, Section 17.3 of the Constitution and Bylaws to reflect the following (new language underlined):

Active/ Inactive Lists

17.3 One hour and 30 minutes prior to kickoff, each club is required to establish its 48-player Active List for the game by notifying the Referee of the players on its Inactive List for that game.

[The remaining language of Section 17.3 is unchanged.]

Submitted by Arizona

Effect: Increases Active List to 48 players.

Reason: Player safety and competitive concerns resulting from game-day injuries.

VOTE

DISPOSITION

For _____

Adopted

Against _____

Rejected

Abstain _____

Tabled

Absent _____

Withdrawn

2016 BYLAW PROPOSAL NO. 2

Amend Article XVII, Section 17.3 of the Constitution and Bylaws to reflect the following (new language underlined):

Active/Inactive Lists

17.3 One hour and 30 minutes prior to kickoff, each club is required to establish its [45]*-player Active List (or 49-player Active List if applicable) for the game by notifying the Referee of the players on its Inactive List for that game. For any regular season game played on a day other than Sunday or Monday (excluding the opening weekend of the regular season) or any game played in a country other than the United States of America, the Active List of each participating club shall be increased from [45]* to 49 players per club.

*language in brackets has been superseded by the 2011 CBA.

[The remaining language of Section 17.3 is unchanged.]

Submitted by Washington

Effect: Increases number of Active List players for regular season games played on a day other than Sunday or Monday (excluding the opening weekend of the season) and for games played in another country.

Reason: Player safety.

VOTE

DISPOSITION

For _____

Adopted

Against _____

Rejected

Abstain _____

Tabled

Absent _____

Withdrawn

2016 BYLAW PROPOSAL NO. 3

Amend Article XVII, Section 17.1 (F) of the Constitution and Bylaws to read (new language underlined, deleted language struck through):

Cutdowns and Player Limits

17.1 (F) Subject to the provisions of Section 17.3 of this Article, clubs will be required to reduce their Active Lists to ~~75 players by 4:00 p.m., New York time, on the Tuesday after the third preseason weekend and to~~ 53 players by 6:00 p.m., New York time, on the Saturday of the fourth preseason weekend. (If there are no games scheduled on the Friday of the fourth preseason week, the roster reduction to 53 players will occur by 4:00 p.m., New York time, on that Saturday.) The claiming deadline for players on waivers at the final cutdown shall be 12 noon, New York time, on the following day (Sunday).

Submitted by Washington

Effect: Eliminates the mandatory cutdown to 75 Active List players.

Reason: Player development and player safety.

VOTE

DISPOSITION

For _____

Adopted

Against _____

Rejected

Abstain _____

Tabled

Absent _____

Withdrawn

2016 BYLAW PROPOSAL NO. 4

Amend Article XVII, Section 17.14 of the Constitution and Bylaws to read (new language underlined, deleted language struck through):

17.14 All players must be listed by the club on one of the following lists:

Active List
Reserve List
Exemption List

Exemption List

(A) (6) Any player who has suffered a concussion and as a result is designated “Out” on his club’s official Game Status Report submitted two days prior to his club’s next scheduled game may be placed on the club’s Exemption List. Such a player will be noted as “Exemption List (Concussion)” at the time the player is placed on the Exemption List.

A player who is designated as Exemption List (Concussion) shall be removed from the Exemption List at 4:00 p.m., New York time, on the day following the game, and shall revert to his club’s 53-player Active/Inactive List. A player designated as Exemption List (Concussion) may be replaced on the club’s 53-player Active/Inactive List only by a player on the club’s Practice Squad at the time the player is so designated. A player may be designated as Exemption List (Concussion) an unlimited number of times during the season, provided the player has not been cleared under the NFL Head, Neck, and Spine Committee’s Protocols Regarding Diagnosis and Management of Concussion.

Submitted by Washington

Effect: Permits a player who has suffered a concussion and who has not been cleared for participation to be placed on the club’s Exemption List and replaced by a player on the club’s Practice Squad on a game-by-game basis until the player is cleared.

Reason: Player safety. Integrity of the game.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2016 BYLAW PROPOSAL NO. 5

Amend Article XVII, Section 17.16 (K) of the Constitution and Bylaws to read (new language underlined, deleted language struck through):

17.16 (K) **Settlements.** Any financial settlement agreed to between a club and player concerning an injury shall cover a fixed period of time and shall be reported in detail to the League office. Such player then shall be carried on the club's Reserve/Injured list for the specified period covered by the settlement. Such listing must be for procedural purposes only, and the player must not practice with or be affiliated with the club in any way other than normal rehabilitation treatment. At the end of such specified period, the player must be placed on waivers.

