2017

OFFICIAL PLAYING RULES

OF THE

NATIONAL FOOTBALL LEAGUE

Roger Goodell, Commissioner
2017 Rules Changes

Rules-Section-Article

4-7-1, 2, and 4  Makes all actions to conserve time illegal after the two-minute warning of either half.

11-6-3  Spot of the next snap after a touchback resulting from a free kick remains at the 25-yard line (for one year only).

12-2-2  Prohibits crackback blocks by a backfield player in motion, even if he is not more than two yards outside the tackle when the ball is snapped.

12-2-7  Gives a receiver running a pass route defenseless player protection.

12-3-1  Prohibits a player who is off the line of scrimmage from running and jumping over the line of scrimmage in an attempt to block a FG or PAT attempt.

12-3-3  Makes it Unsportsmanlike Conduct to commit multiple fouls during the same down designed to manipulate the game clock.

12-4-1  Makes permanent the rule that disqualifies a player who is penalized twice in one game for certain types of unsportsmanlike conduct fouls.

15-2-3  Replaces the sideline replay monitor with a hand-held device and authorizes designated members of the Officiating department to make the final decision on replay reviews.

16-1-4  Reduces the length of preseason and regular season overtime periods to 10 minutes.
PREFACE

This edition of the Official Playing Rules of the National Football League contains all current rules governing the playing of professional football that are in effect for the 2017 NFL season. Member clubs of the League may amend the rules from time to time, pursuant to the applicable voting procedures of the NFL Constitution and Bylaws.

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

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

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

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

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

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

2. All lines are to be four inches wide, with the exception of the goal line and yellow lines, which are to be eight inches wide. Tolerance of line widths is plus one-fourth inch.

3. All line work is to be laid out to dimensions shown on the plan with a tolerance of plus or minus one-fourth inch. All lines are straight.

4. All boundary lines, goal lines, and marked yard lines are to be continuous lines.

5. The four intersections of goal lines and sidelines must be marked at inside corners of the end zone and the goal line by pylons. Pylons must be placed at inside edges of white lines and should not touch the surface of the actual playing field itself.

6. All lines are to be marked with a material that is not injurious to eyes or skin.

7. No benches or rigid fixtures should be nearer than 10 yards from the sidelines. If space permits, they may be further back.

8. Player benches can be situated anywhere between respective 35-yard lines. Where possible, a continuation of the dotted yellow line is to extend from the 30-yard lines to a point six feet behind the player benches thereby enclosing this area.

9. A white arrow is to be placed on the ground adjacent to the top portion of each number (with the exception of the 50) with the point formed by the two longer sides pointing toward the goal line. The two longer sides measure 36 inches each, while the crossfield side measures 18 inches. The 18-inch crossfield side is to start 15 inches below the top, and 6 inches from the goalward edge of each outer number (except the 50).

10. The location of the inbounds lines is 709' for professional football, 600' for college football. On fields used primarily by the NFL, the professional inbounds lines should be 4 inches wide by 2 feet long. Alternate college lines, if they are to be included, should be 4 inches wide by 1 foot long.

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

CHAIN CREW AND OFFICIALS ONLY

COACHES AND SITUATION SUBSTITUTION PLAYERS ONLY

PLAYERS AND BENCH PERSONNEL

BENCHES  BENCHES  BENCHES

MEDIA AND ALL OTHERS
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RULE 1  THE FIELD

SECTION 1  DIMENSIONS

ARTICLE 1. PLAYING LINES. The game shall be played upon a rectangular field, 360 feet in length and 160 feet in width. The lines at each end of the field are termed End Lines. Those on each side are termed Sidelines. Goal Lines shall be established in the field 10 yards from and parallel to each end line. The area bounded by goal lines and sidelines is known as the Field of Play. The surface of the entire Field of Play must be a League-approved shade of green. The areas bounded by goal lines, end lines, and sidelines are known as the End Zones.

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

ARTICLE 2. FIELD.
The Field includes the Field of Play and the End Zones. The Field will be rimmed by a solid white border a minimum of 6 feet wide along the end lines and sidelines. An additional broken limit line 6 feet further outside this border is to encompass the Field in the non-bench areas, and such broken line will be continued at an angle from each 32-yard line and pass behind the bench areas (all benches a minimum 30 feet back from the sidelines). In addition, within each bench area, a yellow line 6 feet behind the solid white border will delineate a special area for coaches, behind which all players, except one player charting the game, must remain. If a club’s solid white border is a minimum of 12 feet wide, there is no requirement that the broken restraining line also be added in the non-bench areas. However, the appropriate yellow line described above must be clearly marked within the bench areas.

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

SECTION 2  MARKINGS

ARTICLE 1. LINE MARKINGS. At intervals of 5 yards, yard lines (3-12-9) parallel to the goal lines shall be marked in the field of play. These lines are to stop 8 inches short of the 6-foot solid border. The 4-inch wide yard lines are to be extended 4 inches beyond the white 6-foot border along the sidelines. Each of these lines shall be intersected at right angles by short lines 70 feet, 9 inches long (23 yards, 1 foot, 9 inches) in from each side to indicate inbound lines.

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

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

Two yards from the middle of each goal line and parallel to it, there shall be marked in the Field of Play, lines 1 yard in length. All boundary lines, goal lines, and marked lines are to be continuous lines. These, and any other specified markings, must be in white, and there shall be no exceptions without the authorization of the Commissioner. Field numerals must also be white.

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

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

ARTICLE 3. GOAL LINE. All measurements are to be made from the inside edges of the line marking the boundary lines. Each goal line marking is to be in its end zone so that the edge of the line toward the field of play (actual goal line) is 30 feet from the inside edge of the end line. Each goal line is to be eight inches wide.

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

ARTICLE 4. GROUND RULES. In League parks where ground rules are necessary, because of fixed conditions that cannot be changed, they will be made by the Commissioner.

SECTION 3  GOAL

ARTICLE 1. CROSSBAR. In the plane of each end line, there shall be a centrally placed horizontal crossbar 18 feet, 6 inches in length, the top face of which is 10 feet above the ground. The goal is the vertical plane extending indefinitely above the crossbar and between the lines indicated by the outer edges of the goal posts.

ARTICLE 2. GOAL POSTS. All goal posts will be the single-standard type, offset from the end line and bright gold in color. The uprights will extend 35 feet above the crossbar and will be no less than 3 inches and no more than 4 inches in diameter. An orange-colored ribbon 4 inches by 42 inches is to be attached to the top of each post.

Note: Goal posts must be padded in a manner prescribed by the League.
SECTION 4 PLAYERS’ BENCHES
At the option of the home team, both the players’ benches may be located on the same side of the field. In such a case, the end of each bench shall start at the 45-yard line and continue towards the adjacent goal line.

Note: When both benches are so located, the chain crew and linespersons are to operate during the entire game on the opposite side to the benches.

SECTION 5 CHAIN CREW AND BALL BOYS/GIRLS
Members of the chain crew and the ball boys/girls must be uniformly identifiable as specified by the Commissioner. White shirts are to be worn by members of the chain crew.

SECTION 6 SIDELINE MARKERS
The home club must provide and use the standard set of sideline markers that have been approved by the Commissioner.
RULE 2  THE BALL

SECTION 1  DIMENSIONS
The Ball must be a “Wilson,” hand selected, bearing the signature of the Commissioner of the League, Roger Goodell.

The ball shall be made up of an inflated (12½ to 13½ pounds) urethane bladder enclosed in a pebble grained, leather case (natural tan color) without corrugations of any kind. It shall have the form of a prolate spheroid and the size and weight shall be:

- long axis, 11 to 11¼ inches;
- long circumference, 28 to 28½ inches;
- short circumference, 21 to 21¼ inches;
- weight, 14 to 15 ounces.

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

SECTION 2  SUPPLY
Each team will make 12 primary and 12 backup balls available for testing by the Referee no later than two hours and 30 minutes prior to the starting time of the game to meet League requirements. For all games, six new footballs, sealed in a special box and shipped by the manufacturer to the Referee, will be opened in the officials’ locker room two hours and 15 minutes prior to the starting time of the game. These balls are to be specially marked by the Referee and used exclusively for the kicking game.

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

In case of rain or a wet, muddy, or slippery field, a playable ball shall be used at the request of the offensive team’s center.

The Game Clock shall not stop for such action (unless undue delay occurs).

**Note:** It is the responsibility of the home team to furnish playable balls at all times by attendants from either side of the playing field.
RULE 3  DEFINITIONS

SECTION 1  APPROVED RULING (A.R.)
An Approved Ruling (A.R.) is a written decision on a given statement of facts and serves to illustrate the intent and application of a rule. Supplemental notes are used to amplify a rule. A Note is more specific and applies to a particular situation. It is also used to indicate pertinent references to other rules.

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

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

SECTION 2  THE BALL AND POSSESSION OF THE BALL
ARTICLE 1. DEAD BALL. A Dead Ball is one that is not in play. The time period during which the ball is dead is Between Downs. This includes the interval during all timeouts, including intermission, and from the time the ball becomes dead until it is legally put in play.

ARTICLE 2. BALL READY FOR PLAY. A Dead Ball is Ready for Play while the 40-second Play Clock is running when the ball is placed down by an official at the spot where the ball will next be put in play, or when the Referee signals for the 25-second Play Clock to start.

ARTICLE 3. LIVE BALL. A Live Ball is a ball that is in play. A Dead Ball becomes a live ball when it is:
(a) legally kicked on a Free Kick Down (6-1-1; 6-1-3);
(b) legally snapped on a Scrimmage Down (7-1-1; 7-3-6); or
(c) legally kicked on a Fair Catch Kick Down.

It continues in play until the down ends (3-9-1).

ARTICLE 4. LOOSE BALL. A Loose Ball is a live ball that is not in player possession, i.e., any ball that has been kicked, passed, or fumbled. A Loose Ball is considered to be in possession of the team (offense) whose player kicked, passed, or fumbled it. It is a Loose Ball until a player secures possession or until the ball becomes dead. If it has not yet struck the ground, a Loose Ball is In Flight.

ARTICLE 5. FUMBLE. A Fumble is any act, other than passing, handing, or legally kicking the ball, which results in a loss of player possession. The use of the term Fumble always means that the ball was in possession of a player when the act occurred (8-7).

Note: An intentional fumble that causes the ball to go forward is a forward pass and may be illegal (8-1-1-Pen. a–c).

ARTICLE 6. MUFF. A Muff is the touching of a loose ball by a player in an unsuccessful attempt to obtain possession of it.

Note: Any ball intentionally muffed forward is a bat and may be a foul (3-3; 12-4-1; 3-14-3).

Touching the Ball refers to any contact with the ball. There is no distinction between a player touching the ball with his hands, or with any other part of his body, except as specifically provided for (9-2-2).

Note: The result of the touching is sometimes influenced by the intent or the location.
(a) See 6-1-4 and 6-2-4 for touching a free kick.
(b) See 6-2-3 for touching a free kick before it goes out of bounds between the goal lines.
(c) See 8-1-8 for ineligible offensive player touching a forward pass on, behind, or beyond the line.
(d) See 9-2-1, 9-3-1 for touching a scrimmage kick on or behind the line, and also 9-2-4 for being pushed into a kick by an opponent.
(e) See 11-4-2 for touching a kick during an attempted field goal.
(f) Simultaneous touching by two opponents in an attempt to establish possession of a ball that has been kicked is treated as a first touch by the kicking team.

ARTICLE 7. PLAYER POSSESSION.
Item 1. Player in Possession. A player is in possession when he is inbounds and has a firm grip and control of the ball with his hands or arms.

Item 2. Possession of Loose Ball. To gain possession of a loose ball that has been caught, intercepted, or recovered, a player must have complete control of the ball and have both feet or any other part of his body, other than his hands, completely on the ground inbounds, and then maintain control of the ball long enough to become a runner. A player has the ball long enough to clearly become a runner when, after his second foot is on the ground, he is capable of avoiding or warding off impending contact of an opponent, tucking the ball away, turning up field, or taking additional steps. If the player loses the ball while simultaneously touching both feet or any other part of his body to the ground, there is no possession. This rule applies in the field of play and in the end zone.

Item 3. Simultaneous Possession of a Loose Ball. If a Loose Ball is controlled simultaneously by two opponents, and both players retain it, it is simultaneous possession, and the ball belongs to the team last in possession, or to the receiving team.
when there has been a Free Kick, Scrimmage Kick, or Fair Catch Kick. It is not simultaneous possession if a player gains control first and an opponent subsequently gains joint control. The terms catch, intercept, recover, advance, and fumble denote player possession (as distinguished from touching or muffing).

**Notes:**

1. A player who goes to the ground in the process of attempting to secure possession of a loose ball (with or without contact by an opponent) must maintain control of the ball until after his initial contact with the ground, whether in the field of play or the end zone. If he loses control of the ball, and the ball touches the ground before he regains control, there is no possession. If he regains control prior to the ball touching the ground, it is a catch, interception, or recovery. A player is considered to be going to the ground if he does not remain upright long enough to demonstrate that he is clearly a runner.

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

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

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

**Notes:**

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

2. In the field of play, if a catch has been completed, and there is contact by a defender causing the ball to come loose before the player who caught the loose ball is down by contact, it is a fumble, and the ball remains alive. It is also a fumble if the action occurs in the end zone being defended by the team of the player who caught the loose ball. If the action occurs in the opponent’s end zone, it is a touchdown or a touchback.

An interception is made when an opponent who is inbounds catches a forward or backward pass or a fumble that has not touched the ground.

A recovery is made when a player inbounds secures possession of a loose ball after it has touched the ground.

**Notes:**

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

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

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

**SECTION 3 BAT**

A Bat is the intentional striking of the ball with any part of the hand or arm. See 12-4-1.

**SECTION 4 BLOCKING**

Blocking is the act of obstructing or impeding an opponent by contacting him with a part of the blocker’s body.

A Block in the Back is a block that is delivered from behind an opponent above his waist. It is not a block in the back:

(a) if a player is making a personal attempt to recover a loose ball;

(b) if the opponent turns away from the blocker when contact is imminent;

(c) if both of the blocker’s hands are on the opponent’s side. (If either hand is on the back, it is a foul.)

A Block Below the Waist is when the initial contact with any part of the blocker’s body is below the waist of an opponent, other than the runner, who has one or both feet on the ground. A blocker who makes contact above the waist and then slides below the waist has not blocked below the waist. If an opponent uses his hands to ward off a block creating contact below the waist, it is not a block below the waist.

**SECTION 5 CHUCKING**

Chucking is intentionally contacting an eligible receiver who is in front of a defender. (See 12-1-5-d-exc. 1).

**SECTION 6 CLIPPING**

Clipping is blocking an opponent from behind below the waist, provided the opponent is not a runner. It is not clipping if an opponent turns his back as the block is delivered or about to be delivered.

**Notes:**

1. It is clipping (including in close line play) if an offensive player’s block (legal or illegal) is followed by the blocker rolling up on the side or back of the legs of the defender.

2. See 12-2-1 for additional interpretations or restrictions concerning clipping in close-line play.

**SECTION 7 CLOSE-LINE PLAY**

Close-Line Play is contact that occurs in an area extending between the outside edges of the normal tackle positions and three yards on either side of the line of scrimmage.
SECTION 8  DISQUALIFIED PLAYER
A Disqualified Player is one who is prohibited from further participation in the game. He must return to his dressing room within a reasonable period of time and is not permitted to reappear in his team uniform or return to any area other than to which spectators have access.

SECTION 9  DOWN
ARTICLE 1.  DOWN. A Down is a period of action that starts when the ball is put in play (3-2-3) and ends when the ball is declared dead (7-2-1).
A down that starts with a snap is a Scrimmage Down (3-30).
A down that starts with a free kick is a Free Kick Down (6-1-1).
A down that starts with a fair catch kick is a Fair Catch Kick Down (10-2-4-a; 11-4-3).

ARTICLE 2.  SERIES OF DOWNS. A Series of Downs is the four consecutive charged scrimmage downs allotted to the offensive team during which it must advance the ball to a yard line called “the line to gain” in order to retain possession.

ARTICLE 3.  LINE TO GAIN. The Line to Gain is the spot 10 yards in advance of the spot of the snap that starts a series, except when a goal line is less than 10 yards from this spot. In that case, the Line to Gain is the goal line.

ARTICLE 4.  CHARGED DOWN. A Charged Down is a scrimmage down that is not nullified by a penalty, or during which there is not a change of possession. It counts as a down in a Series of Downs.

ARTICLE 5.  FIRST DOWN. The initial down in each series is the First Down. If it is a charged down, subsequent charged downs are numbered consecutively (i.e., second down, third down, or fourth down) until a new series is declared for either team (7-3).

SECTION 10  FAIR CATCH
A Fair Catch is an unhindered catch of a scrimmage kick (provided that it has crossed the line of scrimmage), or of a free kick, that is in flight by a player of the receiving team who has legally signaled his intention of attempting such a catch (10-2-1).

Note: For fair-catch kick, see 11-4-3.

SECTION 11  FIELD GOAL
A Field Goal is made by kicking the ball from the field of play through the plane of the opponents’ Goal, which is an area either between the goal posts and above the cross bar, or, if above the goal posts, between the outside edges of the goal posts. A Field Goal is made by a drop kick or a place kick from (a) on or behind the line on a play from scrimmage or (b) during a fair catch kick. See 11-4-3; 3-9-1; and 10-2-4-a.

SECTION 12  THE FIELD
ARTICLE 1.  BOUNDARY LINES. The Boundary Lines are the End Lines and the Sidelines and enclose the field upon which the game is played.

ARTICLE 2.  END LINES. The End Lines are the lines at each end of the field and are perpendicular to the Sidelines. The End Line is 10 yards from the Goal Line and at the back of the End Zone.

ARTICLE 3.  END ZONE. The End Zone is the rectangle formed by the Goal Line, the End Line, and the Sidelines. The Goal Line and the pylons are in the End Zone.

ARTICLE 4.  FIELD OF PLAY. The Field of Play is the rectangle formed by the Goal Lines and the Sidelines. It does not include the End Zone.

ARTICLE 5.  GOAL. The goal is the area above the crossbar between the uprights, or, if above the uprights, the area between the outside edges of the uprights. A team’s Own Goal is the one it is defending. The adjacent goal line is known as its goal line.

ARTICLE 6.  GOAL LINES. The Goal Lines are the lines between the Sidelines that separate the End Zone from the field of play. The Goal Lines are vertical planes that are parallel to and 10 yards from the End Lines.

ARTICLE 7.  INBOUNDS LINES. The Inbounds Lines are hash marks on the Field of Play that are 70 feet nine inches from and parallel to each sideline.

ARTICLE 8.  SIDELINES. The Sidelines are the lines on each side of the field and are perpendicular to the End Lines. The Sidelines separate the Field of Play from the area that is out of bounds.

ARTICLE 9.  YARD LINE. A Yard Line is any line and its vertical plane parallel to the end line. The Yard Lines (marked or unmarked) in the field of play are named by number in yards from a team’s goal line to the center of the field.

Note: The yard line 19 yards from Team A’s goal line is called A’s 19-yard line. The yard line 51 yards from A’s goal line is called B’s 49-yard line. For brevity, these are referred to as A’s 19 and B’s 49 or A19 and B49.

SECTION 13  FORWARD PROGRESS
ARTICLE 1.  FORWARD PROGRESS. The Forward Progress of a runner or airborne receiver is the point at which his advance toward his opponent’s goal ends and is the spot at which the ball is declared dead by rule, irrespective of the runner or receiver being pushed or carried backward by an opponent.
ARTICLE 2. FORWARD, BEYOND, OR IN ADVANCE. Forward, Beyond, or In Advance Of are terms that designate a point nearer the goal line of the defense. Backward or Behind designate a point nearer the goal line of the offense. A pass parallel to a yard line, or an offensive player moving parallel to it at the snap, is considered backward.

SECTION 14  FOULS AND SPOTS OF ENFORCEMENT, VIOLATION

ARTICLE 1. TYPES OF FOULS. A Foul is any infraction of a playing rule for which a penalty is prescribed.

(a) A Live Ball Foul is a foul that occurs during the period after the snap until the ball is dead.
(b) A Dead Ball Foul is a foul that occurs in the continuing action after a down ends, or a taunting foul that occurs at any time.
(c) A Foul Between Downs is a foul that occurs after the end of the down and after any continuing action resulting from the down, but prior to the next snap or free kick.
(d) A Multiple Foul is one of two or more fouls by the same team during the same down (14-1-3), including dead ball fouls.
(e) A Double Foul is a foul by either team during the same down during which both teams commit at least one foul, including dead ball fouls.

ARTICLE 2. BASIC SPOT. The Basic Spot is a reference point for specific types of plays that is used to determine the Spot of Enforcement.

ARTICLE 3. SPOTS OF ENFORCEMENT. The Spot of Enforcement is the spot at which a penalty is enforced. Six such spots are commonly used:

(a) The Previous Spot: The spot at which the ball was last put in play.
(b) The Spot of the Foul: The spot at which a foul was committed or, by rule, is considered to have been committed.
(c) The Spot of a Backward Pass or a Fumble: The spot at which the backward pass or fumble occurred during the down in which there was a foul.
(d) The Dead Ball Spot: The spot at which the ball became dead.
(e) The Succeeding Spot: The spot at which the ball will next be put in play (i.e., the spot of the ball after enforcement for a foul, or, if there has been no foul, the spot at which the ball became dead.)
(f) The Spot of a Change of Possession: The spot at which possession is gained by or awarded to the opponent.

ARTICLE 4. VIOLATION. A violation is an infraction of a playing rule for which a penalty is not prescribed. A violation does not offset a foul.

SECTION 15  HANDING THE BALL

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

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

SECTION 16  HUDDLE

A Huddle is the action of two or more players in the field of play or in the end zone who, instead of assuming their normal position for the snap, free kick, or Fair Catch kick form a group for receiving instructions for the next play or for any other reason.

SECTION 17  IMPETUS

Impetus is the action of a player who carries the ball or provides the force (i.e., a pass, kick, snap, or fumble) that causes a ball in the field of play to touch or cross a goal line. If a Loose Ball touches or crosses a goal line, the impetus is attributed to the team whose player passed, kicked, snapped, or fumbled the ball, unless an opponent:

(a) muffs a ball that is at rest, or nearly at rest;
(b) bats a ball that has been kicked or fumbled;
(c) bats a backward pass after it has struck the ground; or
(d) illegally kicks any ball (12-4-2).

Note:

(1) The impetus is always attributed to the offense, unless the defense creates a new force that sends the ball behind its own goal line by muffing a ball which is at rest or nearly at rest, or by batting a loose ball on the ground or kicking any loose ball.

(2) If a passive player is pushed or blocked into any kicked or fumbled ball or into a backward pass after it has struck the ground, causing the Loose Ball to touch a goal line or anything on or behind a goal line, the impetus is attributed to the pusher or blocker, provided that the pushed (blocked) player was not making an attempt to block an opponent.

SECTION 18  KICKS

ARTICLE 1. KICK. A Kick is intentionally striking the ball with the knee, lower leg, or foot. A kick ends when a player of either team possesses the ball, or when the ball is dead.

Item 1. Drop Kick. A Drop Kick is a kick by a player who drops the ball and kicks it as, or immediately after, it touches the ground.
Item 2. Placekick. A Placekick is a kick made by a player while the ball is in a fixed position on the ground. The ball may be held in position by a teammate. If it is a kickoff, it is permissible to use an approved manufactured tee.

Item 3. Punt. A Punt is a kick made by a player who drops the ball and kicks it before it strikes the ground.

ARTICLE 2. KICKER. A Kicker is the player of Team A who legally drop kicks, placekicks, or punts the ball. Team A is identified as the kickers during a down in which there is a scrimmage kick, free kick, or fair catch kick.

ARTICLE 3. RECEIVER. A Receiver is any Team B player during a down in which there is a scrimmage kick, free kick, or fair catch kick. Team B is identified as the receiving team during the entire down.

ARTICLE 4. FAIR CATCH KICK. A Fair Catch Kick is a drop kick or placekick without a tee from the spot of a Fair Catch in an attempt to score a Field Goal.