Clubs also have the option of immediately requesting waivers on a player with whom they have negotiated a financial settlement. Any such waiver request shall carry the notation "Injury Settlement," and any such financial settlement must be reported in detail to the League office and must specify that the agreement does not obviate the League's waiver system. Players with whom a club has reached an injury settlement and for whom it has requested waivers (or terminated without waivers if the player had four or more pension-credited seasons) may not be reacquired by that club during the same season until a period of time has elapsed since the date of termination that is ~~six~~ three regular or postseason games longer than the number of regular season games represented by the settlement (a bye week counts as a game). The above procedure shall also be applicable to a player who has been placed on Reserve/Injured or for whom a club has requested waivers with the designation "injured," provided that no later than 4:00 p.m., New York time, on the fifth business day after the date that the player was placed on Reserve/Injured or that waivers were requested, whichever occurs first, the club (1) executes and files an Injury Settlement with the League office, and (2) requests waivers for the player with the designation "Injury Settlement" (or terminates him without waivers if the player has four or more pension-credited seasons). A player for whom waivers have been requested pursuant to an injury settlement is permitted to be claimed,

and any player terminated pursuant to an injury settlement is permitted to sign with any other club, subject to customary rules. Clubs are permitted to pay the settlement amount in weekly installments or in other arrangements acceptable to player and club, provided that any amounts paid to the player are received no later than the last game represented by the settlement. Upon termination, such players are free agents and shall have no further contact with the club, other than a tryout and/or physical examination, until the date that they have become eligible to be re-signed by the club. The tryout and/or physical examination must be conducted within 14 days of the date that such players are eligible to be re-signed.

For purposes of this rule, Saturdays, Sundays, and holidays shall not be included in the five business days, even if the Player Personnel department is open for business and/or a Personnel Notice is transmitted on that day.

Submitted by Minnesota

Effect: Shortens the period of time in which clubs are prohibited from re-signing players with whom it has executed Injury Settlements.

Reason: Provides clubs more roster opportunities.

<u>VOTE</u>		<u>DISPOSITION</u>	
For	_____	<input type="checkbox"/>	Adopted
Against	_____	<input type="checkbox"/>	Rejected
Abstain	_____	<input type="checkbox"/>	Tabled
Absent	_____	<input type="checkbox"/>	Withdrawn

2016 BYLAW PROPOSAL NO. 6

Amend Article XVIII, Section 18.7(A) of the Constitution and Bylaws to read (new language underlined, deleted language struck through):

Salary of Claimed Player

18.7 (A) Each player under contract to a club must be paid a full game salary by such club unless a request for waivers on such player is sent by such club and received by the League office prior to 4:00 p.m., New York time, on Tuesday prior to the first regular season game and/or before 4:00 p.m., New York time, on the Tuesday following the playing of a regular season game- on a Thursday, Friday, Saturday, or Sunday, or prior to 4:00 p.m., New York time, on the Wednesday following a Monday game. If any other club claims such player and such player is thereafter awarded to such claiming club, such claiming club shall assume the player contract and be responsible for the balance of the salary of such player as prescribed therein.

Submitted by Buffalo

Effect: Allows teams playing a Monday night game the same minimum amount of time to make roster and salary adjustments as other teams that played that same weekend.

Reason: A club is at a competitive disadvantage if it has to make roster adjustments in less than a 24-hour period of time, when its opponent has had at least an additional 24-hour period to make adjustments.

<u>VOTE</u>	<u>DISPOSITION</u>
For _____	<input type="checkbox"/> Adopted
Against _____	<input type="checkbox"/> Rejected
Abstain _____	<input type="checkbox"/> Tabled
Absent _____	<input type="checkbox"/> Withdrawn

2016 BYLAW PROPOSAL NO. 7

Amend Article XVII, Section 17.16(C) of the Constitution and Bylaws to read (new language underlined, deleted language struck through):

Reserve/Injured

17.16 The following rules govern Reserve/Injured:

- (C) **Designated Free Activation from Reserve Injured.** During each season a team will be permitted to return one player from the Reserve/Injured List to its 53-player Active/Inactive List. Such player must have suffered a major football-related injury (defined as an injury that renders the player physically unable to practice or play football for a period of at least six weeks [42 calendar days] from the date that the injury occurred) after reporting to training camp and must have been placed on Reserve/Injured after 4:00 p.m., New York time, on the day after the final roster reduction. A player who is eligible to return must be noted as “Designated for Return” at the time the player is placed on Reserve on the first day that he returns to practice.