ARTICLE 5. FREE KICK. A Free Kick is a kickoff or safety kick that puts the ball in play to start a Free Kick down.

Item 1. Kickoff. A Kickoff is a kick that puts the ball in play at the start of each half, at the start of overtime, after each Try, and after a successful field goal.

Item 2. Safety Kick. A Safety Kick is a kick that puts the ball in play after a safety.

ARTICLE 6. RESTRAINING LINES. The Restraining Lines are lines which restrict the alignment of the kicking and receiving teams during a Free Kick and Fair Catch Kick.

ARTICLE 7. SCRIMMAGE KICK. A Scrimmage Kick is a punt, drop kick, or placekick from on or behind the line of scrimmage.

ARTICLE 8. TEE. A Tee is an approved device that is used to elevate the ball for a placekick during a free kick down.

SECTION 19  LINE OF SCRIMMAGE, NEUTRAL ZONE
ARTICLE 1. SCRIMMAGE LINE. The Line of Scrimmage is the vertical plane of the yard line that passes through the forward point of the ball after it has been made ready for play. The term scrimmage line, or line, implies a play from scrimmage.

ARTICLE 2. NEUTRAL ZONE. The Neutral Zone is the space between the forward and backward points of the ball (planes) and extends to the sidelines. It starts when the ball is ready for play (See Neutral Zone Infraction, 7-4-4).

ARTICLE 3. PLAYER ON LINE OF SCRIMMAGE. A player of Team A, who is on the line of scrimmage, must have his shoulders facing Team B’s goal line.

Item 1. Non-Snapper. If he is not the snapper, no part of his body is permitted to be in the neutral zone at the snap, and his helmet must break a vertical plane that passes through the beltline of the snapper.

Item 2. Snapper. If he is the snapper, no part of his body may be beyond the Neutral Zone.

Note: Interlocking of legs is permissible.

Item 3. Team B. A Team B player in a three-point or four-point stance is considered to be on the line of scrimmage if he is within one yard of the neutral zone. A Team B player in a two-point stance is considered to be on the line if any part of his body is breaking the vertical plane that passes through the feet of the deepest down lineman.

ARTICLE 4. ENCROACHING. A player is encroaching (7-4-3) on the Neutral Zone when any part of his body is in it and he contacts an offensive player or the ball prior to the snap.

ARTICLE 5. LOOSE BALL Crosses LINE OF SCRIMMAGE. A Loose Ball has crossed the line of scrimmage when, as the result of a fumble, pass, or legal kick by a Team A player, it touches the ground or any player or official beyond the neutral zone.

SECTION 20  OFFSIDE
A player is Offside when any part of his body or his person is in the Neutral Zone, or is beyond his free kick line, or fair catch kick line when the ball is put in play, unless he is a holder of a placekick for a free kick (6-1-3-b-1) or fair catch kick (11-4-3), or a kicker (6-1-3-b-2). The snapper is offside if any part of his body is beyond the neutral zone. The kicker is not offside unless his kicking foot is beyond his Restraining Line when the ball is kicked.

SECTION 21  OUT OF BOUNDS, INBOUNDS, AND INBOUNDS SPOT
ARTICLE 1. PLAYER OR OFFICIAL OUT OF BOUNDS. A player or an Official is Out of Bounds when he touches a boundary line, or when he touches anything that is on or outside a boundary line, except a player, an official, or a pylon.

ARTICLE 2. PLAYER INBOUNDS. A player who has been out of bounds re-establishes himself as an inbounds player when both feet, or any part of his body other than his hands, touch the ground within the boundary lines, provided that no part of his body is touching a boundary line or anything other than a player, an official, or a pylon on or outside a boundary line.

ARTICLE 3. BALL OUT OF BOUNDS.
Item 1. Ball in Player Possession. A ball that is in player possession is out of bounds when the runner is out of bounds, or when the ball touches a boundary line or anything that is on or outside such line, except another player or an official.

Item 2. Loose Ball. A loose ball is out of bounds when it touches a boundary line or anything that is on or outside such line, including a player, an official, or a pylon.
ARTICLE 4. OUT-OF-BOUNDS SPOT.

Item 1. Loose Ball. If a Loose Ball touches anything on or outside a boundary line, the Out-of-Bounds Spot is the forward point of the ball when the ball crosses the sideline.

Item 2. Runner Out of Bounds. If the ball is in player possession when that player goes out of bounds, the out-of-bounds spot is the forward point of the ball when the ball crosses the sideline, or, if the ball does not cross the sideline, the forward point of the ball at the instant the player is out of bounds.

Item 3. Runner Inbounds. If the ball, while in possession of a player who is inbounds, is declared out of bounds because of touching anything that is out of bounds, the out-of-bounds spot is the yard line through the forward point of the ball at the instant of such touching.

ARTICLE 5. INBOUNDS SPOT. The Inbounds Spot is a spot on the Inbounds Line (the hash marks) that passes through the spot where the ball went out of bounds between the goal lines.

SECTION 22 PASS

ARTICLE 1. PASS. A pass is the movement caused by a player intentionally handing, throwing, shoveling (shovel pass), or pushing (push pass) the ball (3-25-2). Such a movement is a pass even if the ball does not leave his hand or hands, provided a teammate takes it (hand-to-hand pass).

ARTICLE 2. PASSER AND PASSING TEAM. A player who makes a legal forward pass is known as the Passer until the play ends. The teammates of any player who passes the ball forward (legally or illegally) are known collectively as the Passing Team or Passers.

ARTICLE 3. PASS PLAY. A Pass Play begins with the snap and ends when a forward pass thrown from behind the line of scrimmage is caught by a player of either team or is incomplete. After the pass is caught, a Running Play begins.

ARTICLE 4. FORWARD PASS. It is a forward pass if:
(a) the ball initially moves forward (to a point nearer the opponent's goal line) after leaving the passer's hand(s); or
(b) the ball first touches the ground, a player, an official, or anything else at a point that is nearer the opponent's goal line than the point at which the ball leaves the passer's hand(s).
(c) When a Team A player is holding the ball to pass it forward, any intentional movement forward of his hand starts a forward pass.

Item 1. Contact by Team B Player. If a Team B player contacts the passer or the ball after forward movement begins, a forward pass is ruled, regardless of where the ball strikes the ground or a player. When this occurs, intentional grounding rules do not apply.

If a Team B player contacts the passer or the ball before forward movement begins, the direction of the pass is the responsibility of the passer, and grounding rules apply.

Item 2. Passer Tucks Ball. If the player loses possession of the ball during an attempt to bring it back toward his body, or if the player loses possession after he has tucked the ball into his body, it is a fumble.

Item 3. Passer re-cocks his arm. If the player loses possession of the ball while attempting to re-cock his arm, it is a fumble.

Item 4. Fumbled or Muffed Ball Goes Forward. The fact that a fumbled or muffed ball goes forward is disregarded, unless the act is ruled intentional. If it is intentional, a fumbled ball that goes forward is a forward pass (8-1-1), and a muff is a bat (12-4-1). 

ARTICLE 5. BACKWARD PASS. It is a Backward Pass if the yard line at which the ball is first touched by a player or the ground is parallel to or behind the yard line at which the ball leaves the passer's hand. A snap becomes a backward pass when the snapper releases the ball.

Note: If a pass is batted, muffed, punched, or kicked in any direction, its original designation as a Forward Pass or a Backward Pass does not change.

SECTION 23 PENALTY

ARTICLE 1. PENALTY. A Penalty is imposed upon a team that has committed a foul and may result in loss of down, loss of yardage, an automatic first down, a charged timeout, a loss of playing time, withdrawal or disqualification of a player, extension of a period, the award of a score, or a combination of the preceding.

ARTICLE 2. LOSS OF DOWN. The phrase Loss of Down indicates that a team committing a foul will not have the opportunity to repeat the down after enforcement of any yardage penalty.

SECTION 24 PLAYER

A Player is a participant of either team who is in the game.

SECTION 25 PLAYS

ARTICLE 1. FREE KICK PLAY. A Free Kick Play begins with a legal or illegal free kick and ends when a player of either team establishes possession of the ball, or when the ball is dead by rule. A Running Play begins when a player of Team B establishes possession.
ARTICLE 2. PASSING PLAY. A Pass Play begins with the snap and ends when a forward pass thrown from behind the line of scrimmage is caught by a player of either team or is incomplete. At the instant that a pass is caught, a Running Play begins.

ARTICLE 3. RUNNING PLAY. A Running Play begins in the following situations:
(a) If there is not a subsequent kick or legal or illegal forward pass from behind the line of scrimmage, a Running Play begins with the Snap.
(b) If there is a legal or illegal forward pass thrown from behind the line of scrimmage, a Running Play begins when the forward pass is caught by a player of either team.
(c) If there is a running play followed by an illegal forward pass thrown from beyond the line of scrimmage, or by an illegal forward pass not from scrimmage, a new Running Play begins when the pass is caught by a player of either team.
(d) If there is a Free Kick, a Running Play begins when Team B establishes possession of the ball.
(e) If there is a scrimmage kick, a Running Play begins when Team B establishes possession of the ball, or when Team A establishes possession of a kicked ball behind the line of scrimmage.
(f) If there is a running play followed by a fumble or a backward pass, a new Running Play begins when a player of either team establishes possession of the ball.

A Running Play ends:
(a) When the ball is declared dead;
(b) When a runner loses or relinquishes possession by a Fumble or a backward pass; or
(c) When a player of either team throws an illegal forward pass beyond the line of scrimmage or when there is not a line of scrimmage.

Note: The running play includes the loose-ball action before a player gains or regains possession or the ball is declared dead.

ARTICLE 4. SCRIMMAGE KICK PLAY. A Scrimmage Kick Play begins with the snap. It ends when a player of either team establishes possession of a kicked ball, or when the ball is dead by rule.

ARTICLE 5. COMBINATIONS OF PLAYS. There may be a combination of a Running Play and a Passing Play, Free Kick Play, or Scrimmage Kick Play during the same down, and there may be more than one Running Play or Scrimmage Kick Play during the same down.

SECTION 26 POCKET AREA
The Pocket Area is the area between the outside edges of the normal tackle positions on each side of the center extending backward to the offensive team’s end line. After the ball leaves the pocket area, this area no longer exists.

SECTION 27 POST-POSSESSION FOUL
A foul by the receiving team is a post-possession foul if it occurs during a scrimmage kick that crosses the line of scrimmage, provided that the receiving team does not lose possession during the rest of the down. See 9-5-1-Exc. 3.

SECTION 28 RUNNER
A Runner is the offensive player who is in possession of a live ball (3-2-7), i.e., holding the ball or carrying it in any direction.

Note: The statement that a player may advance means that he may become a runner, make a legal kick (9-1-1), make a backward pass (8-7-1), or throw a forward pass (8-1-1) from behind the line of scrimmage.

SECTION 29 SAFETY
It is a Safety if the spot of enforcement for a foul by the offense is behind its own goal line, or if the ball is dead in possession of a team on or behind its own goal line when the impetus (3-17) comes from the team defending that goal line.

SECTION 30 SCRIMMAGE DOWN, FROM SCRIMMAGE, NOT FROM SCRIMMAGE
A Scrimmage Down is one that starts with a snap (3-32). From Scrimmage refers to any action from the start of the snap until the down ends or until Team B secures possession. Any action that occurs during the down after a change of team possession is Not From Scrimmage.

SECTION 31 SHIFT
A Shift is any simultaneous change of position or stance by two or more offensive players before the snap after the ball has been made ready for play for a scrimmage down, including movement to the line of scrimmage by the offensive team prior to the snap (7-4-8).

SECTION 32 SNAP AND THE SNAPPER
A Snap is a backward pass that puts the ball in play to start a scrimmage down, either by handing it or passing it backward from its position on the ground. The Snapper is the offensive player who initiates this action. See 7-6 for conditions pertaining to a legal snap.

SECTION 33 SUSPENDED PLAYER
A Suspended Player is one who must be withdrawn, in accordance with Rule 5, for correction of illegal equipment (5-4).
SECTION 34  TACKLE BOX
The Tackle Box is an area between the outside edges of the normal tackle positions extending from three yards beyond the line of scrimmage to the offensive team’s end line. After the ball leaves the tackle box, this area no longer exists.

SECTION 35  TACKLING
Tackling is an attempt by a defensive player to hold a runner to halt his advance or bring him to the ground.

SECTION 36  TEAM A AND B, OFFENSE AND DEFENSE
ARTICLE 1. OFFENSE AND DEFENSE. Whenever a team is in possession (3-2-7) of the ball, it is the Offense, and its opponent is the Defense. The team that is the Offense becomes the Defense, and vice versa, when there is a change of possession during the down.

ARTICLE 2. TEAM A AND TEAM B. The team that has possession is Team A, and its opponent is Team B. They remain Team A and Team B until a down ends, even though there may be one or more changes of possession during the down. Team A is always the Offense when a down starts, but becomes the Defense if Team B secures possession during the down. A player of Team A is referred to as A1 and his teammates as A2, A3, etc. The opponents are B1, B2, etc.

ARTICLE 3. CHANGE OF POSSESSION. A change of possession occurs when a player of the defensive team secures possession of a ball that has been kicked, passed, or fumbled by a player of the offensive team, or when the ball is awarded to the opposing team by rule. A change of possession includes, but is not limited to:
(a) An interception of a forward pass;
(b) A catch or recovery of a fumble or backward pass;
(c) A catch or recovery of a Scrimmage Kick, Free Kick, or Fair-Catch Kick;
(d) When the offensive team fails to reach the line of scrimmage on fourth down; or
(e) When the offensive team misses a field-goal attempt

SECTION 37  TIMEOUT OR TIME IN
ARTICLE 1. TIMEOUT. A Timeout is any interval during which the Game Clock is stopped (4-4) and includes the intermission (4-1-2 and 4-1-3).

During any timeout, including an intermission, all playing rules continue in effect. Representatives of either team are prohibited from entering the field, unless they are incoming substitutes, or team attendants or trainers entering to provide for the welfare of a player, and any game-type activities are prohibited on the Field of Play. The Head Coach may enter the field to check on the welfare of a player who is injured, but no assistant coach may enter the field.

ARTICLE 2. CHARGED TEAM TIMEOUT. A Charged Team Timeout is an interval during which the Game Clock is stopped and play is suspended at the request of one of the teams or when it is charged to one of the teams by rule. A Timeout may be granted only when the ball is dead.

ARTICLE 3. TIME IN. Time In is any interval during which the Game Clock is running (4-3).

SECTION 38  TOUCHBACK
It is a Touchback if the ball is dead on or behind the goal line a team is defending, provided that the impetus comes from an opponent, and that it is not a touchdown or an incomplete pass.

SECTION 39  TOUCHDOWN
It is a Touchdown if any part of the ball is on, above, or behind the opponent’s goal line while legally in possession of an inbounds player, provided it is not a touchback.

SECTION 40  TRIPPING
Tripping is the use of the leg or foot to obstruct any opponent (including a runner) (12-1-4-c and 12-1-8).

SECTION 41  TRY
A Try is the attempt by a team that has scored a touchdown to add one point (by a field goal) or two points (by a touchdown) during one untimed scrimmage down (11-3).

SECTION 42  TWO-MINUTE WARNING
The two-minute warning is an automatic timeout that occurs at the conclusion of the last down for which the ball is legally snapped or kicked prior to two minutes remaining on the game clock in the second and fourth periods.
RULE 4  GAME TIMING

SECTION 1  PERIODS, INTERMISSIONS, HALFTIME

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

ARTICLE 2. INTERMISSIONS. There will be intervals of at least two minutes between the first and second periods (first half) and between the third and fourth periods (second half). During these intermissions all playing rules continue in force, and no representative of either team shall enter the field unless he is an incoming substitute, or a team attendant or trainer, entering to see to the welfare of a player. The Head Coach may enter the field to check on the welfare of a player who is injured, but no assistant coach may enter the field.

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

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

ARTICLE 3. HALFTIME. Between the second and third periods, there shall be an intermission of 13 minutes. During this intermission, play is suspended, and teams may leave the field. The Back Judge will time halftime. See 13-1-1 for fouls by non-players between halves.

ARTICLE 4. OFFICIAL TIME. The stadium electric clock shall be the official time. The game clock operator shall start and stop the clock upon the signal of any official in accordance with the rules. The Side Judge shall supervise the timing of the game, and in case the stadium clock becomes inoperative, or if it is not being operated correctly, the Side Judge shall take over official timing on the field.

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

SECTION 2  STARTING A PERIOD OR HALF

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

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

ARTICLE 2. TOSS OF COIN. Not more than three minutes before the kickoff of the first half, the Referee, in the presence of both team’s captains (limit of six per team, active, inactive or honorary) shall toss a coin at the center of the field. Prior to the Referee’s toss, the call of “heads” or “tails” must be made by the captain of the visiting team, or by the captain designated by the Referee if there is no home team. Unless the winner of the toss defers his choice to the second half, he must choose one of two privileges, and the loser is given the other. The two privileges are:
(a) The opportunity to receive the kickoff, or to kick off; or
(b) The choice of goal his team will defend.

If the coin does not turn over in the air or the toss is compromised in any way, the Referee shall toss it again. The captain’s original call may not be changed.

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

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

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

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

SECTION 3  STARTING THE GAME CLOCK

ARTICLE 1. FREE KICK DOWN. The game clock operator shall start the game clock (time in) after a free kick when the ball is legally touched in the field of play. The game clock shall not start if:
(a) the receiving team recovers the ball in the end zone and does not carry the ball into the field of play;
(b) the kicking team recovers the ball in the field of play;
(c) the receiving team signals for and makes a fair catch.
ARTICLE 2. SCRAMMAGE DOWN. Following any timeout (3-37), the game clock shall be started on a scrimmage down when the ball is next snapped, except in the following situations:

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

(b) If there is an injury timeout prior to the two-minute warning, the game clock is started as if the injury timeout had not occurred.

(c) If there is an excess team timeout after the two-minute warning, the game clock is started as if the excess timeout had not occurred.

(d) If there is a Referee’s timeout, the game clock is started as if the Referee’s timeout had not occurred.

(e) If the game clock is stopped after a down in which there was a foul by either team, following enforcement or declination of a penalty, the game clock will start as if the foul had not occurred, except that the clock will start on the snap if:
   (1) the foul occurs after the two-minute warning of the first half;
   (2) the foul occurs inside the last five minutes of the second half; or
   (3) a specific rule prescribes otherwise.

(f) If a fumble or backward pass by any player goes out of bounds, the game clock starts when an official places the ball at the inbounds line, and the Referee signals that the ball is ready for play.

(g) When there is a 10-second runoff, the game clock starts when the Referee signals that the ball is ready for play.

(h) During the Try, which is an untimed down.

(i) When a specific rule prescribes otherwise.

ARTICLE 3. FAIR CATCH KICK DOWN. The game clock operator shall start the game clock for a fair-catch kick down when the ball is kicked.

SECTION 4 STOPPING THE GAME CLOCK
The game clock operator shall stop the game clock (timeout) upon a signal by any official or upon the operator’s own positive knowledge:

(a) at the end of a down in which there is a free kick or fair-catch kick;

(b) when the kicking team recovers a scrimmage kick beyond the line of scrimmage;

(c) when the ball is out of bounds;

(d) when the ball is dead on or behind a goal line;

(e) at the end of a down during which a foul occurs;

(f) when a forward pass is incomplete;

(g) at the time of a foul for which the ball remains dead or is dead immediately;

(h) when the Referee signals the two-minute warning for a half;

(i) when a down is completed during which or after there is a change of possession; or

(j) when any official signals a timeout for any other reason.

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

SECTION 5 TIMEOUTS
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. If an assistant coach signals for a timeout and it is inadvertently granted, the timeout will stand.

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

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

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

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, all normal rules regarding the game and play clock will apply.
**Rule 4, Section 5**

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

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

**ARTICLE 2. INJURY TIMEOUTS.** If an official determines a player to be injured, or if attendants from the bench come on the field to assist an injured player, an injury timeout will be called by the Referee. If the ATC Spotter identifies a player for medical attention, the rules pertaining to Injury Timeouts in Article 3 and Article 4 (c) apply.

**ARTICLE 3. INJURY TIMEOUTS PRIOR TO TWO-MINUTE WARNING OF EITHER HALF.** When an injury timeout is called, the injured player must leave the game for the completion of one down. The player will be permitted to remain in the game if:

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

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

**ARTICLE 4. INJURY TIMEOUTS AFTER TWO-MINUTE WARNING OF EITHER HALF.** After the two-minute warning of a half, the following shall apply:

(a) If a team has not used its three charged team timeouts, the team of the injured player will be charged a team timeout, unless:
   (1) the injury is the result of a foul by an opponent; or
   (2) the injury occurs during a down in which there is a change of possession, a touchdown, a safety, a successful field goal, or an attempted Try.

(b) If a team has used its three charged team timeouts, an excess team timeout shall be called by the Referee, unless:
   (1) the injury is the result of a foul by an opponent; or
   (2) the injury occurs during a down in which there is a change of possession, a touchdown, a safety, a successful field goal, or an attempted Try.

(c) The player must leave the game for the completion of one down, unless:
   (1) the injury is the result of a foul by an opponent; or
   (2) either team calls a charged team timeout.

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

*Notes:*

(1) No yardage penalty will be assessed for the first excess team timeout, but a 10-second runoff of the game clock may be applicable pursuant to Note 3 below. At the conclusion of an excess timeout taken while time is in, the game clock shall start with the ready-for-play signal. For any excess timeout charged to the defense, the play clock is reset to 40 seconds.

(2) If the Referee has already called an excess team timeout in that half for a team, any subsequent excess timeout for that team will result in a five-yard penalty. (Such penalty shall be considered a foul between downs and will not offset a foul or be part of a multiple foul.)

(3) If an excess team timeout is charged against a team in possession of the ball, and time is in when the excess timeout is called, the ball shall not be put in play until the time on the game clock has been reduced by 10 seconds, if the defense so chooses.

**Supplemental Notes:**

(1) Either half can end as the result of the 10-second runoff referenced above.

(2) If an injury timeout is called for both teams during or after a down, charged team timeouts and/or excess team timeouts are charged as appropriate, but no yardage or 10-second runoff penalties shall be enforced.

(3) If a foul by either team occurs during a down in which there is also an injury, such foul does not affect the charging of an excess timeout, but it does prevent a 10-second runoff that may result from the excess timeout, because the foul stopped the clock.

(4) The Competition Committee deprecates feigning injuries, with subsequent withdrawal, to obtain a timeout without penalty. Coaches are urged to cooperate in discouraging this practice.

(5) There can never be a 10-second runoff against the defensive team.

(6) See Rule 16 (Sudden-Death Procedures) for application to overtime games.

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

(a) when there is the possibility of a measurement for a first down, or if the Referee is consulting with a captain about one;

(b) when there is an undue pileup on the runner, or while determining possession after a fumble while time is in;

(c) when there is an undue delay by officials in spotting the ball for the next snap;

(d) if the snap is made before the officials can assume their positions. (See 4-6-5-b if it is a repeated act);
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(e) when there is an injury to an official or member of the chain crew;
(f) during an officials’ conference; or
(g) while repairing or replacing game equipment, except player equipment.

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

The time remaining on the play clock shall be the same as when it stopped. See Rule 4, Section 6, Article 3.

SECTION 6  DELAY OF GAME

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

ARTICLE 2. 25-SECOND PLAY CLOCK. In the event of certain administrative stoppages or other delays, a team will have 25 seconds, beginning with the Referee’s whistle, to put the ball in play next by a snap or a kick. Such stoppages include, but are not limited to:
(a) a change of possession;
(b) a charged team timeout;
(c) the two-minute warning;
(d) the expiration of a period;
(e) a penalty enforcement;
(f) a Try; or
(g) a Free Kick.

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

Note: Following a Try or successful field-goal attempt, unless there is a commercial break, the teams will have 40 seconds to align prior to the ball being made ready for play. When the 40 seconds have elapsed, the 25-second play clock will begin.

ARTICLE 3. INTERRUPTION OF PLAY CLOCK. If the play clock is stopped prior to the snap for any reason, after the stoppage has concluded, the time remaining on the play clock shall be the same as when it stopped, unless:
(a) the stoppage has been for a charged team timeout, the two-minute warning, the expiration of a period, a penalty enforcement, or an Instant Replay challenge prior to the two-minute warning, in which case the play clock shall be reset to 25 seconds;
(b) the stoppage has been for an Instant Replay review after the two-minute warning that results in a reversal, in which case the play clock shall be reset to 25 seconds;
(c) the stoppage has been for an excess timeout while time is in that is charged to the defense, in which case the play clock shall be reset to 40 seconds; or
(d) fewer than 10 seconds remain on the play clock, in which case it shall be reset to 10 seconds.

ARTICLE 4. BALL REMAINS DEAD. If the ball is not put in play within the applicable period, the Back Judge shall blow his whistle for the foul, and the ball remains dead. See 14-4-1-Item 1.

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:
(a) a player unnecessarily remains on a dead ball or on a runner who has been downed;
(b) the snapper repeatedly snaps the ball after the neutral zone is established and before all the officials have had a reasonable time to assume their positions (see 7-6-3-c);
(c) undue delay by either team in assembling after a timeout;
(d) a defensive player aligned in a stationary position within one yard of the line of scrimmage makes quick and abrupt actions that are not a part of normal defensive player movement and are an obvious attempt to cause an offensive player(s) to foul (false start). (The officials shall blow their whistles immediately.) If the defender is walking or running toward the line of scrimmage in an effort to time the snap, but stops abruptly because the snap is not made, it is not a foul for delay of game;
(e) spiking or throwing the ball in the field of play after a down has ended, except after a score;
(f) intentional contact with the football to delay the snap or the officials’ ability to make the ball ready for play; or
(g) when a timeout is erroneously granted. See 4-5-1-Note for enforcement.

Penalty: For delay of the game: Loss of five yards:
(a) from the succeeding spot if it occurs between downs. The ball remains dead; or
(b) from the previous spot if the ball was in play.

SECTION 7  ACTIONS TO CONSERVE TIME

ARTICLE 1. ILLEGAL ACTS. A team is not permitted to conserve time after the two-minute warning of either half by committing any of these acts:
(a) a foul by either team that prevents the snap (i.e., false start, encroachment, etc.);
(b) intentional grounding;
(c) an illegal forward pass thrown from beyond the line of scrimmage;
(d) throwing a backward pass out of bounds;
(e) spiking or throwing the ball in the field of play after a down has ended, except after a touchdown; or
(f) any other intentional foul that causes the clock to stop.

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

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

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

Notes:
(1) Two successive delay penalties during the same down, is unsportsmanlike conduct (12-3-1-o). After enforcement of the 15-yard penalty, the game clock shall start on the snap.
(2) Certain acts of delay may involve stopping the game clock immediately. Repeated violations of the substitution rule to conserve time are unsportsmanlike conduct (12-3-1-l and 5-2).

ARTICLE 2. SUBSTITUTION VIOLATION AFTER TWO-MINUTE WARNING. After the two-minute warning of either half, if there is a violation of the substitution rule while the ball is dead and time is in, in addition to the applicable yardage penalty for illegal substitution, there will be a 10-second runoff pursuant to Article 1 above, unless it is obvious that the offensive team is not attempting to conserve time.

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

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

ARTICLE 4. REPLAY REVIEW AFTER TWO-MINUTE WARNING OF EITHER HALF. If a replay review after the two-minute warning of either half results in the on-field ruling being reversed and the correct ruling would not have stopped the game clock, then the officials will run 10 seconds off the game clock before permitting the ball to be put in play on the ready-for-play signal. The defense cannot decline the runoff, but either team can use a remaining timeout to prevent it.

SECTION 8 EXTENSION OF A PERIOD OR A HALF

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

ARTICLE 2. PERIOD EXTENDED. At the election of the opponent, a period may be extended for one untimed down, if any of the following occurs during a down during which time in the period expires:
(a) If there is a live-ball foul by the defensive team that is accepted, the offensive team may choose to extend the period by an untimed down after enforcement of the penalty. If the first or third period is not so extended, any accepted penalty is enforced before the start of the succeeding period.
(b) If there is a foul by the offense, there shall be no extension of the period. If the foul occurs on the last play of the half, a score by the offense is not counted. However, the period may be extended for an untimed down, upon the request of the defense, if the offensive team’s foul is for:
(1) illegal touching of a kick;
(2) fair-catch interference;
(3) a palpably unfair act;
(4) a personal foul or unsportsmanlike conduct foul committed prior to a safety, an interception of a forward pass, the recovery of a backward pass or fumble, or the offensive team failing to reach the line to gain on fourth down; or
(5) a foul by the kicking team prior to a player of the receiving team securing possession of the ball during a down in which there is a safety kick, a scrimmage kick, or a free kick.
(c) If a touchdown is made on the last play of a period, the Try attempt shall be made (except during a sudden-death period).
(d) If no fair-catch signal is given and the kickers interfere with the receiver’s opportunity to catch a kick, the receiving team may extend the period by a down from scrimmage.
(e) If a fair-catch is signalled and made, the receivers may choose to extend the period by a fair-catch kick down (10-2-4-a). If the first or third period is not so extended, the receivers may start the succeeding period by either a down from scrimmage or fair-catch kick (11-4-3).
(f) If a fair catch is signalled and the kickers interfere with a receiver’s opportunity to catch a kick, the receiving team may extend the period by either a down from scrimmage or a fair-catch kick (10-2-4-a).
(g) If a safety results from a foul during the last play of a half, the score counts. A safety kick is made if requested by the receivers.
(h) If a double foul occurs during the last down of either half, the period shall be extended by an untimed down.

**Exceptions:** The half is not extended if:

1. both fouls are dead-ball fouls
2. there is a major-minor double foul (“5 vs. 15”), and the major foul is by the offense, or if the major foul is a dead ball foul by the defense (see 14-5-1-Item 1.)
   
   **Note:** Dead ball, personal, unsportsmanlike conduct, or taunting fouls by either team at the end of a half are enforced on the ensuing kickoff (14-4-9-Exc. 1).

3. there is a double foul with a change of possession (“clean hands” rule, see 14-5-2) that does not involve a replay of the down. If a double foul occurs on the last play of the first or third periods, the period is not extended.

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

If any period is extended for any reason, it shall continue until the completion of a down free from any foul specified in (a) through (h) above.
RULE 5 PLAYERS, SUBSTITUTES, EQUIPMENT, GENERAL RULES

SECTION 1 PLAYERS

ARTICLE 1. NUMBER OF PLAYERS. The game is played by two teams of 11 players each.

If Team A has more than 11 players in its formation for more than three seconds, or if Team B has more than 11 players in its formation and the snap is imminent, it is a foul. Once the ball is made ready for play, if either team has more than 11 players in its formation prior to a free kick, it is also a foul. In these instances, game officials shall blow their whistles immediately and not allow the snap or kick to occur.

Penalty: For more than 11 players in the formation prior to the snap or free kick: Loss of five yards from the succeeding spot.

If a team has more than 11 players on the field of play or the end zone when a snap, free kick, or fair-catch kick is made, the ball is in play, and it is a foul.

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

Note: It is not a foul if a team has fewer than 11 players on the field of play or the end zone when a snap, free kick, or fair-catch kick is made.

ARTICLE 2. PLAYERS NUMBERED BY POSITION. All players must wear numerals on their jerseys in accordance with Rule 5, Section 4, Article 3, Item 3. Such numerals must be by playing position, as follows:

(a) quarterbacks, punters, and placekickers: 1–19;
(b) running backs and defensive backs: 20–49;
(c) centers: 50–79;
(d) offensive guards and tackles: 60–79;
(e) wide receivers: 10–19 and 80–89;
(f) tight ends and H-backs: 40–49 and 80–89;
(g) defensive linemen: 50–79 and 90–99;
(h) linebackers: 40–59 and 90–99.

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

Any request to wear a numeral for a special position not specified above (e.g., H-back) must be made to the Commissioner. During the preseason period when playing rosters are larger, the League will allow duplication and other temporary deviations from the numbering scheme specified above, but the rule must be adhered to for all players during the regular season and postseason. Clubs must make numerals available to adhere to the rule, even if it requires returning to circulation a numeral that has been retired or withheld for other reasons. See 5-3-1 for reporting a change of position.

SECTION 2 SUBSTITUTES AND WITHDRAWN PLAYERS

ARTICLE 1. NUMBER OF PLAYERS IN HUDDLE. There can never be more than 11 players in the offensive huddle while the play clock is running. It is a foul, the whistle is blown immediately, and the ball remains dead. See 5-2-a.

ARTICLE 2. SUBSTITUTE BECOMES PLAYER. A substitute becomes a player when he:

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

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

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

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

ARTICLE 5. OFFENSIVE SUBSTITUTIONS. The following are applicable to any offensive substitute who is entering the game:

(a) He must move onto the field of play or the end zone as far as the inside of the field numerals prior to the snap to be a legal substitution. If he does not, and is on the field of play or end zone at the time of a legal snap, he is an illegal substitute.
(b) If he approaches the huddle and communicates with a teammate, he is required to participate in at least one play before being withdrawn. After a warning, subsequent violations of this rule shall be penalized for unsportsmanlike conduct. See 5-2-11.
Note: The intent of the rule is to prevent teams from using simulated substitutions to confuse an opponent, while still permitting a player (or players) to enter and leave without participating in a play in certain situations, such as a change in a coaching decision on fourth down, even though he has approached the huddle and communicated with a teammate. Similarly, if a player who participated in the previous play leaves the playing field by mistake, and returns to the playing field prior to the snap, he is not required to reach the inside of the field numerals, provided the defense has the opportunity to match up with him. However, a substitute (i.e., someone who did not participate in the previous play) is required to reach the inside of the field numerals.

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

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

ARTICLE 8. PENALTIES FOR ILLEGAL SUBSTITUTION OR WITHDRAWAL. Penalties are:
(a) For 12 or more players in the offensive huddle (whistle blown immediately and ball remains dead): Loss of five yards from the succeeding spot.
(b) For a substitute entering the field during a live ball: Loss of five yards.
(c) For interference with the play by a substitute who enters the field during a live ball: Palpably unfair act. See 12-3-3.
(d) For an offensive substitute who does not move onto the field as far as the inside of the field numerals: Loss of five yards from the previous spot.
(e) For a withdrawn player clearing the field on the opponents’ side or across an end line: Loss of five yards from the previous spot.
(f) For illegal return of a suspended player: Loss of five yards from the previous spot if discovery is made while the ball is in play, or five yards from the succeeding spot if discovered between downs, in which case the ball remains dead.
(g) For return of a disqualified player: Loss of 15 yards from the previous spot if discovery is made while the ball is in play, or 15 yards from the succeeding spot if discovered between downs, in which case the ball remains dead, and, in either case, exclusion from the playing field enclosure.

Note: If the illegal return of a player is not discovered until the end of a down, but prior to the start of the next one, enforcement is from the previous spot when definitely known. Otherwise, enforcement is from the succeeding spot as a foul between downs. See 14-4-9.

ARTICLE 9. PROCEDURE FOLLOWING TIMEOUT OR CHANGE OF POSSESSION. Following a timeout or change of possession, the offense may huddle outside the numbers near its bench area, but will not be allowed to line up and snap the ball before the defense has an opportunity to match personnel. If the offense snaps the ball before the defense has had an opportunity to complete its substitutions, and a defensive foul for too many players on the field results, no penalties will be enforced, except for personal fouls and unsportsmanlike conduct fouls, and the down will be replayed. At this time, the Referee will notify the head coach that any further use of this tactic will result in a penalty for unsportsmanlike conduct.

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

ARTICLE 10. DEFENSIVE MATCHUPS FOLLOWING SUBSTITUTIONS. If a substitution is made by the offense, the offense shall not be permitted to snap the ball until the defense has been permitted to respond with its substitutions. While in the process of a substitution (or simulated substitution), the offense is prohibited from rushing quickly to the line of scrimmage and snapping the ball in an obvious attempt to cause a defensive foul (i.e., too many men on the field). If the offense substitutes, the following procedure will apply:
(a) The Umpire will stand over the ball until the Referee deems that the defense has had a reasonable time to complete its substitutions.
(b) If the offense snaps the ball before the defense has had an opportunity to complete its substitutions, and a defensive foul for too many players on the field results, no penalties will be enforced, except for personal fouls and unsportsmanlike conduct, and the down will be replayed. At this time, the Referee will notify the head coach that any further use of this tactic will result in a penalty for unsportsmanlike conduct.

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

(c) On a fourth-down punting situation, the Referee and the Umpire will not allow a quick snap that prevents the defense from having a reasonable time to complete its substitutions. This applies throughout the entire game.
(d) If the play clock expires before the defense has completed its substitution, it is delay of game by the offense.

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

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

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, 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.

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. 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.

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

Clubs that have a player whose principal position is as a non-quarterback (e.g., wide receiver, running back) and who also is used as a quarterback from time to time must have two helmets for that player—one with and one without radio components. When a quarterback enters the game for the first time, or re-enters the game if he has previously been in the game and removed, he must report to the Referee.

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

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

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

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

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

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

Penalty: If a player fails to notify the Referee of a change in his status when required: Loss of five yards for illegal substitution.
ARTICLE 1. GENERAL POLICY. Throughout the game-day period while in view of the stadium and television audience, including during team pregame warm-ups, all players must dress in a professional manner under the uniform standards. The helmet and mandatory padding referenced in Article 3 below are intended to provide reasonable protection to a player while reasonably avoiding risk of injury to other players. The development of Playing Rules should be governed by this Article. Players generally must present an appearance that is appropriate to representing their individual clubs and the National Football League. The term uniform, as used in this policy, applies to every piece of equipment worn by a player, including helmet, shoulder pads, thigh pads, knee pads, and any other item of protective gear, and to every visible item of apparel, including but not limited to pants, jerseys, wristbands, gloves, stockings, shoes, visible undergarments, and accessories such as headwear worn under helmets and hand towels. All visible items worn on game day by players must be issued by the club or the League, or, if from outside sources, must have approval in advance by the League office.

ARTICLE 2. MANDATORY EQUIPMENT, APPAREL. Pursuant to the official colors established for each NFL club in the National Football League Constitution and Bylaws, playing squads are permitted to wear only those colors or a combination of those colors for helmets, jerseys, pants, and stockings; provided that white is also an available color for jerseys and mandatory color for the lower portion of stockings. (See 5-3-3-Item 6, “Stockings,” below.) Each player on a given team must wear the same colors on his uniform as all other players on his team in the same game. Home clubs shall choose their jersey color (either white or official team color), and visiting clubs must wear the opposite. For preseason, regular season, or postseason games, the two competing teams may wear jerseys in their official colors (non-white), provided the Commissioner determines that such colors are of sufficient contrast.

ARTICLE 3. All players must wear the equipment and uniform apparel listed below, which must be of a suitably protective nature, must be designed and produced by a professional manufacturer, and must not be cut, reduced in size, or otherwise altered unless for medical reasons approved in advance by the Commissioner. During pregame team warm-ups, players may omit certain protective equipment at their option, except that helmets, shoulder pads, thigh pads, and knee pads must be worn.

Item 1. Helmet, Face Protectors. Helmet with all points of the chin strap (white only) fastened and facemask attached. Facemasks must not be more than ¼-inch in diameter and must be made of rounded material; transparent materials are prohibited. Clear (transparent) plastic eye shields are optional. Tinted eye shields may be worn only after the League office is supplied with appropriate medical documentation and approval is subsequently granted. The League office has final approval. No visible identification of a manufacturer’s name or logo on the exterior of a helmet or on any attachment to a helmet is permitted unless provided for under a commercial arrangement between the League and manufacturer; in no event is identification of any helmet manufacturer permitted on the visible surface of a rear cervical pad. All helmets must carry a small NFL shield logo on the rear lower-left exterior, and an approved warning label on the rear lower-right exterior. Both labels will be supplied in quantity by the League office.

Item 2. Jerseys. Jersey must cover all pads and other protective equipment worn on the torso and upper arms, and must be appropriately tailored to remain tucked into the uniform pants throughout the game. Tear-away jerseys are prohibited. Mesh jerseys with large fishnet material (commonly referred to as “bullet-hole” or “port-hole” mesh) are also prohibited. Surnames of players in letters a minimum of 2½ inches high must be affixed to the exterior of jerseys across the upper back above the numerals; nicknames are prohibited. All jerseys must carry a small NFL Shield logo at the middle of the yoke of the neck on the front of the garment. All fabrics must be approved by the League office prior to production.

Item 3. Numerals. Numerals on the back and front of jerseys as specified under NFL rules for the player’s specific position. Such numerals must be a minimum of 8 inches high and 4 inches wide, and their color must be in sharp contrast with the color of the jersey. Smaller numerals should be worn on the tops of the shoulders or upper arms of the jersey. Small numerals on the back of the helmet or on the uniform pants are optional.

Item 4. Pants. Pants must be worn over the entire knee area; pants shortened or rolled up to meet the stockings above the knee are prohibited. No part of the pants may be cut away unless an appropriate gusset or other device is used to replace the removed material. All pants must carry a small NFL Shield logo on the front left groin area of the pants, midway between the fly opening and side seam, and ½-inch below the belt.

Item 5. Shoulder Pads, Thigh Pads, and Knee Pads. Shoulder pads, thigh pads, and knee pads which have been approved by the League office. All pads must be covered by the outer uniform. Knee pads must be at least ¾-inch thick and must cover the knees. Basketball-type knee pads are permitted, but must be covered by the outer uniform. Punters and placekickers may omit thigh and knee pads.

Item 6. Stockings. Stockings must cover the entire area from the shoe to the bottom of the pants, and must meet the pants below the knee. Players are permitted to wear as many layers of stockings and tape on the lower leg as they prefer, provided the exterior is a one-piece stocking that includes solid white from the top of the shoe to the mid-point of the lower leg, and approved team color or colors (non-white) from that point to the top of the stocking. Uniform stockings may not be altered (e.g., over-stretched, cut at the toes, or sewn short) in order to bring the line between solid white and team colors lower or higher than the mid-point of the lower leg. No other stockings and/or opaque tape may be worn over the one-piece, two-color uniform stocking. Barefoot punters and placekickers may omit the stocking of the kicking foot in preparation for and during kicking plays.

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

ARTICLE 4. OTHER PROHIBITED EQUIPMENT, APPAREL. In addition to the prohibited items of equipment and apparel specified above, the following also are prohibited:

Item 1. Projecting Objects. Metal or other hard objects that project from a player’s person or uniform, including from his shoes.

Item 2. Uncovered Hard objects, Substances. Hard objects and substances, including but not limited to casts, guards or braces for hand, wrist, forearm, elbow, hip, thigh, knee, and shin, unless such items are appropriately covered on all edges and surfaces by a minimum of ⅜-inch foam rubber or similar soft material. Any such item worn to protect an injury must be reported by the applicable coaching staff to the Umpire in advance of the game, and a description of the injury must be provided.

Item 3. Detachable Kicking Toe.

Item 4. Torn Items. Torn or improperly fitting equipment creating a risk of injury to other players, e.g., the hard surfaces of shoulder pads exposed by a damaged jersey.

Item 5. Improper Cleats. Shoe cleats made of aluminum or other material that may chip, fracture, or develop a cutting edge. Conical cleats with concave sides or points which measure less than ⅛-inch in diameter at the tips, or cleats with oblong ends which measure less than ⅛ by ⅜-inch at the end tips are also prohibited. Nylon cleats with flat steel tips are permitted.

Item 6. Improper Tape. Opaque, contrasting-color tape that covers any part of the helmet, jersey, pants, stockings, or shoes; transparent tape or tape of the same color as the background material is permissible for use on these items of apparel. Players may use opaque white, black or one dominant club color tape on hands and arms, provided it conforms to above (“Uncovered Hard Objects, Substances”) and below (“Approved Glove Color”). Opaque tape either black or white on shoes is permitted, provided it is black or white to match the selected dominant shoe choice of the Club, and provided it does not carry up into the stocking area.

Item 7. Items Colored Like Football. Headgear or any other equipment or apparel which, in the opinion of the Referee, may confuse an opponent because of its similarity in color to that of the game football. If such color is worn, it must be broken by stripes or other patterns of sharply contrasting color or colors.

Item 8. Adhesive, Slippery Substances. Adhesive or slippery substances on the body, equipment, or uniform of any player; provided, however, that players may wear gloves with a tackified surface if such tacky substance does not adhere to the football or otherwise cause handling problems for players.

ARTICLE 5. RECOMMENDED EQUIPMENT. It is recommended that all players wear hip pads designed to reasonably avoid the risk of injury. Unless otherwise provided by individual team policy, it is the players’ responsibility and decision whether to follow this recommendation and use such pads. If worn, such pads must be covered by the outer uniform.

ARTICLE 6. OPTIONAL EQUIPMENT. Among the types of optional equipment that are permitted to be worn by players are the following:

Item 1. Garments Under Jerseys. Quarterbacks will be allowed to wear under the game jersey a solid colored T-shirt, turtleneck, or sweatshirt (consistent with team undergarment color) with sleeves cut to any length, as long as both sleeves are evenly trimmed and the edges are sewn and hemmed. All other players may wear garments under game jerseys only if the undergarment sleeves either (a) are full length to the wrist; or (b) are the half sleeve length as provided by the licensee each of which must be approved by the NFL. Players may not wear long-sleeved undergarments that include pebble-grip sleeves. Any garments under jerseys that are exposed at the neck or sleeve area and that carry an exposed logo or commercial name/identification must be licensed and approved by the League office for wear on the field. Undergarments must be tucked in and not hanging out from the bottom of the jersey. All members of the same team who wear approved undergarments with exposed necks or sleeves must wear the same color on a given day, which color must be white or a solid color that is an official team color (solid means that sleeves must not carry stripes, designs, or team names). Players may not wear undergarments with an exposed hood hanging outside the collar of the jersey.

Item 2. Approved Glove Color. Gloves, wrappings, elbow pads, and other items worn on the arms below or over the jersey sleeves by interior offensive linemen (excluding tight ends) must be of the color that is mandatorily reported to the League
office by the club before July 1 each year. Such reported color must be white, black or other official uniform color of the applicable team, and, once reported, must not be changed throughout that same season. Players at other positions (non-interior linemen) may wear gloves provided they are either (i) a solid white, solid black, or a solid color that is an official uniform color of the applicable club, (ii) a bi-color combination of black or white with one (1) official uniform color of the applicable team, or (iii) a tri-color combination of black or white, and/or up to two official uniform colors of the applicable club. For clubs with a third official uniform color, player (non-interior linemen) gloves may also incorporate a third official uniform color as an accent only. Clubs are not required to designate to the League office by July 1, the color of gloves that will be worn by their non-interior linemen.

**Item 3. Rib Protectors.** Rib protectors (“flak jackets”) under the jersey.

**Item 4. Wristbands.** Wristbands, provided they are white or black only.

**Item 5. Towels.** Towels, provided they are white licensed towels approved by the League office for use on the playing field. Players are prohibited from adding to these towels personal messages, logos, names, symbols, or illustrations. Such towels also must be attached to or tucked into the front waist of the pants, and must be no longer than 6 by 8 inches (slightly larger size may be issued to quarterbacks, or may be folded to these limits for wearing in games). A player may wear no more than one towel. Players are prohibited from discarding on the playing field any loose towels or other materials used for wiping hands and the football. Streamers or ribbons, regardless of length, hanging from any part of the uniform, including the helmet, are prohibited.

**Item 6. Headwear.** When players are on the field, during the pregame, game, and postgame periods, they may wear approved caps, skull caps and bands, approved cold weather gear, or other approved headwear for medical purposes only, as determined by the Commissioner. Any permissible headwear must be approved by the League office, and if worn under the helmet, no portion may hang from or otherwise be visible outside the helmet. Players are not permitted to wear bandannas, stockings, or other unapproved headwear anywhere on the field during the pregame, game, or postgame periods, even if such items are worn under their helmets.