A player ~~who has been designated for return~~ is ineligible to practice until six weeks have elapsed since the date he was placed on Reserve, and is not eligible to return to the Active/Inactive List until eight weeks have elapsed since the date he was placed on Reserve. The business day (prior to 4:00 p.m., New York time) that the player is placed on Reserve counts as the first day.

At any time after the conclusion of the sixth week that a player ~~designated for return~~ has been on Reserve/Injured, a club is permitted to return him to practice for a period not to exceed 21 calendar days, provided that the club has notified the Player Personnel department of the League office that the player has been Designated for Return, which information shall be promulgated to clubs on that day’s Personnel Notice. Provided that the player has been on Reserve/Injured for at least eight weeks from the date he was placed on Reserve, a club is permitted to return him to its Active/Inactive List at any time during the 21-day practice period, or prior to

4:00 p.m., New York time, on the day after the conclusion of the 21-day period. ~~Clubs are required to notify the League office on the first day of such 21-day practice period, which information shall be promulgated to clubs on that day's Personnel Notice.~~ No other player on Reserve/Injured shall be permitted to practice or to return to the club's 53-player Active/Inactive List.

If the player is not returned to the Active/Inactive List prior to 4:00 p.m., New York time, on the day after the conclusion of the 21-day period, he is not eligible to return to that club's Active/Inactive List for the remainder of the season and postseason. If the club elects to continue to carry the player on Reserve/Injured, the player shall not be permitted to practice or to participate in team or individual drills (contact or non-contact) during the remainder of the season, including postseason. Such players are limited to non-contact rehabilitative work under the supervision of the club's trainer or physician. Pads and helmets are prohibited during such rehabilitative work. Such players are permitted to attend team meetings, and may also attend practice sessions, provided they do not participate.

Submitted by Buffalo

Effect: Expands the time period for a club to designate a player for return from Reserve/Injured.

Reason: Enables clubs to make more informed decisions about a player's injury status prior to designation for return.

VOTE

DISPOSITION

For _____

Adopted

Against _____

Rejected

Abstain _____

Tabled

Absent _____

Withdrawn

2016 BYLAW PROPOSAL NO. 8

Amend Article XIV, Section 14.8 of the Constitution and Bylaws to read (new language underlined, deleted language struck through):

Contact With Draft-Eligibles

14.8 The following rules govern club contact with draft-eligible players:

(A) Clubs may time, conduct on-field tests, interview, and administer written tests to draft-eligible players only at the following sites and subject to the following conditions:

(1) League-approved workouts administered by scouting organizations of which NFL clubs are members. A maximum of one such workout per year (preferably in late January or early February) will be held at a central location over several consecutive days, provided, however, that the scheduling for such workouts will, where possible, make full use of weekend days to minimize the participants' mid-week absence from their campuses, and further provided that best efforts will be made to limit each individual player's participation in the workouts to a three-day period that will allow him to attend classes the first day, travel to the workout site that afternoon or evening, participate in a full day of timing and testing (and/or medical examination) on the second day, and travel home on the third day after a half-day of participation at the workouts.

Players who have been invited to the League-approved session shall not be timed or tested at their residence or college campus until after the completion of the League-approved session.

(2) The metropolitan area of the city in which the player's college is located. (NFL clubs located in such areas may use their own facilities for the timing and testing if they wish.)

(a) Where possible, all in-season visits to campuses by NFL club representatives (including employees of scouting organizations of which NFL clubs are members) will be by appointment with advance notice to each college's designated professional

football liaison. NFL representatives will adhere to the colleges' individual policies concerning open or closed practice sessions.