**ARTICLE 7. LOGOS AND COMMERCIAL IDENTIFICATION.** Throughout the period on game-day that a player is visible to the stadium and television audience (including in pregame warm-ups, in the bench area, and during postgame interviews in the locker room or on the field), players are prohibited from wearing, displaying, or orally promoting equipment, apparel, or other items that carry commercial names or logos/identifications of companies, unless such commercial identification has been approved in advance by the League office. The size of any approved logo or other commercial identification involved in an agreement between a manufacturer and the League will be modest and unobtrusive, and there is no assurance that it will be visible to the television audience.

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

**ARTICLE 9. GENERAL APPEARANCE.** Consistent with the equipment and uniform rules, players must otherwise present a professional and appropriate appearance while before the public on game-day. Among the types of activity that are prohibited are use of tobacco products (smokeless included) while in the bench area and use of facial makeup.

**Penalties:**

a) For violation of this Section 4 discovered during pregame warm-ups or at other times prior to the game, player will be advised to make appropriate correction; if the violation is not corrected, player will not be permitted to enter the game.

b) For violation of this Section 4 that is discovered while player is in the game, and which involves the competitive or player safety aspects of the game (e.g., illegal kicking toe of shoe, an adhesive or slippery substance, failure to wear mandatory equipment), player will be removed from the game until he has complied.

c) For any other violation of this Section 4 (e.g., wristbands that are not League-approved, towel with a personal message, impermissible headwear under the helmet) that is discovered while the player is in the game, player will be advised to make appropriate correction at the next change of possession; if the violation is not corrected, player will not be permitted to enter the game.

d) For violation of this Section 4 detected in the bench area: Player and head coach will be asked to remove the objectionable item, properly equip the player, or otherwise correct the violation. The involved player or players will not be permitted to enter the game until the player has complied.

e) For illegal entry or return of a player suspended under this Section 4: Loss of five yards from succeeding spot and removal until properly equipped after one down. See 3-33.

f) For repeat violation: Disqualification from game.
Notes:
(1) In addition to the game-day penalties specified above, the Commissioner may subsequently impose independent disciplinary action on the club and involved player, up to and including suspension from the team's next game—preseason, regular season, or postseason, whichever is applicable.

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

(3) If a player (kicker) is suspended for having an illegal kicking shoe, he must remain out of the game for one play, unless there is a team time out, the two-minute warning, or the end of the period.
RULE 6  FREE KICKS

SECTION 1  PROCEDURES FOR A FREE KICK

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

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

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

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

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

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

(a) The restraining line for the kicking team shall be its 35-yard line for a kickoff and its 20-yard line for a safety kick.

(b) The restraining line for the receiving team shall be the yard line 10 yards in advance of the kicking team’s restraining line.

ARTICLE 3. FREE KICK FORMATION. When the ball is kicked on a free kick down:

(a) After the ball has been made ready for play, all kicking team (Team A) players other than the kicker must be lined up no more than five yards behind their restraining line; and

(b) All kicking team players must be inbounds and behind the ball when it is kicked, except:

1) the holder of a placekick (3-18-1-Item 2) may be beyond the line, and

2) the kicker may be beyond the line, provided that his kicking foot is not beyond the line.

(c) At least four players of the kicking team must be on each side of the ball. At least three players must be lined up outside each inbounds line, one of whom must be outside the yard-line number.

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

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

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

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

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

Penalty: For players intentionally forming an illegal wedge: Loss of 15 yards from the spot of the foul. If the foul occurs in Team B’s end zone during the kick, it is enforced from the previous spot.

ARTICLE 4. CATCH OR RECOVERY OF A FREE KICK. The following applies to the catch or recovery of a free kick:

(a) If a player of the receiving team catches or recovers the ball, he may advance.

(b) If the ball is declared dead while in the simultaneous possession of two opposing players, the ball is awarded to the receiving team.

(c) A player of the kicking team may legally touch, catch, or recover the ball if:

1) it first touches a receiving team player; or

2) it reaches or crosses the receiving team’s restraining line.

(d) The ball is dead if it is caught or recovered by a player of the kicking team. If the catch or recovery is legal, the ball belongs to the kicking team at the dead-ball spot.

(e) If the ball comes to rest inbounds after reaching the receiving team’s restraining line and no player attempts to possess it, the ball becomes dead and belongs to the receiving team at the dead-ball spot.

Note: For illegal catch or recovery, see 6-2-4.

ARTICLE 5. FREE KICK CROSSES GOAL LINE. It is a touchback, if a free kick:

(a) goes out of bounds behind the receiving team’s goal line;

(b) strikes the receiving team’s goal post, uprights, or cross bar; or

(c) is downed in the end zone by the receiving team.

ARTICLE 6. END OF FREE KICK. A free kick ends when either team possesses the ball, or when the ball is dead, if that precedes possession. A running play begins when the receiving team establishes possession of the ball.
SECTION 2 OTHER FREE KICK FOULS

ARTICLE 1. BLOCKING.

Item 1. Kicking Team. Prior to the ball touching a receiving team player or reaching the receiving team’s restraining line, he may not block or use his hands or arms against an opponent between the restraining lines, except to push or pull aside a receiver who is actively attempting to obstruct his attempt to proceed downfield.

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

Regardless of the location of the ball, he may legally block an opponent at or beyond the receiving team’s restraining line. During the kick, the kicking team is subject to the blocking restrictions of the defense.

Item 2. Receiving Team. After the ball is kicked, receiving team players are subject to the blocking restrictions of the offense (see 12-1-1-3), and they may use their hands/arms legally to push or pull an opponent out of the way in a personal attempt to recover the ball.

Penalty: For illegal blocking or use of hands by either team: Loss of 10 yards. See 12-2-5 for penalty for a low block.

ARTICLE 2. RUNNING INTO FREE KICKER. A player of the receiving team is not permitted to run into the kicker before he recovers his balance. See also 12-2-6-h for personal fouls against the kicker.

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

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

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

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

ARTICLE 4. FREE KICK ILLEGALLY TOUCHED.

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

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

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

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

ARTICLE 5. SHORT FREE KICK. If the ball has not been touched by either team after the kick and rolls dead in the field of play before reaching the receiving team’s restraining line, it is a foul. The ball belongs to the receiving team at the dead-ball spot.

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

SECTION 3 ENFORCEMENT OF FOULS

ARTICLE 1. ENFORCEMENT FROM PREVIOUS SPOT. If there is a foul during a free kick, enforcement is from the previous spot, and the free kick is made again. However, if the kicking team commits a foul prior to the end of the kick, and the receiving team retains possession throughout the down, it will have the option of enforcing the penalty at the previous spot and replaying the down or adding the penalty yardage to the dead-ball spot.

Exceptions:
(a) A personal foul (blocking) after a fair-catch signal is enforced from the spot of the foul;
(b) A foul for fair-catch interference is enforced from the spot of the foul;
(c) A foul for interference with the opportunity to make a catch is enforced from the spot of the foul;
(d) A foul for an invalid fair catch signal is enforced from the spot of the foul;
(e) A foul for intentionally forming an illegal wedge, whether during the free kick or during the return, is enforced from the spot of the foul;
(f) For a free kick out of bounds, see Section 2, Article 3;
(g) For a free kick illegally touched, see Section 2, Article 4; or
(h) Double fouls are enforced according to the customary rules. See 14-5.

Notes:
(1) The dead-ball spot for free kicks that result in a touchback is the 25-yard line.
(2) In (a), (d), and (e) above, if the foul occurs in Team B’s end zone, the enforcement is from the previous spot.
RULE 7   BALL IN PLAY, DEAD BALL, SCRIMMAGE

SECTION 1   BALL IN PLAY
ARTICLE 1. LIVE BALL. After the ball has been declared ready for play, it becomes a live ball when it is legally snapped or legally kicked (a free kick or fair catch kick). The ball remains dead if it is snapped or kicked before it is made ready for play.

SECTION 2   DEAD BALL
ARTICLE 1. DEAD BALL DECLARED. An official shall declare the ball dead and the down ended:
(a) when a runner is contacted by an opponent and touches the ground with any part of his body other than his hands or feet. The ball is dead the instant the runner touches the ground. A runner touching the ground with his hands or feet while in the grasp of an opponent may continue to advance; or
   \textbf{Note:} If, after contact by an opponent, any part of a runner’s leg above the ankle or any part of his arm above the wrist touches the ground, the runner is down.
(b) when a runner is held or otherwise restrained so that his forward progress ends
(c) when a quarterback immediately drops to his knee (or simulates dropping to his knee) behind the line of scrimmage
   \textbf{Note:} If a quarterback does not immediately drop to a knee, and contact from a rushing defender is unavoidable, it is not a foul unless the defender commits some other act that would constitute unnecessary roughness.
(d) when a runner declares himself down by:
   (1) falling to the ground, or kneeling, and clearly making no immediate effort to advance
   (2) sliding feet-first on the ground. When a runner slides feet first, the ball is dead the instant he touches the ground with anything other than his hands or his feet
   \textbf{Notes:}
   (1) Defenders are required to treat a sliding runner as they would a runner who is down by contact.
   (2) A defender must pull up when a runner begins a feet-first slide. This does not mean that all contact by a defender is illegal. If a defender has already committed himself, and the contact is unavoidable, it is not a foul unless the defender makes forcible contact into the head or neck area of the runner with the helmet, shoulder, or forearm, or commits some other act that is unnecessary roughness.
   (3) A runner who desires to take advantage of this protection is responsible for starting his slide before contact by a defensive player is imminent; if he does not, and waits until the last moment to begin his slide, he puts himself in jeopardy of being contacted.
(e) when a runner is out of bounds
(f) when an opponent takes a ball that is in the possession of a runner who is on the ground
   \textbf{Note:} An opponent may take or grab a ball (hand to hand) in possession of a runner who is on his feet or is airborne.
(g) when a forward pass (legal or illegal) is incomplete (see 8-1-4)
(h) when any legal or illegal kick touches the receivers’ goal posts or crossbar, unless it scores a field goal (see 9-4-2)
(i) when a loose ball comes to rest anywhere in the field, and no player attempts to recover it; the official covering the play should pause momentarily before signaling that the ball is dead. Any legal (or illegal) kick is awarded to the receivers, and any other ball is awarded to the team last in possession. When awarded to a team behind a goal line, the ball is placed on the one-yard line.
(j) when any legal or illegal kick is caught or recovered by the kickers, except a scrimmage kick that is kicked from behind the line and is recovered behind the line (not a Try kick). See 9-3-2-Item 3 for exception
(k) when a touchdown, touchback, safety, field goal, or Try has been made
(l) when any receiver catches or recovers the ball after a fair catch signal (valid or invalid) has been made, provided the ball has not been touched by an opponent, before or after it strikes the ground
(m) when an official sounds his whistle erroneously while the ball is still in play, the ball becomes dead immediately
   (1) If the ball is in player possession, the team in possession may elect to put the ball in play where it has been declared dead or to replay the down.
   (2) If the ball is a loose ball resulting from a fumble, backward pass, or illegal forward pass, the team last in possession may elect to put the ball in play at the spot where possession was lost or to replay the down.
   (3) If the ball is a loose ball resulting from a legal forward pass, a free kick, a fair-catch kick, or a scrimmage kick, the ball is returned to the previous spot, and the down is replayed.
   (4) If there is a foul by either team during any of the above, penalty enforcement is the same as for fouls during a run, forward pass, kick, fumble, and backward pass. If the team in possession elects to replay the down, the penalty shall be enforced from the previous spot.
(n) when a fumble is recovered or caught by a teammate of the fumbling player, and the fumble occurs on a play that is subject to the “two-minute” or “fourth-down” fumble provisions. See 8-7-5 and 8-7-6.
(o) when the ball is out of bounds
(p) 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.
Notes:
(1) If there is not an on-field ruling that the ball struck an object, the Replay Official is empowered to initiate a booth review, even if the event occurs prior to the two-minute warning. If, prior to the two-minute warning, no booth review is initiated by the Replay Official, a coach’s challenge is permitted under the established rules for such a challenge.

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

(q) when a runner’s helmet comes completely off.

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

ARTICLE 2. BALL TOUCHES OFFICIAL. The ball is not dead because it touches an official who is inbounds, or because of a signal by an official other than a whistle.

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

ARTICLE 2. NEW SERIES FOR TEAM B. A new series of four scrimmage downs is awarded to Team B when the following conditions exist:
(a) Team A fails to advance the ball to the line to gain during a series of downs; or
(b) There is a change of possession during the down, and Team B has possession at the end of the down, or has been awarded possession at the end of the down; or
(c) When the ball is declared dead in possession of the receiving team after a free kick, scrimmage kick, or fair-catch kick.

ARTICLE 3. FORWARD PART OF BALL. The forward part of the ball in its position when it is declared dead in the field of play shall be the determining point in measuring any distance gained or lost. The ball shall be rotated so that its long axis is parallel to the sidelines before measuring, while maintaining the forward most point.

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

SECTION 4  ACTION AT OR BEFORE THE SNAP
ARTICLE 1. BALL READY FOR PLAY. After the neutral zone has been established (ball is made or declared ready for play), an offensive player may not make a false start, a defensive player may not encroach (initiate contact with a member of the offensive team) or commit a neutral zone infraction, and no player of either team may be offside when the ball is put in play.

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

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

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

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

An interior lineman who is in a two-point stance is permitted to reset in a three-point stance or change his position, provided that he resets prior to the snap. If he does not reset prior to the snap, it is a False Start.

Item 2. Eligible Receiver. If all 11 offensive players have been set for at least one full second, and an eligible receiver who is on the line of scrimmage moves forward, it is a False Start, regardless of whether the action is quick and abrupt or slow and deliberate.

Any eligible receiver is permitted to change from a two-point stance to a three-point stance, or from a three-point stance to a two-point stance, provided he resets prior to the snap. If he does not reset, it is a False Start.

Item 3. Player Under Center. It is legal for a player who has taken a position under or behind the center to go in motion, whether he has placed his hands under center, on his knees, or on the body of the center. However, it is a False Start, if the
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action is quick and abrupt. If the player fails to come to a complete stop for at least one full second prior to the ball being snapped, it is Illegal Motion.

Item 4. Shotgun Formation. A player who is in position to receive the snap in shotgun formation is permitted to shift his feet prior to the snap, but any quick and abrupt movement is a False Start. This includes thrusting his hands forward when there is not a simultaneous snap.

Item 5. Attempt to Draw Offside. Any obvious attempt by the quarterback or other player in position to receive the snap to draw an opponent offside is a False Start.

Item 6. Offense Not Set. With the game clock running inside one minute of either half, if all 11 offensive players are not set simultaneously for one full second prior to the snap, it is a False Start.

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

Note: The official shall blow the whistle immediately. The penalty for a False Start shall be enforced regardless of whether the snap is made or there is a reaction by the defense.

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

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

ARTICLE 4. NEUTRAL ZONE INFRACTION. It is a Neutral Zone Infraction when:

(a) a defender moves beyond the neutral zone prior to the snap and is parallel to or beyond an offensive lineman, with an unimpeded path to the quarterback or kicker, even though no contact is made by a blocker; officials are to blow their whistles immediately

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

(c) a player, after he has received a warning, enters the neutral zone. It is a foul, even if he returns to a legal position prior to the snap without contacting an opponent or causing a reaction (movement) by an offensive player in close proximity.

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

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

ARTICLE 5. OFFSIDE. A player is offside when any part of his body is in or beyond the neutral zone or beyond a restraining line when the ball is put in play.

Penalty: For offside: Loss of five yards.

ARTICLE 6. COMPLETE STOP. All offensive players are required to come to a complete stop and be in a set position simultaneously for at least one full second prior to the snap. Failure to do so is an Illegal Shift. (See 7-4-2-Item 6 for foul inside one minute of either half.)

ARTICLE 7. SHIFTS. The offensive team is permitted to shift and have two or more players in motion multiple times before the snap. However, after the last shift, all players must come to a complete stop and be in a set position simultaneously for at least one full second.

If any eligible backfield player goes in motion (one at a time) after the last shift and comes to a complete stop, there is no requirement for a full second pause before a second player can legally go in motion.

However, if the first player has not come to a complete stop when the second player goes in motion, it is another shift and requires another simultaneous stop for at least one full second by all players.

It is also an illegal shift if a player under or behind center goes in motion and fails to come to a complete stop for at least one full second before a second player goes in motion.

Note: The offensive team must present a legal formation both before and after a shift.

Penalty: For an illegal shift: Loss of five yards.

ARTICLE 8. ILLEGAL MOTION. When the ball is snapped, one player who is lined up in the backfield may be in motion, provided that he is moving parallel to or away from the line of scrimmage. No player is permitted to be moving toward the line of scrimmage when the ball is snapped. All other players must be stationary in their positions.
If an eligible receiver who is on the line moves to another position on the line (not forward), he must reset prior to the snap. If he does not reset, it is Illegal Motion.

It is also Illegal Motion if a player under or behind center goes in motion and fails to come to a complete stop for at least one full second prior to the snap.

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

**SECTION 5  POSITION OF PLAYERS AT THE SNAP**

**ARTICLE 1. OFFENSIVE TEAM.** The offensive team must be in compliance with the following at the snap:

(a) It must have seven or more players on the line (3-19)
(b) Eligible receivers must be on both ends of the line, and all of the players on the line between them must be ineligible receivers
(c) No player may be out of bounds

*Note:* Offensive linemen may lock legs.

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

**SECTION 6  PUTTING THE BALL IN PLAY**

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

**ARTICLE 2. SNAP AT INBOUNDS SPOT.** The ball is next put in play (snap) at the inbounds spot by the team entitled to possession (7-1-1-2 and 7-4-1) when:

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

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

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

**ARTICLE 3. RESTRICTIONS FOR SNAPPER.** The snap (3-32) may be made by any offensive player who is on the line of scrimmage but must conform to the following provisions:

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

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

**ARTICLE 4. LEGAL SNAP.** A snap is a backward pass. The snap must be received by a player who is not on the line at the snap, unless the ball first strikes the ground. If the ball first strikes the ground, or is muffed by an eligible backfield receiver, or quarterback under center, it can be recovered and advanced by any player.

**Penalty:** For snapping the ball to an ineligible snap receiver: Loss of five yards from the line of scrimmage. The whistle shall be blown immediately.
RULE 8    FORWARD PASS, BACKWARD PASS, FUMBLE

SECTION 1    FORWARD PASS

ARTICLE 1. DEFINITION. It is a forward pass if:
(a) the ball initially moves forward (to a point nearer the opponent's goal line) after leaving the passer's hand(s)
(b) the ball first strikes the ground, a player, an official, or anything else at a point that is nearer the opponent's goal line than the point at which the ball leaves the passer's hand(s).

Note: A ball that is intentionally fumbled and goes forward is a forward pass. A ball that is intentionally muffed, and goes forward or backward, is a batted ball (12-4-1).

Item 1. Forward Movement of Hand. When a player is in control of the ball and is attempting to pass it forward, any intentional forward movement of his hand starts a forward pass.
(a) If, after intentional forward movement of his hand, contact by an opponent materially affects the passer, causing the ball to go backward, it is a forward pass, regardless of where the ball strikes the ground, a player, an official, or anything else.
(b) If, after an intentional forward movement of his hand, the passer loses possession of the ball during an attempt to bring it back toward his body, it is a fumble.
(c) If the passer loses possession of the ball while attempting to recock his arm, it is a fumble.

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

Item 1. Illegal Passes. Any other forward pass by either team is illegal and is a foul by the passing team, including:
(a) A forward pass thrown when the passer is beyond the line of scrimmage.

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

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

Item 2. Intercepted Illegal Pass. If an illegal pass is caught or intercepted, ball may be advanced and the penalty declined.
Penalties:
(a) For a forward pass from beyond the line: Loss of down and five yards from the spot of the pass. See S.N. below.
(b) For a second forward pass from behind the line, or for a forward pass that was thrown after the ball returned behind the line: Loss of five yards.
(c) For a forward pass that is thrown after a change of possession: Loss of five yards from the spot of the pass.

Notes:
(1) Eligibility, pass interference, and intentional grounding rules apply when a forward pass is thrown from beyond the line, regardless of whether the pass is an illegal forward pass. Eligibility, pass interference, and intentional grounding rules do not apply if a forward pass is thrown (a) from beyond the line, (b) on a Free Kick play, (c) on a Fair Catch kick play, or (d) after a change of possession.
(2) Roughing the passer rules apply on all passes (legal or illegal) thrown from behind the line of scrimmage (12-2-9). If a pass is thrown from beyond the line of scrimmage, unnecessary roughness may apply for action against the passer.
(3) When a distance penalty in Penalty (a) leaves the ball in advance of the necessary line to gain, it is first-and-10 for the opponent.
(4) See 3-2-4 for the definition of team possession during a forward pass (a loose ball), or for when possession ends.

ARTICLE 3. COMPLETED OR INTERCEPTED PASS. A player who makes a catch may advance the ball. A forward pass is complete (by the offense) or intercepted (by the defense) if a player, who is inbounds:
(a) secures control of the ball in his hands or arms prior to the ball touching the ground; and
(b) touches the ground inbounds with both feet or with any part of his body other than his hands; and
(c) maintains control of the ball after (a) and (b) have been fulfilled, until he has the ball long enough to clearly become a runner. A player has the ball long enough to become a runner when, after his second foot is on the ground, he is capable of avoiding or warding off impending contact of an opponent, tucking the ball away, turning up field, or taking additional steps (see 3-2-7-Item 2).

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

If the player loses the ball while simultaneously touching both feet or any part of his body to the ground, it is not a catch.

Item 1. Player Going to the Ground. A player is considered to be going to the ground if he does not remain upright long enough to demonstrate that he is clearly a runner. If a player goes to the ground in the act of catching a pass (with or without contact by an opponent), he must maintain control of the ball until after his initial contact with the ground, whether in the field of play or the end zone. If he loses control of the ball, and the ball touches the ground before he regains control, the pass is incomplete. If he regains control prior to the ball touching the ground, the pass is complete.
Item 2. Sideline Catches. If a player goes to the ground out-of-bounds (with or without contact by an opponent) in the process of making a catch at the sideline, he must maintain complete and continuous control of the ball until after his initial contact with the ground, or the pass is incomplete.

Item 3. End Zone Catches. The requirements for a catch in the end zone are the same as the requirements for a catch in the field of play.

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

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

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

Item 6. Carried Out of Bounds. If a player, who is in possession of the ball, is held up and carried out of bounds by an opponent before both feet or any part of his body other than his hands touches the ground inbounds, it is a completed or intercepted pass. It is not necessary for the player to maintain control of the ball when he lands out of bounds.

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

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

**ARTICLE 5. ELIGIBLE RECEIVERS.** The following players are eligible to catch a forward pass that is thrown from behind the line of scrimmage:

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

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

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

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

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

*Note:* If he leaves his position behind the center and does not receive the snap, it is Illegal Motion unless he has been stationary for at least one full second prior to the snap.

**ARTICLE 7. LEGAL TOUCHING.** A forward pass (legal or illegal) thrown from behind the line may be touched by any eligible player. A pass in flight may be tipped, batted, or deflected in any direction by any eligible player at any time, including such a pass in the end zone.

**ARTICLE 8. ILLEGAL TOUCHING OF A FORWARD PASS.** It is a foul for illegal touching if a forward pass (legal or illegal) thrown from behind the line of scrimmage:

(a) is first touched intentionally or is caught by an 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.

*Notes:*

(1) If a forward pass (legal or illegal) is caught by an ineligible offensive player, the ball remains alive.
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(2) The bat of a pass in flight by any player does not end a pass, nor does it change the impetus if the bat sends it in touch.

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

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 is thrown in the direction of and lands in the vicinity of an originally eligible receiver.

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

Item 2. Physical Contact. Intentional grounding should not be called if:
(a) the passer initiates his passing motion toward an eligible receiver and then is significantly affected by physical contact from a defensive player that causes the pass to land in an area that is not in the direction and vicinity of an eligible receiver; or
(b) the passer is out of the pocket, and his passing motion is significantly affected by physical contact from a defensive player that causes the ball to land short of the line of scrimmage.

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

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

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

Note: If the foul occurs less than 10 yards behind the line of scrimmage, but more than half the distance to the goal line, the ball is to be placed at the spot of the pass.

SECTION 3 — INELIGIBLE PLAYER DOWNFIELD

ARTICLE 1. LEGAL AND ILLEGAL ACTS. On a scrimmage play during which a legal forward pass is thrown, an ineligible offensive player, including a T-formation quarterback, is not permitted to move more than one yard beyond the line of scrimmage before the pass has been thrown.

Item 1. Legally Downfield. An ineligible player is not illegally downfield if, after initiating contact with an opponent within one yard of the line of scrimmage during his initial charge:
(a) he moves more than one yard beyond the line while legally blocking or being blocked by an opponent
(b) after breaking legal contact with an opponent more than one yard beyond the line of scrimmage, he remains stationary until a forward pass is thrown
(c) after losing legal contact with an opponent more than one yard beyond the line of scrimmage, he is forced behind the line of scrimmage by an opponent, at which time he is again subject to normal blocking restrictions for an ineligible offensive player.

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

Item 2. Illegally Downfield. An ineligible offensive player is illegally downfield if:
(a) he moves more than one yard beyond the line of scrimmage without contacting an opponent
(b) after losing contact with an opponent within one yard of the line of scrimmage, he advances more than one yard beyond the line of scrimmage
(c) after losing contact with an opponent more than one yard beyond the line of scrimmage, he continues to move in any direction.

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

ARTICLE 2. AFTER PASS IS THROWN. After the ball leaves the passer’s hand, ineligible pass receivers can advance more than one yard beyond the line of scrimmage, or beyond the position reached by their initial charge, provided that they do not block or contact a defensive player, who is more than one yard beyond the line of scrimmage, until the ball is touched by a player of either team. Such prior blocking and/or contact is pass interference if it occurs in the vicinity of where the ball is thrown. See 8-3-1-Note above for exception when blocker maintains continuous contact.
SECTION 4 LEGAL AND ILLEGAL CONTACT WITH ELIGIBLE RECEIVERS

ARTICLE 1. LEGAL CONTACT WITHIN FIVE YARDS. Within the area five yards beyond the line of scrimmage, a defensive player may chuck an eligible receiver in front of him. The defender is allowed to maintain continuous and unbroken contact within the five-yard zone, so long as the receiver has not moved beyond a point that is even with the defender.

ARTICLE 2. ILLEGAL CONTACT WITHIN FIVE YARDS. Within the five-yard zone, if the player who receives the snap remains in the pocket with the ball, a defender may not make original contact in the back of a receiver, nor may he maintain contact after the receiver has moved beyond a point that is even with the defender.

Note: If a defender contacts a receiver within the five-yard zone of the line of scrimmage, loses contact, and then contacts him again within the five-yard zone, it is a foul for illegal contact.

ARTICLE 3. ILLEGAL CONTACT BEYOND FIVE-YARD ZONE. Beyond the five-yard zone, if the player who receives the snap remains in the pocket with the ball, a defender cannot initiate contact with a receiver who is attempting to evade him. A defender may use his hands or arms only to defend or protect himself against impending contact caused by a receiver.

Note: If a defender contacts a receiver within the five-yard zone and maintains contact with him, he must release the receiver as they exit the five-yard zone. If the defender maintains contact beyond five yards, it is illegal contact.

ARTICLE 4. INCIDENTAL CONTACT BEYOND FIVE-YARD ZONE. Beyond the five-yard zone, incidental contact may exist between receiver and defender.

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

ARTICLE 5. ILLEGAL CUT BLOCK. It is an Illegal Cut Block if:

(a) an eligible receiver who takes a position more than two yards outside of his own tackle (flexed receiver) is blocked below the waist at, behind, or beyond the line of scrimmage

(b) an eligible receiver who is lined up within two yards of the tackle whether on or behind the line, is blocked below the waist after he goes beyond the line of scrimmage (such players may be blocked below the waist at or behind the line of scrimmage).

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

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

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

Note: Any offensive player who pretends to possess the ball, and/or one to whom a teammate pretends to give the ball, may be tackled until he crosses the line of scrimmage between the offensive tackles of a normal tight offensive line.

ARTICLE 7. END OF RESTRICTIONS. If the quarterback or the receiver of the snap demonstrates no further intention to pass the ball (i.e., hands off or pitches the ball to another player, throws a forward or backward pass, loses possession of the ball by a muff that touches the ground or a fumble, or if he is tackled) the restrictions on the defensive team prohibiting illegal contact, or an illegal cut block, against an eligible receiver will end, and a defensive player is permitted to use his hands, arms, or body to push, pull, or ward off an offensive receiver, pursuant to Rule 12, Section 1, Article 5. If the quarterback leaves the pocket area with the ball in his possession, the restrictions on illegal contact and an illegal cut block both end, but the restriction on defensive holding remains in effect.

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

SECTION 5 PASS INTERFERENCE

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

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

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

ARTICLE 2. PROHIBITED ACTS BY BOTH TEAMS WHILE THE BALL IS IN THE AIR. Acts that are pass interference include, but are not limited to:

(a) Contact by a player who is not playing the ball that restricts the opponent’s opportunity to make the catch;

(b) Playing through the back of an opponent in an attempt to make a play on the ball;

(c) Grabbing an opponent’s arm(s) in such a manner that restricts his opportunity to catch a pass;

(d) Extending an arm across the body of an opponent, thus restricting his ability to catch a pass, and regardless of whether the player committing such act is playing the ball;

(e) Cutting off the path of an opponent by making contact with him, without playing the ball;

(f) Hooking an opponent in an attempt to get to the ball in such a manner that it causes the opponent’s body to turn prior to the ball arriving; or
Rule 8, Section 5

(g) Initiating contact with an opponent by shoving or pushing off, thus creating separation.

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

ARTICLE 3. PERMISSIBLE ACTS BY BOTH TEAMS WHILE THE BALL IS IN THE AIR. Acts that are permissible by a player include, but are not limited to:

(a) Incidental contact by an opponent’s hands, arms, or body when both players are competing for the ball, or neither player is looking for the ball. If there is any question whether contact is incidental, the ruling shall be no interference.

(b) Inadvertent tangles of feet when both players are playing the ball or neither player is playing the ball.

(c) Contact that would normally be considered pass interference, but the pass is clearly uncatchable by the involved players, except as specified in 8-3-2 and 8-5-4 pertaining to blocking downfield by the offense.

(d) Laying a hand on an opponent that does not restrict him in an attempt to make a play on the ball.

(e) Contact by a player who has gained position on an opponent in an attempt to catch the ball.

Notes:

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

(2) Acts that do not occur more than one yard beyond the line of scrimmage are not pass interference, but could be offensive or defensive holding (see 12-1-3 and 12-1-6).

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

ARTICLE 4. OTHER PROHIBITED ACTS BY THE OFFENSE. Blocking more than one yard beyond the line of scrimmage by an offensive player prior to a pass being thrown is offensive pass interference. See 8-3-1-Item 1 for exception for an ineligible offensive player.

Note: It is also pass interference by the offense to block a defender beyond the line while the pass is in the air, if the block occurs in the vicinity of the player to whom the pass is thrown. See 8-3-1-Note for exception for ineligible players.

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

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

SECTION 6 ENFORCEMENT SPOT

ARTICLE 1. ENFORCEMENT SPOT. If there is a foul by either team from the time of the snap until a forward pass thrown from behind the line ends, the penalty is enforced from the previous spot. A pass play ends and a running play begins at the instant that a pass is caught.

Exceptions:

(a) Pass interference by the offense is enforced from the spot of the foul. If it occurs in the fouling team’s end zone, the ball will be placed at the one-yard line, or half the distance to the goal line from the previous spot, whichever is more beneficial to the offense.

(b) Intentional grounding is a loss of down at the spot of the foul, or a loss of down and a 10-yard penalty from the previous spot, whichever is less beneficial for the offense. See 8-2-1-Penalty.

(c) If there is a personal foul or unsportsmanlike conduct foul by the defense prior to completion of a forward pass thrown from behind the line, enforcement is from the previous spot or the dead-ball spot, whichever is more beneficial to the offense. If the play results in a score for the offense, enforcement is on the ensuing kickoff. If the passing team is fouled and subsequently loses possession after a completion, the passing team retains possession of the ball, and enforcement is from the previous spot.

(d) If there is a personal foul or unsportsmanlike conduct foul by the offense prior to an interception of a forward pass thrown from behind the line, enforcement is from the dead-ball spot. If the intercepting team subsequently loses possession, the penalty is enforced from the spot of the interception, and the intercepting team retains possession.

(e) It is a safety when the offensive team commits a foul behind its own goal line.

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

SECTION 7 BACKWARD PASS AND FUMBLE

ARTICLE 1. BACKWARD PASS. A runner may throw a backward pass at any time (3-22-5). Players of either team may advance after catching a backward pass, or recovering a backward pass after it touches the ground.

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

Note: A direct snap from center to a player in the backfield, a muffed hand-to-hand snap, or a snap that is untouched by any player are backward passes, and the ball remains alive.
ARTICLE 2. BACKWARD PASS OUT OF BOUNDS. If a backward pass goes out of bounds between the goal lines, the ball is dead (7-6-2-a), and it is next put in play at the inbounds spot. Rule 11 governs if a backward pass is declared dead behind the goal line.

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

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

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

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

Item 2. Legal Recovery. For a legal recovery of a fumble, see 3-2-7.

Item 3. Out of Bounds. When a fumble goes out of bounds between the goal lines, the following shall apply:
(a) If a fumble goes backward and out of bounds, the ball is next put in play at the inbounds spot by the team that was last in possession;
(b) If a fumble goes forward and out of bounds, the ball is next put in play at the spot of the fumble by the team that was last in possession;
(c) If a ball is fumbled in a team’s own end zone and goes forward into the field of play and out of bounds, it will result in a safety, if that team provided the impetus that put the ball into the end zone (See 11-5-1 for exception for momentum). If the impetus was provided by the opponent, the play will result in a touchback; or
(d) Notwithstanding any of the above, when there has not been a change of possession during the down, and the spot of the ball is not at or beyond the line to gain after fourth down, the ball is awarded to Team B at the spot that the ball is declared dead.

Item 4. Out of Bounds in End Zone. When a fumble goes out of bounds in the end zone, the following shall apply:
(a) If a ball is fumbled in the field of play, and goes forward into the opponent’s end zone and over the end line or sideline, a touchback is awarded to the defensive team; or
(b) If a ball is fumbled in a team’s own end zone or in the field of play and goes out of bounds in the end zone, it is a safety, if that team provided the impetus that sent the ball into the end zone (See 11-5-1 for exception for momentum). If the impetus was provided by the opponent, it is a touchback.

ARTICLE 4. HANDING BALL FORWARD. No player may hand the ball forward except to an eligible receiver who is behind the line of scrimmage.

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

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

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

ARTICLE 5. FOURTH-DOWN FUMBLE. If a fourth-down fumble occurs during a play from scrimmage:
(a) The ball may be advanced by any member of the defensive team.
(b) The player who fumbled is the only Team A player permitted to recover and advance the ball.
(c) If the recovery catch is by a teammate of the player who fumbled, the ball is dead, and the spot of the next snap is the spot of the fumble, or the spot of the recovery if the spot of the recovery is behind the spot of the fumble.

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

ARTICLE 6. FUMBLE AFTER TWO-MINUTE WARNING. If a fumble by either team occurs after the two-minute warning:
(a) The ball may be advanced by any opponent.
(b) The player who fumbled is the only player of his team who is permitted to recover and advance the ball.
(c) If the recovery catch is by a teammate of the player who fumbled, the ball is dead, and the spot of the next snap is the spot of the fumble, or the spot of the recovery if the spot of the recovery is behind the spot of the fumble.

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

ARTICLE 7. ENFORCEMENT SPOT DURING A BACKWARD PASS OR FUMBLE.
(a) When the spot of the backward pass or fumble is beyond the line of scrimmage, and there is a foul during the backward pass or fumble, the Basic Spot is the spot of the backward pass or the spot of the fumble. The three-and-one method of enforcement is used. See 14-3-6.
(b) When the spot of a backward pass or fumble is behind the line of scrimmage, all fouls committed by either team, including a foul by Team B in Team A’s end zone, are enforced from the previous spot, except a foul by the offense in its end zone is a safety.
(c) For enforcement when the offense commits a personal foul or unsportsmanlike conduct foul prior to the recovery by the defense of a backward pass or fumble. See 14-4-3.
Note: When Team B gains possession in its end zone, and the impetus was by Team A, if Team B fumbles or throws a backward pass in the end zone, and fouls while the ball is loose, the spot of the fumble or the backward pass is considered to be the B20-yard line.
RULE 9  SCRAMMAGE KICK

SECTION 1  KICK FROM SCRIMMAGE

ARTICLE 1. KICK ON OR BEHIND LINE OF SCRIMMAGE. Team A may attempt a punt, drop kick, or placekick from on or behind the line of scrimmage.

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

Notes:
(1) This is not considered illegally kicking the ball.
(2) The penalty for a punt, drop kick, or placekick from beyond the line is to be enforced from the spot where the ball is punted or kicked when the player's entire body and the ball are beyond the line of scrimmage. This includes either when the player is airborne or touching the ground.
(3) A second kick from behind the line of scrimmage is legal provided the ball has not crossed the line.

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

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

ARTICLE 3. DEFENSIVE TEAM FORMATION.

Item 1. Punt Formation. When Team A presents a punt formation:
(1) A Team B player, who is within one yard of the line of scrimmage, must have his entire body outside the snapper's shoulder pads at the snap.

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

(2) Team B players cannot push teammates into the offensive formation.

Penalty: For pushing teammates into offensive formation: Loss of 15 yards.

Note: The restriction in (1) above does not apply if a team does not present a standard punt formation (an equal number of players on either side of the snapper in a tight formation, and one player split out wide to either side), or if, after the offensive team has assumed a set position, there is a shift, or a player goes in motion.

Item 2: Field Goal or Try Kick Formation. When Team A presents a field goal or Try Kick formation:
(1) A Team B player, who is within one yard of the line of scrimmage, must have his entire body outside the snapper's shoulder pads at the snap.

(2) No more than six Team B players may be on the line of scrimmage on either side of the snapper at the snap.

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

(3) Team B players cannot push teammates into the offensive formation.

Penalty: For pushing teammates into offensive formation: Loss of 15 yards.

Note: The restrictions in (1) and (2) above do not apply if a team does not present a standard field goal or Try Kick formation (an equal number of players on either side of the snapper in a tight formation), or if, after the offensive team has assumed a set position, there is a shift, or a player goes in motion.

ARTICLE 4. BLOCKING DURING KICK. The following blocking rules apply during a scrimmage kick down:

(a) All players on the receiving team are prohibited from blocking below the waist during a down in which there is a scrimmage kick.

(b) Prior to the ball being kicked, the kicking team is subject to the blocking restrictions applicable to the offense, and the receiving team is subject to the blocking restrictions applicable to the defense, except that a kicking team player may use his hands to ward off, push, or pull aside a receiver who is legally or illegally attempting to obstruct his attempt to proceed downfield.

(c) After the ball is kicked and goes beyond the line of scrimmage, and until the kick ends (either team secures possession of the ball, or the ball is dead by rule), the kicking team is subject to the blocking restrictions of the defense, and the receiving team is subject to the blocking restrictions of the offense. (For the exception prohibiting a block in the back by the kicking team while the ball is in flight, see 12-1-3-b-Note). After the kick ends, both teams are subject to the normal restrictions applicable to offense and defense.

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

(d) After the ball has been kicked, and until the receiving team establishes possession, the yardage for penalties by either team shall be enforced as for offensive fouls.

Note: It is a foul for unnecessary roughness if a player of the receiving team goes out of bounds and blocks a kicking team player who is out of bounds. (12-2-6-c)
ARTICLE 5. KICKING TEAM PLAYER VOLUNTARILY OUT OF BOUNDS. During a punt that crosses the line of scrimmage, and prior to a change of possession, it is a foul if a kicking team player goes out of bounds voluntarily (without being contacted) to avoid a block by a receiving team player prior to the end of the kick.

Penalty: Loss of five yards.

If a member of the kicking team is forced out of bounds, or goes out of bounds voluntarily, and does not attempt to return inbounds in a reasonable amount of time, it is a foul for Unsportsmanlike Conduct. (12-3-1-w)

SECTION 2 TOUCHING A SCRIMMAGE KICK
ARTICLE 1. TOUCHING BEHIND THE LINE. Any touching of the ball behind the line of scrimmage by a kicking team player is legal, even if the ball has crossed the line and returns behind the line.

ARTICLE 2. FIRST TOUCHING BEYOND THE LINE. “First touching” is when a player of the kicking team touches a scrimmage kick in the field of play that is beyond the line of scrimmage before it has been touched by a player of the receiving team beyond the line. If the ball is first touched by a player of the kicking team, it remains in play. First touching is a violation, and the receivers shall have the option of taking possession of the ball at the spot of first touching, provided no penalty is accepted on the play, or at the spot where the ball is dead. First touching does not offset a foul by the receivers; if there is a foul by the receivers that is enforced, either before or after the first touching violation, the violation is disregarded, and the penalty is enforced as customary.

Notes:
(1) If the receiving team gains possession, subsequently loses possession, and fouls after the kicking team gains possession, the spot of first touching is disregarded, and the kicking team retains possession. Enforcement of the receiving team’s foul is as customary.
(2) If the receiving team fouls during the kick, gains possession, then subsequently loses possession, and the kicking team accepts the penalty, the first-touch violation is disregarded. The ball reverts to the receiving team, and its penalty is enforced from the end of the kick, or the spot of the foul, whichever is less beneficial to it. If the kicking team declines the penalty, it is the receiving team’s ball at the spot of the first-touch violation.
(3) There may be multiple “first touch” spots if the kicking team touches the ball multiple times before it is touched by a player of the receiving team.
(4) A Team B player is deemed not to have touched a kick if such touching occurs in the immediate vicinity of the line in an attempt to block the kick.
(5) If a player of the kicking team touches the goal line with any part of his body while touching the ball, the ball is dead, and the result of the play is a touchback.
(6) The spot of first touching is normally the yard line at which the ball is when touched. If the first touching occurs while the ball is in the air above or beyond the goal line, and prior to the ball touching the goal line or the ground beyond the goal line, the spot of first touching is deemed to be the spot from which the touching player left the field of play, but in no event inside the receiving team’s one-yard line.

ARTICLE 3. KICKING TEAM PLAYER OUT OF BOUNDS. A player of the kicking team, who has been out of bounds, may not touch or recover a scrimmage kick beyond the line of scrimmage until it has been touched by a kicking team player who has not been out of bounds, or until it has been touched by a player of the receiving team beyond the line.

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

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

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

SECTION 3 CATCH OR RECOVERY OF A SCRIMMAGE KICK
ARTICLE 1. KICKERS CATCH OR RECOVER BEHIND LINE. When a scrimmage kick is caught or recovered by the kicking team behind the line of scrimmage, the kicking team may advance, even if the ball has crossed the line and returned behind the line. (3-25-4)

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

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

ARTICLE 2. KICKERS CATCH OR RECOVER BEYOND LINE. When the kickers catch or recover a kick beyond the line of scrimmage, the ball is dead at the spot of recovery, even if a member of the receiving team has first touched the ball.
Item 1. Legal Catch or Recovery. If the receiving team touches the ball beyond the line, a subsequent catch or recovery by the kicking team is legal, but the ball is dead. In the event of such a catch or recovery, it is first-and-10 for the kickers, or if the ball is caught or recovered by the kickers in the receiver's end zone, it is a touchdown for the kickers. (7-3-1-d)

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

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

ARTICLE 3. RECEIVERS CATCH OR RECOVERY. If the receivers catch or recover any kick, they may advance. For fair catch exception, see 10-2. For exception for a ball that has crossed the goal line. (9-4-1)

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

SECTION 4 BALL CROSSES GOAL LINE, TOUCHES GOAL POSTS, OUT OF BOUNDS, DEAD IN FIELD OF PLAY

ARTICLE 1. BALL CROSSES RECEIVERS' GOAL LINE. If a scrimmage kick crosses the receiver's goal line from the impetus of the kick, the following shall apply:
(a) If the ball has not been touched by a player of the receiving team beyond the line of scrimmage, it is dead immediately, and the result of the play is a touchback, when:
   (1) it touches the ground on or behind the receiver’s goal line
   (2) it touches a player of the kicking team who is touching the ground on or behind the receiver’s goal line
   (3) it touches a player of the kicking team who has touched the ground on or behind the receiver's goal line and has not re-established himself in the field of play. See 11-4-2 for options for missed field goals beyond the 20-yard line.
(b) If the receivers catch the ball in the end zone, or recover it in the end zone after touching it in the field of play or the end zone, they may advance.
(c) If the kickers catch or recover the ball in the end zone after the receivers first touch the ball in the field of play or the end zone, it is a touchdown for the kickers.
(d) If there is a spot of first touching by the kickers outside the receivers' 20-yard line, the receiving team has the option to take possession of the ball at the spot of the first touching.
(e) If the scrimmage kick is a punt, and the ball goes out of bounds in the field of play after being touched by a receiver in the end zone or in the field of play, it is the receiving team's ball at the out-of-bounds spot.

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

ARTICLE 3. KICK TOUCHES KICKERS' GOAL POSTS. If a scrimmage kick touches the kickers' goal post, uprights, or crossbar, the ball is dead, and it is a safety. See 11-5-1.

ARTICLE 4. BALL OUT OF BOUNDS OR NOT RECOVERED IN FIELD OF PLAY. If a scrimmage kick goes out of bounds between the goal lines or is lying in the field of play with no player attempting to recover it, it is the receiver's ball at the dead-ball spot, unless the special rules for missed field goals in 11-4-2 apply.

SECTION 5 SPOTS OF ENFORCEMENT

ARTICLE 1. SPOTS OF ENFORCEMENT. If there is a foul from the time of the snap until a legal scrimmage kick ends, enforcement is from the previous spot. This includes a foul during a run prior to a legal kick, and running into or roughing the kicker (12-2-10). If the offensive team commits a foul in its own end zone, it is a safety.

On a missed field-goal attempt, the only option for the receiving team is the previous spot and the down must be replayed. (See 14-2-3 for personal or unsportsmanlike conduct foul after a score exception).

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

Notes:
(1) The dead-ball spot for scrimmage kicks that result in a touchback is the 20-yard line.
(2) If there is a foul for an illegal touch inside the five-yard line, the receiving team also has the option of accepting a touchback.

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

(3) If the receiving team commits a foul during a kick that crosses the line of scrimmage, the penalty for its infraction will be enforced as if it had been in possession of the ball at the time the foul occurred (a post-possession foul) provided
that the receiving team does not lose possession of the ball at any time during the down. The penalty shall be
enforced from whichever of the following spots is least beneficial to the receiving team:

(a) end of the kick; or
(b) the spot of the foul.

Notes:

(1) Fouls for defensive holding (pull-and-shoot), running/roughing the kicker, leverage, leaping, and pushing
teammate(s) into the offensive formation are enforced from the previous spot.

(2) If the least beneficial spot is in the end zone, the spot of enforcement is the 20-yard line, unless enforcement
results in a safety (14-4).

(3) When the receiving team commits a foul during a kick that crosses the line of scrimmage, and there is a first-
touch violation by the kicking team, if the receiving team possesses the ball and subsequently loses possession,
the ball reverts to the receiving team. Its penalty shall be enforced from the end of the kick, or the spot of the
foul, whichever is less beneficial to it, and the violation by the kickers is disregarded (See Section 2, Article 2). If
the kicking team declines the penalty, it is the receiving team’s ball at the spot of the first-touch violation.

Item 1. The spot of the first-touch violation is not used.

Item 2. If a distance penalty for a foul by the receivers is enforced, the violation by the kickers is disregarded.

When Team B establishes possession of the ball, a scrimmage kick ends, and a running play begins, and fouls that occur
thereafter are enforced from the dead-ball spot or the spot of the foul (three-and-one method, 14-3-6).
RULE 10

OPPORTUNITY TO CATCH A KICK, FAIR CATCH

SECTION 1  OPPORTUNITY TO CATCH A KICK

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

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

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

Note:  It is not a foul if a kicking team player is blocked into the receiver, or the contact is the result of a foul.