- (b) Each NFL club and each NFL scouting organization will designate one person authorized to discuss injury or rehabilitation information with a college trainer during the season. College trainers will be asked to fill out a physical-status form on each of his team's draft-eligible players in late summer and an updated form, if warranted, after the college season is completed. These forms, developed by the Professional Football Athletic Trainers Society and approved by the member clubs and scouting organizations, constitute the only demands that representatives of the NFL clubs or scouting organizations will make on college trainers each year.
 - (c) For off-season visits to campuses, NFL representatives must make every effort to work out draft-eligible players only on days of the week designated by the college involved. NFL representatives would continue to be allowed to attend professional football timing days scheduled in the spring by colleges for all players, including non-draft-eligibles.
 - (d) If an NFL club is conducting on-field tests for five or more draft-eligible players at a single site outside of its home city on any day, notification of such tests must be provided to the Player Personnel Department of the League office and posted on the NFL website no later than three business days prior to the date of the tests, and all NFL clubs will be permitted to attend such on-field testing. This prohibition does not apply to interviews, electronic testing, or psychological testing.
- (3) The campus of any college located in the same state as the player's college, provided that the player is attending a school in NCAA Football Championship Subdivision I-AA, Division II, or Division III, an NAIA school, or a junior college. In such cases, the player is permitted to be timed, tested, and interviewed only on a school's Pro Day, and only if he has received permission from a school's Pro Liaison.

(4) At a Pro Day organized by a non-Football Bowl Subdivision (FBS) conference for all of its affiliated schools. The Pro Day must occur on a weekend at the campus of one of the participating schools, and at a time that minimizes the participants' absence from school.

~~(4)~~ (5) The metropolitan area of the city in which the player lives. (NFL clubs located in such areas may use their own facilities for the timing and testing if they wish.) If a draft-eligible player establishes a residence in another city (e.g., lease on an apartment), NFL clubs will be permitted to send their scouts to such cities for purposes of timing and testing. If a draft-eligible player establishes a residence in another city and becomes part of a “camp,” involving other players, NFL clubs are prohibited from timing and testing such players at a “camp,” observing the sessions of the “camp,” or otherwise participating in it.

(a) If an NFL club is conducting on-field tests for five or more draft-eligible players at a single site outside of its home city on any day, notification of such tests must be provided to the Player Personnel Department of the League office and posted on the NFL website no later than three business days prior to the date of the tests, and all NFL clubs will be permitted to attend such on-field testing. This prohibition does not apply to interviews, electronic testing, or psychological testing.

~~(5)~~(6) College postseason all-star game practice sessions, provided that the players are participants in the all-star game. Players who are not participants are prohibited from such activities.

Submitted by Competition Committee

Effect: Permits a non-FBS conference to hold a Pro Day for all the schools in its conference.

Reason: Provides opportunity for more exposure for players who attend small schools.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2016 BYLAW PROPOSAL NO. 9

Amend Article XVII, Section 17.6 of the Constitution and Bylaws to read (new language underlined, deleted language struck through):

Roster Limit Limitations

17.6 (C) **Minor Injuries.** If a club places a player with a minor injury (defined as an injury that renders a player physically unable to play football for any period less than six weeks (42 calendar days) from the date of injury) onto Reserve/Injured, Reserve/Physically Unable to Perform, or Reserve/Non-Football Injury or Illness, such player must be placed on no-recall waivers (or terminated if he had four pension-credited seasons at the conclusion of the previous season) as soon as, in the judgment of the club, he is physically able to play football. Such players may not be reacquired by the club for the remainder of the season, including the postseason. This definition of a minor injury shall be applicable throughout the remainder of the season, including postseason, even if less than six weeks remain in a club's season. If, despite the original classification of minor injury, the player's recovery time continues into the following year, the waiver request must be before the beginning of the club's offseason program.

[This requirement will also apply to any category for injured Practice Squad players.]

Amend Article XVII, Section 17.16 of the Constitution and Bylaws to read (deleted language struck through):

Reserve/Injured

17.16 The following rules govern Reserve/Injured:

~~(G) **Minor Injuries.** If a club places a player with a minor injury onto Reserve/Injured, such player must be placed on no-recall waivers (or terminated if he had four pension-credited seasons at the conclusion of the previous season) as soon as, in the judgment of the club, he is physically able to play football. Such players may not be reacquired by the club for the remainder of the season, including the postseason. This definition of a minor injury shall be applicable throughout the remainder of the season, including postseason, even if less than six weeks remain~~

~~in a club's season. If, despite the original classification of minor injury, the player's recovery time continues into the following year, the waiver request must be before April 15.~~

[17.16 (H) through (K) will be re-lettered accordingly.]

Submitted by Competition Committee

Effect: Requires clubs to terminate or request waivers for players who are placed on Reserve with minor injuries.

Reason: Prevents the abuse of Reserve List categories.

VOTE

DISPOSITION

For _____

Adopted

Against _____

Rejected

Abstain _____

Tabled

Absent _____

Withdrawn

2016 BYLAW PROPOSAL NO. 10

Amend Article IX, Section 9.1 (C) (14) of the Constitution and Bylaws to read (new language underlined, deleted language struck through):

(14) Use at any time, from the start to the finish of any game in which a club is a participant, any communications or information gathering equipment, other than Polaroid-type cameras, ~~or~~ field telephones, or a League-approved coaches' video application on a League-issued tablet, including without limitation videotape machines, telephone tapping or bugging devices, or any other form of electronic device that might aid a team during the playing of a game;

Submitted by Competition Committee

Effect: Permits coaches to review video displayed on League-issued tablets on the sidelines and in the coaches' booth.

Reason: Allow clubs to more efficiently evaluate opponent's formations and schemes during the game.

VOTE

DISPOSITION

For _____

Adopted

Against _____

Rejected

Abstain _____

Tabled

Absent _____

Withdrawn

2016 Resolution Proposal

1. By Indianapolis; Makes permanent the policy that a retractable roof can be opened at halftime if left in closed position in the first half; and conversely, provides an opportunity for the roof to be closed at halftime, even if the roof was in the opened position for first half.

2016 RESOLUTION G-3

Amend the NFL's Retractable Roof Policy to read (new language underlined, deleted language struck through):

Until 90 minutes prior to kickoff, the home club will have the authority to determine if the retractable roof ("roof") and/or the retractable wall ("wall") should be open or closed for each preseason and regular season game. The home club may choose to open the roof and/or wall for some games and not for others. The decision to open or close the wall is independent of the election the club makes for opening or closing its stadium's retractable roof. In the event a game is started with the roof and/or wall in the open position and it is closed pursuant to the procedures set forth below, the roof and/or wall must thereafter remain in the closed position for the duration of the game. If the roof is in ~~the closed~~ one position, open or closed, for the first half of the game, the home club may elect to ~~open~~ change the position (i.e., close or open) of the roof for the second half of the game, provided that such election takes place no later than 90 minutes before kickoff, the "NFL Retractable Roof Halftime Election Form" is properly submitted at that 90-minute meeting to the opposing club and the NFL Football Operations department, and the weather parameters set forth in the Election Form are satisfied prior to the two-minute warning of the first half. This option utilizing the form will not apply to retractable walls.

For Wild Card and Divisional playoff games, the Commissioner will defer to the home team's written policy, if reasonable under the circumstances. If, however, the Commissioner determines that the home team's roof and/or wall policy is unreasonable, or in the event the home team does not have a written policy, then the decision is solely at the discretion of the Commissioner. For the Conference Championship games, the Pro Bowl, and the Super Bowl, the decision is solely at the discretion of the Commissioner.

1. Pregame Procedures

- (a) In the week prior to a game and on game day, to preserve and protect the field, the League's tarp rule will be in effect, if the roof is open (see pages A65-A68).
- (b) Forty-eight hours prior to kickoff, the home club must submit to the Football Operations department its defined weather parameters for opening or closing the retractable roof at halftime, assuming an election to do so has been made at the 90-minute meeting on game day. For the purposes of this policy, "weather parameters"

include maximum and minimum temperatures, maximum and minimum wind speeds, and likelihood of any precipitation or hazardous condition for the remainder of the game.

- (c) No later than 90 minutes prior to kickoff, the home club is required to notify the Referee or the highest-ranking League official working at the game whether the roof and/or wall shall be open or closed. The opening or closing of the roof and/or wall as designated by the home club must be completed no later than 60 minutes prior to kickoff. All overhead lighting must be on prior to team warm-ups and must remain on for the duration of the game.
- (d) If curtains can be used to cover windows on the retractable wall, then the home club must make a final determination, no later than 90 minutes prior to kickoff, as to whether the curtains will remain open or closed for the game. The opening or closing of curtains must be completed no later than 60 minutes prior to kickoff.
- (e) If, subsequent to the home club's decision to have the roof and/or wall in the open position for the game, a hazardous condition (lightning, severe winds, etc.) develops, or is anticipated, that threatens the welfare of participants and/or spectators, as determined by the Referee after receiving input from the Stadium Manager and the highest-ranking League official working at the game, the roof and/or wall shall be closed immediately (if both the roof and wall are open, both must be closed). If precipitation begins at any time after the club's decision to have the roof in the open position for the game, the roof shall be closed immediately, by signal of the Referee to the Stadium Manager.

If precipitation begins at any time after the club's decision to have the wall in the open position for the game, the club may elect to close the wall, but must advise the highest-ranking League official working at the game of its decision prior to taking such action.