Penalties:
(a) For interference with the opportunity to make a catch when a prior signal has not been made: Loss of 15 yards from the spot of the foul, and the offended team is entitled to put the ball in play by a snap from scrimmage. See 4-8-2-g.
(b) For interfering with a fair catch after a signal: Loss of 15 yards from the spot of the foul.  A fair catch is awarded even if the ball is not caught.  See 10-2-4.

SECTION 2  FAIR CATCH

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

ARTICLE 2.  FAIR-CATCH SIGNAL.

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

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

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

Penalty:  For an invalid fair-catch signal: Loss of five yards from the spot of the signal.  If the foul occurs in Team B’s end zone during a free kick, it is enforced from the previous spot.

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

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

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

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

Penalty:  For an illegal block after a fair-catch signal: Loss of 15 yards from the spot of the foul.  If the foul occurs in Team B’s end zone during a free kick, it is enforced from the previous spot.

ARTICLE 3.  RESTRICTIONS.

(a)  If a player of the receiving team makes a valid fair-catch signal, and the ball is not touched by a player of the kicking team, the following apply:

(1) If he catches the ball, it is dead immediately, and it is a fair catch.  If he muffs the ball, but catches it before it touches the ground, it is also a fair catch.  After a fair catch, the ball is next put in play by the receiving team at the dead-ball spot (or at the succeeding spot after enforcement of any applicable penalties).  See Article 4.

(2) If he recovers the ball after it strikes the ground, it is dead immediately, but it is not a fair catch.

(3) If the ball is caught or recovered by a teammate who did not make a valid fair-catch signal, the ball is dead immediately, but it is not a fair catch.  The ball will next be put in play by a snap by the receiving team at the dead-ball spot (or at the succeeding spot after enforcement of any applicable penalties).

(b)  If the ball touches a player of the kicking team, before or after it strikes the ground, any player of the receiving team may catch or recover it and advance.  If a player of the receiving team who has given a valid fair-catch signal catches the ball before it hits the ground and elects not to advance the ball, it is a fair catch.

(c)  If a receiver has made a fair catch, an opponent is prohibited from blocking or tackling him, or causing a passive player of either team to contact him.  Incidental contact is not a foul.
Penalty: For illegal contact with a player who has made a fair catch: Loss of 15 yards from the dead-ball spot and disqualification if flagrant.

ARTICLE 4. PUTTING BALL IN PLAY AFTER FAIR CATCH. After a fair catch is made, or is awarded as the result of fair-catch interference, the receiving team has the option of putting the ball in play by either a:
(a) fair-catch kick (drop kick or placekick without a tee) from the spot of the catch (or the succeeding spot after enforcement of any applicable penalties) (3-10 and 11-4-3), or
(b) snap from the spot of the catch (or the succeeding spot after enforcement of any applicable penalties).

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

ARTICLE 5. EXTENSION OF A PERIOD. If time expires during a play in which a player has signaled for a fair catch, the following shall apply:
(a) If the player makes a fair catch, the receiving team may elect to extend the period with a fair-catch kick, but does not have the option to extend the period by a snap from scrimmage.
(b) If the kicking team interferes with a receiver who has signaled for a fair catch, the receiving team will be awarded a 15-yard penalty and the option to extend the period by attempting a fair-catch kick or by a snap from scrimmage.
RULE 11  SCORING

SECTION 1  VALUE OF SCORES
ARTICLE 1. WINNING TEAM. The team that scores the greater number of points during the entire game is the winner.

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

ARTICLE 2. TYPES OF SCORING PLAYS. Points are scored as follows:
(a) Touchdown: 6 points
(b) Field Goal: 3 points
(c) Safety: 2 points
(d) Try after touchdown: 1 point (Field Goal or Safety) or 2 points (Touchdown)

SECTION 2  TOUCHDOWN
ARTICLE 1. TOUCHDOWN PLAYS. A touchdown is scored when:
(a) the ball is on, above, or behind the plane of the opponents’ goal line (extended) and is in possession of a runner who has advanced from the field of play into the end zone
(b) a ball in possession of an airborne runner is on, above, or behind the plane of the goal line, and some part of the ball passed over or inside the pylon
(c) a ball in player possession touches the pylon, provided that, after contact by an opponent, no part of the player’s body, except his hands or feet, struck the ground before the ball touched the pylon
(d) any player who is legally inbounds catches or recovers a loose ball (3-2-4) that is on, above, or behind the opponent’s goal line
(e) the Referee awards a touchdown to a team that has been denied one by a palpably unfair act

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

SECTION 3  TRY
ARTICLE 1. GENERAL RULES. After a touchdown, a Try is an 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 shall put the ball in play:
(a) anywhere on or between the inbound lines
(b) 15 yards from the defensive team’s goal line for a Try-kick
(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
(2) All general rules for fumbles after the two-minute warning apply to the Try (See 8-7-6)
(3) The Game Clock will not run during the Try
(4) If the ball has been declared ready for play by the Referee, and the offensive team wants to change the location of the ball, they can do so by calling a timeout
(5) See 9-1-3 for restriction applicable to Team B formation at the snap
(6) See 16-1-3-a for exception when a touchdown is scored in an overtime period

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.)
(b) If a Try results in a touchdown by either team, two points are awarded.
(c) If the Try results in what would ordinarily be a safety against either team, one point is awarded to the opponent.
(d) If any play results in a touchback, the Try is unsuccessful, and there shall be no replay.
(e) The Try ends when:
   (1) either team scores
   (2) the ball is dead by rule
   (3) a fumble by either team is recovered by a teammate of the fumbling player

ARTICLE 3. FOULS COMMITTED DURING TRY.
If a foul results in a retry, Team A will have the option to enforce the penalty from the spot where it attempted the try (previous spot) or from the yard line for the other try option.

Exception: Defensive pass interference is a spot foul. If the foul is in the end zone, the ball will be placed on the defense’s one-yard line, or half the distance to the goal, whichever is more advantageous to Team A. In addition, Team A may have the penalty enforced half the distance from the other Try spot.
**Item 1. Fouls Before the Signal.** If there is a foul by either team after a touchdown and before the ready-for-play signal, it is enforced on the next kickoff.

**Item 2. Fouls Before the Snap.** If there is a foul by the offense which causes a play to be whistled dead prior to the snap, it shall be treated the same as if it had occurred prior to a scrimmage play. The whistle shall be blown immediately. (See 7-4-1). If a foul by the defense prevents the attempt of a Try, the offensive team has the option to have the distance penalty assessed on the next Try or on the ensuing kickoff.

**Item 3. Fouls by Team A.** The following applies if there is a foul by Team A:
(a) If there is a foul by Team A during a successful Try, after the penalty, the Try shall be repeated, unless the penalty results in a loss of down.
(b) If the penalty for a foul results in a loss of down, the Try is unsuccessful, and there shall be no replay.
(c) All fouls committed after a change of possession will result in a distance penalty being assessed on the ensuing kickoff, provided the penalty does not negate a successful Try.
(d) All personal or unsportsmanlike conduct fouls will result in a distance penalty being assessed on the ensuing kickoff, provided the penalty does not negate a successful Try.
(e) If the foul results in a safety, Team B is awarded one point.

**Item 4. Fouls by Team B.** The following applies if there is a foul by Team B:
(a) All fouls will result in the distance penalty being assessed on the ensuing kickoff, unless Team A chooses to attempt a retry after enforcement of the penalty, or the penalty negates a score by Team B.
(b) If the foul results in a safety, Team A is awarded one point.

*Note: If the foul is for defensive pass interference, and it is declined, no distance penalty is enforced on the kickoff.*

**Item 5. Fouls by Both Teams With No Change of Possession.** If there are fouls by both teams during a Try in which there is not a change of possession, the Try must be replayed (14-5-1).

*Exception: See 14-4-9-Item 3-exc. 2 for enforcement when the scoring team commits a dead ball foul after a score.*

**Item 6. Fouls by Both Teams With Change of Possession.** If both teams foul during a Try in which there is a change or changes of possession, the following shall apply:
(a) If both teams foul before the first change of possession, the Try shall be repeated.
(b) If Team B fouls before the first change of possession, the Try shall be repeated.
(c) If Team A fouls before the first change of possession, the Try shall be deemed to have failed.
(d) If neither team fouls before the first change of possession, and both teams subsequently commit fouls, the Try shall be deemed to have failed.

**Item 7. Fouls After a Try.** If there is a foul by either team after a Try, it is enforced on the succeeding kickoff. If there are fouls by both teams, normal enforcement rules apply.

**ARTICLE 4. KICKOFF AFTER TRY.** After a Try, the team on defense during the Try shall receive the kickoff (6-1-1-a).

**SECTION 4 FIELD GOAL ARTICLES 1. SUCCESSFUL FIELD GOAL.** A field goal is scored when all of the following conditions are met:
(a) The kick must be a placekick or dropkick made by the offense from on or beyond the line of scrimmage or from the spot of a fair catch (fair-catch kick). If a fair catch is made or awarded outside the inbound line, the spot of the kick is the nearest inbound line.
(b) After the ball is kicked, it must not touch the ground or any player of the offensive team before it passes through the goal.
(c) The entire ball must pass through the vertical plane of the goal, which is the area above the crossbar and between the uprights or, if above the uprights, between their outside edges. If the ball passes through the goal, and returns through the goal without striking the ground or some object or person beyond the goal, the attempt is unsuccessful.

*Note: See 9-1-3 for restriction applicable to Team B formation at the snap.*

**ARTICLE 2. MISSED FIELD GOALS.** If there is a missed field-goal attempt, and the ball has not been touched by the receivers beyond the line in the field of play, the following shall apply:
(a) If the spot of the kick was inside the receivers’ 20-yard line, it is the receivers’ ball at the 20-yard line or
(b) If the spot of the kick was from the receivers’ 20-yard line or beyond the receivers’ 20-yard line, it is the receivers’ ball at the spot of the kick.

*Note: These options apply only if the ball has been beyond the line.*

**Exceptions:**
(1) If there is a missed field-goal attempt and the ball is touched by the receivers beyond the line of scrimmage in the field of play, all general rules for a kick from scrimmage will apply, and the special rules pertaining to field goals in (a) and (b) are not applicable.
(2) If a field-goal attempt from anywhere on the field is blocked, and the ball has not been beyond the line, general rules for scrimmage kicks apply, and the special rules pertaining to field goals in (a) and (b) are not applicable.
(3) If the ball has gone beyond the line and returns behind the line untouched by Team B beyond the line, and either team recovers and attempts to advance the ball, all special rules for missed field goals in (a) and (b) are no longer applicable, and general rules for scrimmage kicks apply. If either team recovers and does not attempt to advance the ball, Team B has the option to take the ball at the dead-ball spot or the spot of the kick.
Note: If a foul occurs during an unsuccessful field-goal attempt in (1), (2), or (3) above, Rule 9-5-1 governs.

(4) If the receiving team commits a post-possession foul during the kick, all special rules for missed field goals in (a) and (b) are no longer applicable, and general rules for scrimmage kicks apply.

Note: If the ball has not been touched by the receivers beyond the line in the field of play and goes out of bounds in the field of play after being touched by a receiver in the end zone, it is the receiving team’s option to take the ball at the spot of the kick or the receiving team’s 20-yard line.

SUPPLEMENTAL NOTES:
(1) If the receivers do not touch the ball beyond the line of scrimmage in the field of play or in the end zone, and the ball bounces back into the field of play after it touches the ground on or behind the receiver’s goal line, it is the receivers’ ball at the spot of the kick. If the attempt was from inside the 20-yard line, it is a touchback. The ball is dead as soon as it touches the ground in the end zone.

(2) If the ball goes out of bounds after it is first touched by the receivers beyond the line of scrimmage in the field of play, it is the receivers’ ball at the out-of-bounds spot.

(3) If the receivers first touch the ball beyond the line of scrimmage in the field of play or in the end zone, and the kickers recover, the ball belongs to the kickers at the spot of recovery. If the recovery is in the end zone, it is a touchdown.

(4) If the receivers first touch the ball beyond the line of scrimmage in the field of play, and without any new impetus, the ball rolls into the end zone where it is declared dead in the possession of the receivers, it is a touchback.

(5) For a successful field goal, or for an unsuccessful attempt that does not land in the field of play, the maximum amount of time that can run off the game clock is five seconds.

ARTICLE 3. FAIR-CATCH KICK. The rules for a field-goal attempt from scrimmage apply to a field-goal attempt following a Fair Catch (a Fair-Catch Kick).

Exceptions:
(1) The fair-catch kick line for the kicking team is the yard line through the most forward point from which the ball is kicked.

(2) The fair-catch kick line for the receiving team is the yard line 10 yards in advance of the kicking team’s fair-catch kick line.

Note: Though a fair-catch kick is not a free kick, the rules for a free-kick formation apply (6-1-3). However, the kicking team cannot possess the ball unless it has first been touched or possessed by the receivers.

ARTICLE 4. NO TEE. An artificial or manufactured tee shall not be permitted to assist in the execution of a field goal.

ARTICLE 5. BALL NEXT IN PLAY. After a field goal, the team scored upon will receive the kickoff. See 6-1-1-a.

SECTION SAFETY
ARTICLE 1. SAFETY. It is a Safety:
(a) if the offense commits a foul in its own end zone or;
(b) when an impetus by a team sends the ball behind its own goal line, and the ball is dead in the end zone in its possession or the ball is out of bounds behind the goal line.

Exceptions:
It is not a safety:
(1) If a forward pass from behind the line of scrimmage is incomplete in the end zone.
(2) If a defensive player, in the field of play, intercepts a pass or catches or recovers a fumble, backward pass, scrimmage kick, free kick, or fair catch kick, and his original momentum carries him into his end zone where the ball is declared dead in his team’s possession. The ball belongs to the defensive team at the spot where the player’s foot or other body part touched the ground to establish possession. If that spot is in the end zone, the result of the play is a touchback, even if the ball is not on, above, or beyond the goal line. (11-6-1)
(a) If a player of the team which intercepts, catches, or recovers the ball commits a live-ball foul in the end zone, it is a safety.
(b) If a player who intercepts, catches, or recovers the ball throws a completed illegal forward pass from the end zone, the ball remains alive. If his opponent intercepts the illegal pass thrown from the end zone, the ball remains alive. If he scores, it is a touchdown.
(c) If a player of the team which intercepts, catches, or recovers the ball commits a foul in the field of play, and the ball becomes dead in the end zone, the basic spot is the spot of the change of possession.
(d) If the spot where possession changed is inside the one-yard line, the ball is to be spotted at the one-yard line.

Notes:
(1) A ball in the end zone which is carried toward the field of play is still in the end zone until the entire ball is in the field of play (3-12-4).
(2) The impetus is always attributed to the offense, unless the defense creates a new force that sends the ball behind its own goal line by muffing a ball which is at rest or nearly at rest, or by batting or kicking any loose ball (3-17).

ARTICLE 2. BALL IN PLAY AFTER SAFETY. After a safety, the team scored upon must put the ball in play by a free kick (punt, dropkick, or placekick) from its 20-yard line. An artificial or manufactured tee cannot be used. See 6-1-1-b and 6-1-3.
Exception: For extension of either half, see 4-8-2-g.

SECTION 6   TOUCHBACK

Note: A touchback, while not a score, is included in this rule because, like scoring plays, it is a case of a ball that is dead on or behind a goal line.

ARTICLE 1. DEFINITION. It is a Touchback if the ball is dead on or behind the goal line a team is defending, provided that the impetus comes from an opponent, and that it is not a touchdown or an incomplete forward pass.

Note: A ball in the end zone which is carried toward the field of play is still in the end zone until the entire ball is in the field of play (3-12-4).

ARTICLE 2. TOUCHBACK SITUATIONS. When a team provides the impetus (3-17) that sends a loose ball behind its opponent's goal line, it is a touchback:
(a) if the ball is dead in the opponent's possession in its end zone
(b) if the ball is out of bounds behind the goal line (see 8-7-3-Item 4-a)
(c) if a scrimmage kick has not been touched by a player of the receiving team beyond the line of scrimmage, and the ball:
   (1) touches the ground on or behind the receiver's goal line
   (2) touches a player of the kicking team who is touching the ground on or behind the receiver's goal line
   (3) touches a player of the kicking team who has touched the ground on or behind the receiver's goal line and has not re-established himself in the field of play (see 11-4-2-b for exception for a missed field goal from beyond the 20-yard line)
(d) if any legal or illegal kick touches the receivers' goal posts, crossbar, or uprights, other than one which scores a field goal
(e) if the kickers interfere with the opportunity to catch an airborne kick or with a fair catch behind the receivers' goal line (10-1 and 10-2)
(f) if a player of the kicking team illegally catches or recovers a scrimmage kick in the field of play, and carries the ball across the goal line, or touches the goal line with any part of his body while in possession of the ball. For exception for a missed field goal from beyond the 20-yard line, see 11-4-2-b.

Notes:
(1) If the impetus is a scrimmage kick, and there has been a spot of first touching by the kickers beyond the receivers' 20-yard line, the receivers shall have the option of taking possession of the ball at the spot of first touching.
(2) The impetus is not from a kick if a muff, bat, juggle, or illegal kick of any kicked ball (by a player of either team) creates a new momentum which sends it on, above, or behind the goal line. See 3-17.

ARTICLE 3. BALL NEXT IN PLAY. After a touchback, the team that has been awarded a touchback next snaps the ball at its 20-yard line from any point on or between the 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.
RULE 12    PLAYER CONDUCT

SECTION 1      BLOCKING, USE OF HANDS AND ARMS

ARTICLE 1. LEGAL AND ILLEGAL BLOCK. A player of either team may block (obstruct or impede) an opponent at any time, provided that the act is not:
(a) pass interference (see Rule 8, Section 5, Article 1);
(b) illegal contact (see Rule 8, Section 4);
(c) fair catch interference or interference with the opportunity to catch a kick (see Rule 10, Section 1, Article 1);
(d) clipping against a non-runner (see Section 2, Article 1);
(e) an illegal chop block (see Section 2, Article 3);
(f) an illegal crackback block (see Section 2, Article 2);
(g) an illegal low block during a free kick, scrimmage kick, or after a change of possession (see Section 2, Article 5);
(h) unnecessary roughness (see Section 2, Article 6);
(i) roughing the passer (see Section 2, Article 9);
(j) an illegal cut block (see Rule 8, Section 4, Article 5);
(k) roughing the kicker or holder (see Section 2, Articles 10 and 11);
(l) offensive (see Section 1, Article 3(c)) or defensive (Section 1, Article 6) holding;
(m) illegal use of hands (see Section 1, Article 3-a);
(n) an illegal block in the back above the waist (see Section 1, Article 3-b);
(o) tripping (see Section 1, Article 4-c and Article 8);
(p) an illegal peel back block (see Section 2, Article 4); or
(q) an illegal blindside block (see Section 2, Article 7-a-9).

Penalty: For illegal use of hands, arms, or body by the offense: Loss of 10 yards.

ARTICLE 2. LEGAL BLOCK BY OFFENSIVE PLAYER. An offensive player is permitted to block an opponent by contacting him with his head, shoulders, hands, and/or outer surface of the forearm, or with any other part of his body that is not prohibited by another rule.

A blocker may use his arms, or open or closed hands, to contact an opponent on or outside the opponent's frame (the body of an opponent below the neck that is presented to the blocker), provided that he does not materially restrict him. The blocker immediately must work to bring his hands inside the opponent's frame, and as the play develops, the blocker is permitted to work for and maintain his position against an opponent, provided that he does not illegally clip or illegally push from behind.

An offensive player is permitted to use his hands or arms to restrict an opponent:
(a) If he is a runner. A runner may ward off opponents with his hands and arms. He may also lay his hand on a teammate or push him into an opponent, but he may not grasp or hold on to a teammate.
(b) During a loose ball that has touched the ground. An offensive player may use his hands/arms legally to block or otherwise push or pull an opponent out of the way in a personal attempt to recover the ball. See specific fumble, pass, or kick rules and especially 6-2-1.
(c) During a kick. A kicking team player may use his hands/arms to ward off or to push or pull a receiver who is legally or illegally attempting to obstruct his attempt to proceed.

ARTICLE 3. ILLEGAL BLOCK BY OFFENSIVE PLAYER. It is a foul if an offensive blocker:
(a) Thrusts his hands forward above the frame of an opponent to contact him on the head, neck, or face

   Note: Contact in close-line play that is not direct and forcible is not a foul.

Penalty: For illegal use of hands by the offense: Loss of 10 yards.

(b) Blocks an opponent (from behind) in the back above the opponent's waist, or uses his hands or arms to push an opponent from behind in a manner that affects his movement, except in close-line play.

   Note: The prohibition applies to a player of the kicking team while the ball is in flight during a scrimmage kick.

The use of hands on the back is not a foul when:
(1) a player is making a personal attempt to recover a loose ball;
(2) the opponent turns away from the blocker when contact is imminent;
(3) both of the blocker's hands are on the opponent's side. (If either hand is on the back, it is a foul.)

Penalty: For an illegal block in the back above the waist by the offense: Loss of 10 yards.

(c) Use his hands or arms to materially restrict an opponent or alter the defender's path or angle of pursuit. It is a foul regardless of whether the blocker's hands are inside or outside the frame of the defender's body. Material restrictions include but are not limited to:
(1) grabbing or tackling an opponent;
(2) hooking, jerking, twisting, or turning him; or
(3) pulling him to the ground.

Penalty: For holding by the offense: Loss of 10 yards.
Blocking Notes:
(1) When a defensive player is held by an offensive player during the following situations, Offensive Holding will not be called:
(a) if the runner is being tackled simultaneously by another defensive player;
(b) if the runner simultaneously goes out of bounds;
(c) if a Fair Catch is made simultaneously;
(d) if the action clearly occurs after a forward pass has been thrown to a receiver beyond the line of scrimmage;
(e) if the action occurs away from the point of attack and not within close line play;
(f) if a free kick results in a touchback;
(g) if a scrimmage kick simultaneously becomes a touchback;
(h) if the action is part of a double-team block, unless the defender splits the double team, gets to the outside of either blocker, or is taken to the ground; or
(i) if, during a defensive charge, a defensive player uses a “rip” technique that puts an offensive player in a position that would normally be holding.

Exception: Holding will be called if the defender’s feet are taken away from him by the offensive player’s action.

(2) If a blocker falls on or pushes down a defender whose momentum is carrying him to the ground, Offensive Holding will not be called unless the defender prevents from rising from the ground.

(3) If the official has not seen the entire action that sends a defender to the ground, Offensive Holding will not be called.

ARTICLE 4. OTHER PROHIBITED ACTS. No offensive player may:
(a) pull a runner in any direction at any time
(b) use interlocking interference, by grasping a teammate or by using his hands or arms to encircle the body of a teammate
(c) trip an opponent
(d) push or throw his body against a teammate to aid him in an attempt to obstruct an opponent or to recover a loose ball.

Penalty: For assisting the runner, interlocking interference, tripping, or illegal use of hands, arms, or body by the offense: Loss of 10 yards.

ARTICLE 5. LEGAL USE OF HANDS OR ARMS BY DEFENSE. A defensive player may use his hands, arms, or body to push, pull, or ward off offensive players:
(a) when he is defending himself against an obstructing opponent while attempting to reach the runner
(b) when an opponent is obviously attempting to block him
(c) in a personal attempt to reach a loose ball that has touched the ground during a backward pass, fumble, or kick
(d) during a forward pass that has crossed the neutral zone and has been touched by any player

Exceptions:
(1) An eligible receiver is considered to be an obstructing opponent only to a point five yards beyond the line of scrimmage unless the player who receives the snap demonstrates no further intention to pass the ball (including handing off the ball, pitching the ball, or moving out of the pocket). See 8-4-2–3 for rules applicable to Illegal Contact with an eligible receiver.

(2) See 8-4-5 for rules applicable for an Illegal Cut Block against an eligible receiver.