2. Halftime Procedures

- (a) If at the 90-minute meeting the home club elected to open the closed roof or close the open roof, at halftime, the roof must be opened or closed if the defined weather parameters are in place when five minutes remain in the second quarter. The weather parameters will be verified by the Football Operations department utilizing

its designated weather service provider. Final determination as to whether the weather parameters have been satisfied will be made by the Football Operations department with two minutes remaining in the second quarter. The home and visiting clubs will each designate a game day representative who will receive verification via email that the Football Operations department has verified the weather conditions and approved the opening or closing of the roof for the second half. In the event there is any difficulty confirming weather conditions or communicating with anyone at the game site, the opening or closing of the roof will not be approved.

- (c) The visiting and home Head Coach must be notified by a member of the officiating crew that the roof will be opened or closed for the second half immediately after the conclusion of the first half. The visiting and home team's public relations directors will also be notified to ensure other club personnel are aware that the roof will be opened or closed.
- (d) The opening or closing of the roof at halftime must commence as soon as the first half ends to ensure that the roof is fully opened or closed prior to the start of the second half.
- (e) In the event the home club fails to open or close the retractable roof, pursuant to the election, after: (1) an election has been made; (2) the defined weather parameters have been satisfied; and (3) receiving approval from the Football Operations department to open or close the roof, the club will be subject to discipline by the Commissioner for conduct detrimental to the League, absent any exigent circumstances such as mechanical failure of the retractable roof.

3. In-Game Procedures

- (a) If a game starts with the roof and/or wall open, it shall be closed at any time due to the development or anticipation of a hazardous condition that threatens the welfare of participants and/or spectators. The game Referee, in consultation with the highest-ranking League official working at the game, after receiving input from the Stadium Manager, will decide if the roof and/or wall should be closed. If the roof and/or wall is closed pursuant to the above, it must remain closed for the duration of the game. Play may continue while the roof and/or wall is being closed, subject to the Referee suspending play pursuant to the procedures for emergency situations.

- (b) If a game starts with the roof open, it shall be closed any time up to the last five minutes of the fourth period if precipitation begins. The decision to close the roof will be made by the Referee, who will signal to the Stadium Manager or otherwise communicate to him to begin closing the roof. Play will continue while the roof is closing.

If a game starts with the wall open, it can be closed any time up to the last five minutes of the fourth period if precipitation begins. The decision to close the wall in the event of precipitation will be made by the club. The club must, however, advise the highest-ranking League official working at the game of its decision prior to taking such action. Play will continue while the wall is closing.

- (c) If the fourth period ends with the roof and/or wall in the open position, no change will be made prior to or during an overtime period, unless the roof and/or wall is closed pursuant to the procedures for hazardous conditions as set forth in (a) above.

4. Items Suspended from Roof

A minimum height for anything suspended from the roof of a stadium over the playing field is 85 feet above the ground. This includes but is not limited to sound speakers, video screens, scoreboards, and clocks.

New designs (suspensions) must receive prior written approval from the NFL Football Operations department.

Pursuant to Rule 7, Section 2, Article 1, A.R. 7.4 (q) of the Official Playing Rules, if a loose ball in play strikes a video board, guide wire, sky cam, or any other object, the ball will be dead immediately, and the down will be replayed at the previous spot.

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

5. Stadium Lights

Stadium lights must be turned on at least 60 minutes prior to kickoff in all domed stadiums and in all stadiums with a retractable roof in the closed position. In addition, the Referee has the final authority when determining if stadium lights will be used at an outdoor stadium. In making this decision, when appropriate, the Referee shall consider input from the participating teams, the broadcasting network, and local public safety officials.

If stadium lights are being turned off as part of pregame player introductions, the lights cannot be turned off until both teams have cleared the field following the conclusion of pregame warm-ups. All stadium lights must be returned to 100% operation prior to kickoff.

Submitted by Indianapolis

Effect: Makes permanent the policy that a retractable roof can be opened at halftime if left in closed position in the first half; and conversely, provides an opportunity for the roof to be closed at halftime, even if the roof was in the opened position for first half.

Reason: Fan enhancement.

<u>VOTE</u>	<u>DISPOSITION</u>
For _____	<input type="checkbox"/> Adopted
Against _____	<input type="checkbox"/> Rejected
Abstain _____	<input type="checkbox"/> Tabled
Absent _____	<input type="checkbox"/> Withdrawn