ARTICLE 6. DEFENSIVE HOLDING. It is a foul for defensive holding if:
(a) a defensive player tackles or holds any opponent other than a runner, except as permitted in Article 5
(b) during a punt, field goal attempt, or Try-kick attempt, B1 grabs and pulls an offensive player out of the way, allowing B2 to shoot the gap (pull-and-shoot) in an attempt to block the kick, except if B1 is advancing toward the kicker

Note: Any offensive player who pretends to possess the ball, and/or one to whom a teammate pretends to give the ball, may be tackled until he crosses the line of scrimmage between the tackles of a normal tight offensive line.

Penalty: For defensive holding: Loss of five yards and an automatic first down.

ARTICLE 7. ILLEGAL USE OF HANDS BY DEFENSE. It is a foul if a defensive player thrusts his hands or arms forward above the frame of an opponent to contact him on the neck, face, or head.

Note: Contact in close-line play that is not direct and forcible is not a foul.

Penalty: For Illegal Use of Hands by the Defense: Loss of five yards and an automatic first down.

ARTICLE 8. TRIPPING BY DEFENSIVE PLAYER. A defensive player is prohibited from tripping an opponent, including the runner.

Penalty: For tripping by the defense: Loss of 10 yards and an automatic first down.

SECTION 2 PERSONAL FOULS
ARTICLE 1. CLIPPING. There shall be no clipping against a non-runner. This does not apply to offensive blocking in close-line play where it is legal to clip above the knee(s), but it is illegal to clip at or below the knee(s). If an offensive player’s block (legal or illegal) is followed by the blocker rolling up on the back or side of the leg(s) of a defender, it is clipping, including in close-line play. Close-line play is that which occurs in an area extending laterally to the position originally occupied by the offensive tackles and longitudinally three yards on either side of the line of scrimmage. See 3-7, close-line play.

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Exception: An offensive lineman may not clip a defender above the knees who, at the snap, is aligned on the line of scrimmage opposite another offensive lineman who is more than one position away, and the defender is responding to the flow of the ball away from the blocker.

Example: Tackle cannot clip nose tackle on a sweep away.

Note: If there is a block from the side, or if an opponent turns his back as the block is being made, it is not clipping if the opponent is able to see or ward off the block. Provided the blocker does not roll up on the back or side of the opponent's leg(s).

(a) When a blocker, who is moving in the same direction as an opponent, initially contacts the opponent on his side, and subsequently contacts the opponent below his waist from behind, it is not clipping if the contact is continuous.

(b) Clipping shall not be called if an official has not observed the blocker’s initial contact with an opponent.

Penalty: For clipping: Loss of 15 yards.

ARTICLE 2. ILLEGAL CRACKBACK BLOCK. It is an Illegal Crackback Block if a defensive player is contacted below the waist within an area five yards on either side of the line of scrimmage, including within close-line play, by an offensive player who is moving toward the position from which the ball was snapped, if:

(1) the offensive player was in a set position and aligned more than two yards outside an offensive tackle (flexed) when the ball was snapped; or

(2) the defensive player was in a backfield position when the ball was snapped and moved to a position more than two yards outside an offensive tackle; or

(3) the offensive player was in a backfield position and in motion when the ball was snapped.

Notes:

(1) If there is a broken play, significantly changing the original direction, the crackback block is legal. When the change in direction is the result of a designed play (reverse), the restriction remains in effect.

(2) A player who is protected from a crackback block is also a defenseless player (see Article 7).

Penalty: For an illegal crackback block: Loss of 15 yards.

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.

All 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").

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).

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.

ARTICLE 4. ILLEGAL “PEEL BACK” BLOCK. An offensive player cannot initiate contact on the side and below the waist against an opponent if:

(a) the blocker is moving toward his own end line; and

(b) he approaches the opponent from behind or from the side.

Note: If the near shoulder of the blocker contacts the front of his opponent’s body, the “peel back” block is legal.

Penalty: For illegal “peel back” block: Loss of 15 yards.

ARTICLE 5. BLOCKING BELOW THE WAIST ON KICKS AND CHANGES OF POSSESSION. Blocks below the waist are prohibited in the following situations:

(a) By players of either team after a change of possession; or

(b) By players of the kicking team after a Free Kick, Safety Kick, Fair-Catch Kick, Punt, Field-Goal Attempt, or Try Kick; or

(c) By players of the receiving team during a down in which there is a Free Kick, Safety Kick, Fair-Catch Kick, Punt, Field-Goal Attempt, or Try Kick.
Penalty: For illegally blocking below the waist: Loss of 15 yards.

ARTICLE 6. UNNECESSARY ROUGHNESS. There shall be no unnecessary roughness. This shall include, but will not be limited to:
(a) using the foot or any part of the leg to strike an opponent with a whipping motion (leg whip);
(b) forcibly contacting a runner when he is out of bounds;

Note: Defensive players must make an effort to avoid contact. Players on defense are responsible for knowing when a runner has crossed the boundary line, except in doubtful cases where he might step on a boundary line and continue parallel with it.

(c) a player of the receiving team who has gone out of bounds and blocks a kicking team player out of bounds during the kick. If this occurs on a kick from scrimmage, post-possession rules will apply if appropriate (9-5-1);
(d) running, diving into, or throwing the body against or on a runner whose forward progress has been stopped, who has slid feet first, or who has declared himself down by going to the ground untouched and has made no attempt to advance (see 7-2-1-a, d);
(e) running, diving into, or throwing the body against or on any player on the ground either before or after the ball is dead;
(f) throwing the runner to the ground after the ball is dead;
(g) unnecessarily running, diving into, cutting, or throwing the body against or on a player who (1) is out of the play or (2) should not have reasonably anticipated such contact by an opponent, before or after the ball is dead;
(h) a kicker/punter, who is standing still or fading backward after the ball has been kicked, is out of the play and must not be unnecessarily contacted by the receiving team through the end of the down or until he assumes a distinctly defensive position. However, a kicker/punter is a defenseless player through the conclusion of the down (see 12-2-7-7);
(i) using any part of a player’s helmet or facemask to butt, spear, or ram an opponent violently or unnecessarily; or
(j) grabbing a helmet opening of an opponent and forcibly twisting, turning, or pulling his head.

Penalty: For unnecessary roughness: Loss of 15 yards. The player may be disqualified if the action is judged by the official(s) to be flagrant. If the foul is by the defense, it is also an automatic first down.

Note: When in question about a roughness call or potentially dangerous tactics, the covering official(s) should always call unnecessary roughness.

ARTICLE 7. PLAYERS IN A DEFENSELESS POSTURE. It is a foul if a player initiates unnecessary contact against a player who is in a defenseless posture.

(a) Players in a defenseless posture are:
(1) A player in the act of or just after throwing a pass (passing posture).
(2) A receiver running a pass route when the defender approaches from the side or behind. If the receiver becomes a blocker or assumes a blocking posture, he is no longer a defenseless player.
(3) A receiver attempting to catch a pass who has not had time to clearly become a runner. If the player is capable of avoiding or warding off the impending contact of an opponent, he is no longer a defenseless player.
(4) The intended receiver of a pass in the action during and immediately following an interception or potential interception. If the player is capable of avoiding or warding off the impending contact of an opponent, he is no longer a defenseless player.

Note: Violations of this provision will be enforced after the interception, and the intercepting team will maintain possession.

(5) A runner already in the grasp of a tackler and whose forward progress has been stopped.
(6) A kickoff or punt returner attempting to field a kick in the air.
(7) A player on the ground.
(8) A kicker/punter during the kick or during the return (Also see Article 6-h) for additional restrictions against a kicker/punter.
(9) A quarterback at any time after a change of possession (Also see Article 9-f for additional restrictions against a quarterback after a change of possession).
(10) A player who receives a “blindside” block when the path of the blocker is toward or parallel to his own end line.
(11) A player who is protected from an illegal crackback block (see Article 2).
(12) The offensive player who attempts a snap during a Field Goal attempt or a Try Kick.

(b) Prohibited contact against a player who is in a defenseless posture is:
(1) forcibly hitting the defenseless player’s head or neck area with the helmet, facemask, forearm, or shoulder, even if the initial contact is lower than the player’s neck, and regardless of whether the defensive player also uses his arms to tackle the defenseless player by encircling or grasping him
(2) lowering the head and making forcible contact with the crown or “hairline” parts of the helmet against any part of the defenseless player’s body
(3) illegally launching into a defenseless opponent. It is an illegal launch if a player (i) leaves both feet prior to contact to spring forward and upward into his opponent, and (ii) uses any part of his helmet to initiate forcible contact against any part of his opponent’s body. (This does not apply to contact against a runner, unless the runner is still considered to be a defenseless player, as defined in Article 7.)
Notes:

(1) The provisions of (b) do not prohibit incidental contact by the mask or helmet in the course of a conventional tackle or block on an opponent.

(2) A player who initiates contact against a defenseless opponent is responsible for avoiding an illegal act. This includes illegal contact that may occur during the process of attempting to dislodge the ball from an opponent. A standard of strict liability applies for any contact against a defenseless opponent, even if the opponent is an airborne player who is returning to the ground or whose body position is otherwise in motion, and irrespective of any acts by the defenseless opponent, such as ducking his head or curling up his body in anticipation of contact.

Penalty: For unnecessary roughness: Loss of 15 yards and an automatic first down. The player may be disqualified if the action is judged by the official(s) to be flagrant.

ARTICLE 8. INITIATING CONTACT WITH THE CROWN OF THE HELMET. It is a foul if a runner or tackler initiates forcible contact by delivering a blow with the top/crown of his helmet against an opponent when both players are clearly outside the tackle box (an area extending from tackle to tackle and from three yards beyond the line of scrimmage to the offensive team’s end line). Incidental contact by the helmet of a runner or tackler against an opponent shall not be a foul.

Note: The tackle box no longer exists once the ball leaves the tackle box.

Penalty: Loss of 15 yards. If the foul is by the defense, it is also an automatic first down. The player may be disqualified if the action is flagrant.

ARTICLE 9. ROUGHING THE PASSER. Because the act of passing often puts the quarterback (or any other player attempting a pass) in a position where he is particularly vulnerable to injury, special rules against roughing the passer apply. The Referee has principal responsibility for enforcing these rules. Any physical acts against a player who is in a passing posture (i.e. before, during, or after a pass) which, in the Referee’s judgment, are unwarranted by the circumstances of the play will be called as fouls. The Referee will be guided by the following principles:

(a) Roughing will be called if, in the Referee’s judgment, a pass rusher clearly should have known that the ball had already left the passer’s hand before contact was made; pass rushers are responsible for being aware of the position of the ball in passing situations; the Referee will use the release of the ball from the passer’s hand as his guideline that the passer is now fully protected; once a pass has been released by a passer, a rushing defender may make direct contact with the passer only up through the rusher’s first step after such release (prior to second step hitting the ground); thereafter the rusher must be making an attempt to avoid contact and must not continue to “drive through” or otherwise forcibly contact the passer; incidental or inadvertent contact by a player who is easing up or being blocked into the passer will not be considered significant.

(b) A rushing defender is prohibited from committing such intimidating and punishing acts as “stuffing” a passer into the ground or unnecessarily wrestling or driving him down after the passer has thrown the ball, even if the rusher makes his initial contact with the passer within the one-step limitation provided for in (a) above. When tackling a passer who is in a defenseless posture (e.g., during or just after throwing a pass), a defensive player must not unnecessarily or violently throw him down and land on top of him with all or most of the defender’s weight. Instead, the defensive player must strive to wrap up the passer with the defensive player’s arms and not land on the passer with all or most of his body weight.

(c) In covering the passer position, Referees will be particularly alert to fouls in which defenders impermissibly use the helmet and/or facemask to hit the passer, or use hands, arms, or other parts of the body to hit the passer forcibly in the head or neck area (see also the other unnecessary roughness rules covering these subjects). A defensive player must not use his helmet against a passer who is in a defenseless posture—for example, (1) forcibly hitting the passer’s head or neck area with the helmet or facemask, even if the initial contact of the defender’s helmet or facemask is lower than the passer’s neck, and regardless of whether the defensive player also uses his arms to tackle the passer by encircling or grasping him; or (2) lowering the head and making forcible contact with the top/crown or “hairline” parts of the helmet against any part of the passer’s body. This rule does not prohibit incidental contact by the mask or non-crown parts of the helmet in the course of a conventional tackle on a passer.

(d) A defensive player is prohibited from clubbing the arm of a passer during a pass or just after a pass has been thrown; however, a defensive player may grasp, pull, or otherwise make normal contact with a passer’s arm in attempting to tackle him.

(e) A rushing defender is prohibited from forcibly hitting in the knee area or below a passer who has one or both feet on the ground, even if the initial contact is above the knee. It is not a foul if the defender is blocked (or fouled) into the passer and has no opportunity to avoid him.

Notes:

(1) A defender cannot initiate a roll or lunge and forcibly hit the passer in the knee area or below, even if he is being contacted by another player.

(2) It is not a foul if the defender swipes, wraps, or grabs a passer in the knee area or below in an attempt to tackle him, provided he does not make forcible contact with the helmet, shoulder, chest, or forearm.

(f) A passer who is standing still or fading backward after the ball has left his hand is obviously out of the play and must not be unnecessarily contacted by an opponent through the end of the down or until the passer becomes a blocker, or a runner, or, in the event of a change of possession during the down, until he assumes a distinctly defensive position. However, at any time after the change of possession, it is a foul if:

(1) an opponent forcibly hits the quarterback’s head or neck area with his helmet, facemask, forearm, or shoulder
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(2) if an opponent lowers his head and makes forcible contact with the crown or “hairstyle” parts of his helmet against any part of the passer’s body. This provision does not prohibit incidental contact by the mask or the helmet in the course of a conventional block.

(g) When the passer goes outside the pocket area and either continues moving with the ball (without attempting to advance the ball as a runner) or throws while on the run, he loses the protection of the one-step rule provided for in (a) above, and the protection against a low hit provided for in (e) above, but he remains covered by all the other special protections afforded to a passer in the pocket (b, c, d, and f), as well as the regular unnecessary roughness rules applicable to all player positions. If the passer stops behind the line and clearly establishes a passing posture, he will then be covered by all of the special protections for passers.

(h) The Referee must blow the play dead as soon as the passer is clearly in the grasp and control of any tackler behind the line, and the passer’s safety is in jeopardy.

Note: A player who initiates contact against a passer is responsible for avoiding an illegal act. This includes illegal contact that may occur during the process of attempting to dislodge the ball. A standard of strict liability applies for any contact against a passer, irrespective of any acts by the passer, such as ducking his head or curling up his body in anticipation of contact.

Penalty: For Roughing the Passer: Loss of 15 yards and an automatic first down; disqualification, if flagrant.

Notes:
(1) When in doubt about a roughness call or potentially dangerous tactic against the quarterback, the Referee should always call roughing the passer.
(2) See 8-6-1-c-d for personal fouls prior to completion or interception.

ARTICLE 10. ROUGHING/RUNNING INTO THE KICKER. No defensive player may run into or rough a kicker who kicks from behind the line unless such contact:
(a) is incidental to and occurs after the defender has touched the kick in flight
(b) is caused by the kicker’s own motions
(c) occurs during a quick kick or a rugby-style kick
(d) occurs during or after a run behind the line
(e) occurs after the kicker recovers a loose ball on the ground
(f) occurs because a defender is pushed or blocked (causing a change of direction) into the kicker
(g) is the result of a foul by an opponent

Item 1. Roughing the kicker. It is a foul for roughing the kicker if a defensive player:
(a) contacts the plant leg of the kicker while his kicking leg is still in the air
(b) slides into or contacts the kicker when both of the kicker’s feet are on the ground. It is not a foul if the contact is not severe, or if the kicker returns both feet to the ground prior to the contact and falls over a defender on the ground

Note: When in doubt, it is a foul for roughing the kicker.

Item 2. Running into the Kicker. It is a foul for running into the kicker if a defensive player:
(a) contacts the kicking foot of the kicker, even if the kicker is airborne when the contact occurs
(b) slides under the kicker, preventing him from returning both feet to the ground

Penalties:
(1) For roughing the kicker: Loss of 15 yards from the previous spot (personal foul) and an automatic first down. The player may be disqualified if the action is flagrant.
(2) For running into the kicker: Loss of five yards from the previous spot (not a personal foul). There is not an automatic first down.

ARTICLE 11. ROUGHING THE HOLDER. It is a foul for roughing the holder if a defensive player forcibly contacts the holder of a place kick, unless the contact:
(a) is incidental and occurs after the defender has touched the kick in flight
(b) is caused because a defender is blocked into the holder
(c) occurs after the holder recovers a ball that has touched the ground

Penalty: For roughing the holder: Loss of 15 yards from the previous spot (personal foul) and an automatic first down. The player may be disqualified if the action is flagrant.

Notes:
(1) Any unnecessary roughness committed by defensive players is roughing the kicker or holder. The severity of the contact and the potential for injury are to be considered.
(2) When two defensive players are making a bona fide attempt to block a kick from scrimmage (punt, drop kick, and/or placekick), and one of them runs into the kicker or holder after the ball has left the kicker’s foot at the same instant the second player blocks the kick, the foul for running into the kicker or holder shall not be enforced, unless in the judgment of the Referee, the player running into the kicker or holder was clearly the direct cause of the kick being blocked.

ARTICLE 12. STRIKING, KICKING, OR KNEEING OPPONENTS. All players are prohibited from:
(a) striking an opponent with his fists
(b) kicking or kneeling an opponent.
(c) striking, swinging at, or clubbing the head, neck, or face of an opponent with the wrist(s), arm(s), elbow(s), or hand(s).

Exceptions: Contact to the head, neck, or face of an opponent with the palm of the hand is permitted:
(1) by a defensive player who is attempting to ward off an offensive player at the line of scrimmage, provided that it is not a repeated act against the same opponent during any one contact; or
(2) by any player in a personal attempt to recover a loose ball.

Penalty: For fouls in (a) through (c): Loss of 15 yards. If any of the fouls is judged by the official(s) to be flagrant, the offender may be disqualified as long as the entire action is observed by the official(s). If the foul is by the defense, it is also an automatic first down.

ARTICLE 13. STRIKING WITH FOREARMS OR ELBOWS. A player in blocking shall not strike an opponent below the shoulders with his forearm or elbows by turning the trunk of his body at the waist, pivoting, or in any other way that is clearly unnecessary.

Penalty: For striking an opponent below the shoulders with the forearm or elbow: Loss of 15 yards. If the foul is by the defense, it is also an automatic first down.

ARTICLE 14. TWISTING, PULLING, OR TURNING THE FACEMASK. No player shall grasp and control, twist, turn, push, or pull the facemask of an opponent in any direction.

Note: If a player grasps an opponent’s facemask, he must immediately release it. If he does not immediately release it and controls his opponent, it is a foul.

Penalty: For twisting, turning, pushing, pulling, or controlling the mask: Loss of 15 yards. The player may be disqualified if the action is flagrant. If the foul is by the defense, it is also an automatic first down.

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.

ARTICLE 16. USE OF HELMET AS A WEAPON. A player may not use a helmet that is no longer worn by anyone as a weapon to strike, swing at, or throw at an opponent.

Penalty: For illegal use of a helmet as a weapon: Loss of 15 yards and automatic disqualification. If the foul is by the defense, it is also an automatic first down.

ARTICLE 17. ILLEGAL CUT BLOCK. See 8-4-5.

SECTION 3 UNSPORTSMANLIKE CONDUCT

ARTICLE 1. PROHIBITED ACTS. There shall be no unsportsmanlike conduct. This applies to any act which is contrary to the generally understood principles of sportsmanship. Such acts specifically include, among others:
(a) Throwing a punch, or a forearm, or kicking at an opponent, even though no contact is made.
(b) 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 may engender ill will between teams.
(d) Any violent gesture, or an act that is sexually suggestive or offensive.
(e) Prolonged or excessive celebrations or demonstrations by an individual player or multiple players.
(f) Using any object as a prop, or possessing any foreign or extraneous object(s) that are not part of the uniform on the field or the sideline during the game, other than the football after a scoring play or change of possession.
(g) Unnecessary physical contact with a game official.
(h) Removal of his helmet by a player in the field of play or the end zone during a celebration or demonstration, or during a confrontation with a game official or any other player.

Notes:
(1) Under no circumstance is a player allowed to shove, push, or strike an official in an offensive, disrespectful, or unsportsmanlike manner. The player shall be disqualified from the game, and any such action must be reported to the Commissioner.
(2) Two violations of (a), (b), or (c) (above) by the same player, which occur before or during the game, will result in disqualification in addition to the yardage penalty. Any violations at the game site on the day of the game, including postgame, may result in discipline by the Commissioner. Any violation of (g) above may result in disqualification and also will include discipline by the Commissioner. An official must see the entire action for a player to be disqualified.
(3) Violations of (a), (b), (c), (d), and (g) will be penalized if they occur anywhere on the field or in the bench area.
(4) Violations of (e) and (f) will be penalized if they occur anywhere on the field other than the bench area.
(5) If any foreign object(s) are deemed a safety hazard by the game officials, in addition to a yardage penalty, the player will be subject to ejection from the game, whether he uses the object or not.
Penalty: (for (a) through (h)): Loss of 15 yards from the succeeding spot or whatever spot the Referee, after consulting with the crew, deems equitable. If the foul is by the defense, it is also an automatic first down.

(i) Using acts or words by the defensive team that are designed to disconcert an offensive team at the snap. An official must blow his whistle immediately to stop play.

(j) Concealing the ball underneath the uniform or using any article of equipment to simulate a ball.

(k) Using entering substitutes, legally returning players, substitutes on sidelines, or withdrawn players to confuse opponents, including lingering by players leaving the field after being replaced by a substitute. See 5-2.

(l) An offensive player lining up or going in motion less than five yards from the sideline in front of his team’s designated bench area. However, an offensive player is permitted to line up less than five yards from the sidelines on the same side as his team’s player bench, provided he is not in front of the designated bench area.

(m) Attempting to conserve time inside one minute of either half by repeatedly violating the substitution rule while the ball is dead and time is in. See 4-7-2.

(n) Two successive delay-of-game penalties during the same down.

(o) Jumping or standing on a teammate or opponent to block or attempt to block an opponent’s kick.

(p) Picking up a teammate to block or attempt to block an opponent’s kick.

(q) Running forward and leaping across the line of scrimmage in an obvious attempt to block a field goal or Try Kick, unless the leaping player was in a stationary position on the line of scrimmage when the ball was snapped. A player who is behind the line of scrimmage before, or at the snap, may run forward and leap, provided he does not cross the line of scrimmage or land on players.

(r) Pulling an opponent off a pile of players in an aggressive or forcible manner.

(t) Goaltending by a defensive player leaping up to deflect a kick as it passes above the crossbar of a goalpost. The referee may award three points for a palpably unfair act (12-3-3).

(u) A punter, placekicker, or holder who simulates being roughed or run into by a defensive player.

(v) If a member of the kicking team is forced out of bounds, or goes out of bounds voluntarily, and does not attempt to return inbounds in a reasonable amount of time.

(w) Attempting to call an excess or illegal timeout to “freeze” a kicker prior to a field goal attempt or a Try Kick when:

(1) a team has already been charged a timeout during the same dead ball period

(2) a team has exhausted its three charged team timeouts that are permitted in a half

If an attempt is made to call a timeout in these situations, the officials shall not grant a timeout, play will continue, and a penalty for unsportsmanlike conduct shall be enforced after the down has been completed. The penalty shall also be enforced if a timeout is inadvertently granted.

Note: The Referee (or another official) will notify the Head Coach (i) that two charged timeouts by the same team in the same dead ball period are not permitted, and (ii) when he has exhausted his three charged team timeouts in a half.

Penalty: For unsportsmanlike conduct (for (j) through (x)): Loss of 15 yards from:

(a) the succeeding spot if the ball is dead; or

(b) the previous spot if the ball was in play.

If the infraction is flagrant, the player is also disqualified. If the foul is by the defense, it is also an automatic first down.

ARTICLE 2. FOULS TO PREVENT SCORE. The defense shall not commit successive or repeated fouls to prevent a score.

Penalty: For successive or repeated fouls to prevent a score: If the violation is repeated after a warning, the score involved is awarded to the offensive team.

ARTICLE 3. INTENTIONAL FOULS TO MANIPULATE GAME CLOCK. A team may not commit multiple fouls during the same down in an attempt to manipulate the game clock.

Penalty: For multiple fouls to run off time from the game clock: Loss of 15 yards, and the game clock will be reset to where it was at the snap. After the penalty is enforced, the game clock will start on the next snap.

ARTICLE 4. PALPABLY UNFAIR ACT. A player or substitute shall not interfere with play by any act which is palpably unfair.

Penalty: For a palpably unfair act: Offender may be disqualified. The Referee, after consulting the officiating crew, enforces any such distance penalty as they consider equitable and irrespective of any other specified code penalty. The Referee may award a score. See 15-1-3.

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 if 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 may 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.

Note: This rule also applies to non-player personnel (e.g., management personnel, coaches, trainers, equipment personnel).

SECTION 5  ILLEGAL BATS AND KICKS

ARTICLE 1. ILLEGAL BAT. It is an illegal bat if:
(a) any player bats or punches a loose ball in the field of play toward his opponent’s goal line
(b) any player bats or punches a loose ball (that has touched the ground) in any direction, if it is in either end zone
(c) an offensive player bats a backward pass in flight toward his opponent’s goal line

   Exception: A forward pass in flight may be tipped, batted, or deflected in any direction by any eligible player at any time.

   Note: If a forward pass that is controlled by a player prior to completing the catch is thrown forward, it is an illegal bat. If it is caught by a teammate or intercepted by an opponent, the ball remains alive. If it is not caught, the ball is dead when it hits the ground.

Penalty: For illegal batting or punching the ball: Loss of 10 yards.

Article 2. Illegally Kicking Ball. No player may deliberately kick a loose ball or a ball that is in a player’s possession.

Penalty: For illegally kicking the ball: Loss of 10 yards. If the foul is by Team A before possession changes during a scrimmage down: Loss of down and loss of 10 yards except for a foul by Team A beyond the line of scrimmage during a scrimmage kick, in which case there is no loss of down.

Notes:
(1) If a loose ball is unintentionally touched by any part of a player’s leg (including the knee), it is not considered kicking and is treated as touching.
(2) If the penalty for an illegal bat or kick is declined, the procedure is the same as though the ball had been muffed. However, if the act (impetus) sends the ball behind a goal line, 3-17 applies.
(3) The penalty for Articles 1 and 3 does not preclude a penalty for a palpably unfair act. See Palpably Unfair Act (12-3-3).
(4) The ball is not dead when an illegally kicked ball is recovered, unless another rule prescribes otherwise.
RULE 13 NON-PLAYER CONDUCT

SECTION 1 NON-PLAYER CONDUCT

ARTICLE 1. NON-PLAYER FOULS. There shall be no unsportsmanlike conduct by a substitute, coach, attendant, or any other non-player (entitled to sit on a team’s bench) during any period or timeout (including between halves).

Notes:
(1) “Loud speaker” coaching from the sidelines is not permissible.
(2) A player may communicate with a coach provided the coach is in his prescribed area during dead-ball periods.

ARTICLE 2. TEAM ATTENDANTS MAY ENTER FIELD DURING TIMEOUT. Either or both team attendants and their helpers may enter the field to attend their team during a team timeout by either team. No other non-player may come on the field without the Referee’s permission, unless he is an incoming substitute (5-2-2).

During any team timeout, all playing rules continue in force. Representatives of either team are prohibited from entering the field unless they are incoming substitutes, or team attendants or trainers entering to provide for the welfare of a player, and any game-type activities are prohibited on the field. The Head Coach may enter the field to check on the welfare of a player who is injured, but no assistant coach may enter the field.

ARTICLE 3. BENCH CREDENTIALS. With the exception of uniformed players eligible to participate in the game, all persons in a team’s bench area must wear a visible credential clearly marked “BENCH.” For all NFL games—pre-season, regular season, and post-season the home club will be issued a maximum of 27 credentials and the visiting club will be issued a maximum of 25 credentials for use in its bench area. Such credentials must be worn by coaches, players under contract to the applicable club but ineligible to participate in the game, and team support personnel (trainers, doctors, equipment men). From time to time, persons with game services credentials (e.g., oxygen technicians, ball boys/girls) and authorized club personnel not regularly assigned to the bench area may be in a team’s bench area for a brief period without bench credentials. Clubs are prohibited from allowing into their bench areas any persons who are not officially affiliated with the club or otherwise serving a necessary game day function.

ARTICLE 4. RESTRICTED AREAS. All team personnel must observe the zone restrictions applicable to the bench area and the border rimming the playing field. The only persons permitted within the solid six-foot white border (1-1) while play is in progress on the field are game officials. For reasons involving the safety of participating players whose actions may carry them out of bounds, officials’ unobstructed coverage of the game, and spectators’ sightlines to the field, the border rules must be observed by all coaches and players in the bench area. Violators are subject to penalty by the officials.

ARTICLE 5. MOVEMENT ON SIDELINES. Coaches and other non-participating team personnel (including uniformed players not in the game at the time) are prohibited from moving laterally along the sidelines any further than the points that are 18 yards from the middle of the bench area (i.e., 32-yard lines to left and right of bench areas when benches are placed on opposite sides of the field). Lateral movement within the bench area must be behind the solid six-foot white border.

Exception: When the ball is positioned near a goal line, a Head Coach may move laterally down the sideline outside the bench area to call a team timeout or challenge an on-field ruling.

ARTICLE 6. NON-BENCH AREAS. Clubs are prohibited from allowing into the non-bench areas of field level any persons who have not been accredited to those locations by the home club’s public relations office for purposes related to news media coverage, stadium operations, or pregame and halftime entertainment. The home club is responsible for keeping the field level cleared of all unauthorized persons. Photographers and other personnel accredited for field-level work must not be permitted in the end zones or any other part of the official playing field while play is in progress.

Penalty: For illegal acts under Articles 1 through 6 above: Loss of 15 yards from team for whose supposed benefit foul was made. (Unsportsmanlike Conduct.)

Enforcement is from:
(a) the succeeding spot if the ball is dead.
(b) whatever spot the Referee, after consulting with the crew, deems equitable, if the ball was in play.

For a flagrant violation, the Referee may exclude the offender(s) from the playing field enclosure for the remainder of the game.

ARTICLE 7. PALPABLY UNFAIR ACT (NON-PLAYER). A non-player shall not commit any act which is palpably unfair.

Penalty: For a palpably unfair act, see 12-3-3. The Referee, after consulting with the crew, shall make such ruling as he/she considers equitable (15-1-3). (Unsportsmanlike Conduct.)

Note: Various actions involving a palpably unfair act may arise during a game. In such cases, the officials may award a distance penalty in accordance with 12-3-3, even when it does not involve disqualification of a player or substitute. 17-1.

ARTICLE 8. NON-PLAYER PERSONNEL. Non-player personnel of a club (e.g., management personnel, coaches, trainers, equipment personnel) are prohibited from making unnecessary physical contact with or directing abusive, threatening, or insulting language or gestures at opponents, game officials, or representatives of the League.

Penalty: Loss of 15 yards. (Unsportsmanlike Conduct.) Enforcement is from:
(a) the succeeding spot if the ball is dead;
(b) the previous spot if the ball was in play; or
(c) whatever spot the Referee, after consulting with the crew, deems equitable. (Palpably Unfair Act.)

Note: Violations which occur before or during the game may result in disqualification in addition to the yardage penalty. Any violation at the game site on the day of the game, including postgame, may result in discipline by the Commissioner.
RULE 14 PENALTY ENFORCEMENT
(Governing all cases not otherwise specifically provided for)

SECTION 1 GENERAL RULES
ARTICLE 1. REFUSAL OF PENALTIES. Unless expressly prohibited, the penalty for any foul may be declined by the offended team, and play proceeds as though no foul had been committed. The yardage distance for any penalty may be declined, even though the penalty is accepted.

Note: If the defensive team commits a foul during an unsuccessful Try, the offensive team may decline the distance penalty, and the down is replayed from the previous spot.

Exception: If there is a Double Foul, enforcement is pursuant to Section 5 below.

Note: In all situations, a disqualified or suspended player must be removed, including when the foul that led to the disqualification or suspension is declined, a penalty for another foul is chosen (Multiple Foul), or fouls by both teams offset (Double Foul).

ARTICLE 2. NUMBER OF DOWN AFTER PENALTY.
Item 1. Foul by Team A. If the ball is behind the line to gain after the enforcement of a distance penalty for a foul by Team A that occurs prior to (between downs) or during a play from scrimmage, the number of the ensuing down remains the same, unless it is a combination penalty involving loss of down (see Item 2).

Item 2. Combination Penalty. A combination penalty involving both distance and loss of down is enforced for the following fouls:
(a) A forward pass from beyond the line (8-1-2-Pen. a)
(b) A forward pass that is intentionally grounded (8-2-1)
(c) Handing the ball forward beyond the line of scrimmage
(d) Kicking a Loose Ball (See 12-4-2-Pen)

If a loss-of-down penalty is enforced prior to fourth down, the number of the ensuing down is one greater than that of the previous down. If it is enforced on fourth down, the ball is awarded to Team B; if there is a combination penalty on fourth down, the distance penalty is also enforced.

Item 3. Line to Gain and Change of Possession. If a change (or multiple changes) of possession is negated by enforcement of a penalty against Team A during a play from scrimmage, the line to gain for Team A remains the same.

Item 4. Ball in Advance of Line to Gain. If the ball is in advance of the line to gain after the enforcement of a distance penalty for a foul by Team A during a play from scrimmage, it is first-and-10 for Team A. It is also first-and-10 after enforcement for a Dead Ball Foul (Section 4, Article 9) by Team A at the end of a play from scrimmage when there has not been a change of possession.

Exception: A foul against an official, regardless of when it occurs, is always treated as a Foul Between Downs. See 12-3-1-h.

Item 5. Foul by Team B. After a penalty for a foul by Team B prior to (between downs) or during a play from scrimmage, the ensuing down is first-and-10 for Team A.

Exceptions:
(1) Offside
(2) Encroachment
(3) Neutral zone infraction
(4) Delay of game
(5) Illegal substitution
(6) Excess time out
(7) Running into the kicker
(8) More than 11 players on the field at the snap
(9) More than 11 players in the formation prior to the snap
(10) Illegal formation by the defense during a scrimmage kick play

For the above exceptions, the number of the down and the line to gain remain the same unless a distance penalty places the ball on or in advance of the line to gain, in which case it is first-and-10 for Team A.

Item 6. Foul After Change of Possession. If there is a foul, including a dead-ball foul, after team possession has changed during a down, following enforcement of a distance penalty, it is first-and-10 for the team that was in possession at the time of the foul.

Item 7. Foul Between Downs. If there is a Foul Between Downs, the down remains the same, unless enforcement of the foul results in a first down.

Item 8. Double Fouls. If there is a Double Foul during the down, and the fouls offset, the down is replayed, and the number of the down remains the same.
ARTICLE 3. CHOICE OF PENALTIES (MULTIPLE FOULS). If there is a Multiple Foul (3-14-1-d) during the down, only one penalty may be enforced after the Referee has explained the alternatives to the offended team.

Exceptions:
(1) A foul against an official is not part of a Multiple Foul and will be enforced in addition to any other foul.
(2) If there is a personal foul that is also defensive pass interference, both fouls may be enforced.

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. This general rule supersedes any other general or specific enforcement of a distance penalty.

Exceptions:
(1) See Rule 8-2-1 for enforcement for intentional grounding.
(2) See Rule 12-3-3 for enforcement for a palpably unfair act.

ARTICLE 2. FOUL BEHIND A GOAL LINE.
(a) When the spot of enforcement for a foul by the defense is behind the offensive goal line, a distance penalty is enforced from the goal line. However, if the play results in a touchback, the penalty is enforced from the 20-yard line, or from the 25-yard line if the impetus was from a free kick. See Section 4, Article 6 for fouls during a backward pass or fumble and Section 4, Article 4 (b). Note, for exception when a player’s momentum carries him into the end zone.
(b) When the spot of enforcement for a foul by the offense is behind the defensive goal line, it is a safety.
(c) When the spot of enforcement for a foul by the offense is behind the defensive goal line, a distance penalty is enforced from the goal line.

ARTICLE 3. FOUL DURING A SCORE. If a team commits a personal or unsportsmanlike conduct foul, or a palpably unfair act, during a down in which the opponent scores, the penalty is enforced on the succeeding free kick (unless the score resulted from the enforcement). On a successful Try kick, any foul by Team B that does not result in a retry or negate a score may be enforced on the succeeding free kick.

Exception: If a personal foul, unsportsmanlike conduct foul, or a palpably unfair act occurs on a touchdown or successful field goal, the scoring team has the option to begin a new series or to replay the down following enforcement of the penalty from the previous spot, and the score does not count. On a successful Try kick, the scoring team has the option to replay the down following enforcement of the penalty from the previous spot or the other Try spot.

SECTION 3 SPOT FROM WHICH PENALTY IS ENFORCED
ARTICLE 1. GOVERNING PROVISIONS. The general provisions of Rule 14 govern all spots of enforcement, except for specific enforcements designated elsewhere in these rules.

ARTICLE 2. FOUL BY NON-PLAYER. Penalties for fouls committed by non-players shall be enforced as provided for in Rule 13.

ARTICLE 3. ENFORCEMENT SPOT NOT GOVERNED. When the spot of enforcement is not governed by a general or specific rule, it is the spot of the foul.

ARTICLE 4. SPOTS OF ENFORCEMENT. The Spot of Enforcement is the spot at which a penalty is enforced. There are six spots that are commonly used:
(a) The Previous Spot: The spot at which the ball was last put in play.
(b) The Spot of the Foul: The spot at which a foul was committed or, by rule, is considered to have been committed.
(c) The Spot of a Backward Pass or a Fumble: The spot at which the backward pass or fumble occurred during the down in which there was a foul.
(d) The Dead Ball Spot: The spot at which the ball became dead.
(e) The Succeeding Spot: The spot at which the ball will next be put in play (i.e., the spot of the ball after enforcement for a foul, or, if there has been no foul, the spot at which the ball became dead).
(f) The Spot of a Change of Possession: The spot at which possession is gained by or awarded to the opponent.

ARTICLE 5. BASIC SPOT. The Basic Spot is a reference point that is used to determine the Spot of Enforcement for fouls committed pursuant to the Three-and-One Method of Enforcement. It is applicable for fouls committed during (i) a running play or (ii) a backward pass or fumble.
(a) For fouls committed during a running play which is not followed by a change of possession, the Basic Spot is the dead-ball spot.
(b) For fouls committed during a running play which is followed by a change of possession, the Basic Spot is the spot where possession is lost.
(c) For fouls committed during a backward pass or fumble, the Basic Spot is the spot of the backward pass or the spot of the fumble.

ARTICLE 6. THREE-AND-ONE METHOD OF ENFORCEMENT. For fouls committed during a run, a fumble or a backward pass, the penalty is enforced from the Basic Spot if:
(a) the defense fouls in advance of the Basic Spot
(b) the defense fouls behind the Basic Spot
(c) the offense fouls in advance of the Basic Spot

If the offense fouls behind the Basic Spot, enforcement is from the spot of the foul (three-and-one method of enforcement).

**Exceptions for fouls committed by the offense:**
1. Foul committed by the offense behind the line of scrimmage, except for fouls committed in the end zone, are enforced from the previous spot. See Rule 8-2-1 for enforcement for intentional grounding.
2. If the offense commits a foul in its end zone that is accepted, it is a safety.
3. If the offense commits a foul beyond the line of scrimmage and the Basic Spot is the end zone, enforcement is from the previous spot. If the dead-ball spot is in the offensive end zone, it is a safety, regardless of where the foul occurs.
4. If the offense commits a foul in the defense’s end zone prior to scoring a touchdown, enforcement is from the goal line.

**Exception for fouls committed by the defense:**
1. When the Basic Spot is behind the line of scrimmage, and the defense has committed a foul either behind or beyond the line of scrimmage, the penalty is enforced from the previous spot.

### SECTION 4  SPOTS OF ENFORCEMENT

**ARTICLE 1. FOUL BEFORE OR AT THE SNAP.**

- **Item 1. Before the Snap.** A foul that occurs prior to the snap is enforced from the succeeding spot, and the down remains the same, unless enforcement of the foul results in a change of possession.

- **Item 2. At the Snap.** A foul that occurs at the snap is enforced from the previous spot, and the down is repeated, unless enforcement of the foul results in a change of possession.

**ARTICLE 2. FOUL COMMITTED DURING RUNNING PLAY.** For a foul committed during a running play when there is not a subsequent change of possession during the down, the Basic Spot is the dead-ball spot. The three-and-one method of enforcement is used (see Section 3, Article 6).

**Note:** A foul during a run prior to a forward pass or kick from behind the line is enforced as a foul during a passing play or during a scrimmage kick.

**ARTICLE 3. FOUL COMMITTED DURING RUNNING PLAY BEFORE CHANGE OF POSSESSION.** When a foul occurs during a running play, and the run in which the foul occurs is followed by a change of possession, the Basic Spot is the spot where possession is lost. The three-and-one method of enforcement is used (see Section 3, Article 6).

**Notes:**
1. If the foul is by the defensive team, the ball reverts to the offensive team prior to enforcement of the foul.
2. If the foul is by the offensive team, the defense must decline the penalty to retain possession. However, if the foul by the offense was a Personal Foul or Unsportsmanlike Conduct Foul, the defense retains possession, and enforcement is from the dead-ball spot. If the defense subsequently loses possession, the penalty is enforced from the spot where possession changed, and the defense retains possession.
3. If there are Multiple Fouls by the defense, the enforcement shall be that which is most beneficial to the offense.

**ARTICLE 4. FOUL COMMITTED AFTER CHANGE OF POSSESSION (END ZONE ENFORCEMENT).** If there is a foul by either team after a change of possession, and the dead-ball spot is in Team B’s end zone, enforcement shall be as follows:

(a) Fouls by Team A:
1. If the impetus that sent the ball in touch was provided by Team B, enforcement is from the goal line. See Note below for exception when a player’s momentum carries him into the end zone.
2. If the impetus that sent the ball in touch was provided by Team A, enforcement is from the 20-yard line, or from the 25-yard line if the impetus was from a free kick.

(b) Fouls by Team B (Team A impetus):
1. If Team B attempts to advance the ball, and the spot of its foul is in the end zone, the result is a safety.
2. If Team B does not attempt to advance the ball, and its foul occurs in the end zone, enforcement is from the 20-yard line, or from the 25-yard line if the impetus was from a free kick.
3. If the spot of its foul is in the field of play, the penalty is enforced from either the spot of the foul or the touchback spot (20 or 25), whichever is least beneficial to Team B, regardless of whether Team B attempts to advance the ball.

**Note:** If a Team B player’s original momentum carries him into his end zone, where the ball is declared dead in his team’s possession, the dead-ball spot is considered to be the spot at which the player established possession. See 11-5-1-Exc. 2.

(c) Fouls by Team B (Team B impetus):
1. Regardless of whether the foul is in the field of play or in the end zone, the result is a safety.

**Note:** Dead-ball fouls by either team are enforced from the succeeding spot.

**ARTICLE 5. FOUL COMMITTED DURING PASSING PLAY.** If there is a foul by either team from the time of the snap until a forward pass thrown from behind the line ends, the penalty is enforced from the previous spot. A pass play ends and a running play begins at the instant that a pass is caught.
Exceptions:

1. Intentional grounding is a loss of down at the spot of the foul, or a loss of down and a 10-yard penalty from the previous spot, whichever is less beneficial for the offense. If the foul occurs less than 10 yards behind the line of scrimmage, but more than half the distance to the goal line, the ball shall be placed at the spot of the pass. (If the pass is thrown from the end zone, it is a safety).

2. Pass interference by the defense is enforced at the spot of the foul. If it occurs in the fouling team’s end zone, the ball will be placed at the one-yard line, or half the distance to the goal line from the previous spot, whichever is more beneficial to the offense.

3. It is a safety when the offensive team commits a foul behind its own goal line.

4. If there is a personal foul or unsportsmanlike conduct foul by the defense prior to the completion of a forward pass thrown from behind the line, enforcement is from the previous spot or the dead-ball spot, whichever is more beneficial to the offense. If the passing team is fouled and subsequently loses possession after a completion, the passing team retains possession of the ball, and enforcement is from the previous spot.

5. If there is a personal foul or unsportsmanlike conduct foul by the offense prior to an interception of a forward pass thrown from behind the line, enforcement is from the dead-ball spot. If the intercepting team subsequently loses possession, the penalty is enforced from the spot of the interception, and the intercepting team retains possession. This also applies to a personal foul or unsportsmanlike conduct foul by the offense prior to a forward pass thrown from behind the line, and the offense fails to make the line to gain.

Notes:

1. The penalty for a forward pass from behind the line after the ball has been beyond the line, or for a second forward pass from behind the line, is enforced from the previous spot, unless the spot of the pass is behind the passer’s goal line, in which case it is a safety.

2. If a forward pass is thrown from beyond the line of scrimmage, or when there is no line of scrimmage, it is a foul during a running play.

ARTICLE 6. FOUL DURING A BACKWARD PASS OR FUMBLE. If there is a foul by either team during a backward pass or fumble, the Basic Spot is the spot of the backward pass or fumble. The three-and-one method of enforcement is used (see Section 3, Article 6).

Notes:

1. If Team B gains possession in its end zone, and the impetus was provided by Team A, if Team B fumbles or throws a backward pass in the end zone and fouls, while the ball is loose, the spot of the fumble or the backward pass is considered to be the 20-yard line, or the 25-yard line if the impetus was from a free kick.

2. If a Team B player’s original momentum carries him into his end zone, where he fumbles the ball, the spot of the fumble is considered to be the spot at which the player established possession. See 11-5-1-Exc. 2.

3. If there is a personal foul or unsportsmanlike conduct foul by the offense during a fumble or backward pass that is recovered by the defense, enforcement is from the dead-ball spot. If the recovering team subsequently loses possession, the penalty is enforced from the spot of its recovery, and it retains possession. This also applies to a personal foul or unsportsmanlike conduct foul by the offense during a fumble or backward pass that is recovered by the offense, and the offense fails to make the line to gain.

ARTICLE 7. FOUL DURING FREE KICK PLAY. If there is a foul during a free kick, enforcement is from the previous spot, and the free kick is made again. However, if the kicking team commits a foul prior to the end of the kick, and the receiving team retains possession throughout the down, it will have the option of enforcing the penalty at the previous spot and replaying the down or adding the penalty yardage to the dead-ball spot.

Exceptions:

1. A personal foul (blocking) after a fair-catch signal is enforced from the spot of the foul.

2. A foul for fair-catch interference is enforced from the spot of the foul.

3. A foul for interference with the opportunity to make a catch is enforced from the spot of the foul.

4. A foul for an invalid fair catch signal is enforced from the spot of the foul.

5. A foul for intentionally forming an illegal wedge, whether during the free kick or during the return, is enforced from the spot of the foul.

6. For a free kick out of bounds, see 6-2-3.

7. For a free kick illegally touched, see 6-2-4.

8. Double fouls are enforced according to customary rules.

Note: The dead-ball spot for free kicks that result in a touchback is the 25-yard line.

A free kick ends when Team B establishes possession. Fouls by Team A prior to the time that Team B establishes possession are offensive fouls. If Team A legally recovers a free kick, there is no change of possession. After Team B establishes possession, a running play begins, and fouls that occur thereafter are enforced from the dead-ball spot or the spot of the foul (three-and-one method).

ARTICLE 8. FOUL DURING SCRIMMAGE KICK PLAY. If there is a foul from the time of the snap until a legal scrimmage kick ends, enforcement is from the previous spot. This includes a foul prior to a legal kick, and running into or roughing the kicker (12-2-10). If the offensive team commits a foul in its own end zone, it is a safety.
Rule 14, Section 4

Exceptions:
(1) Unless the kick is a missed field-goal attempt, if there is a foul by the kicking team, the receiving team will have the option of taking the penalty at the previous spot and replaying the down, or adding the penalty yardage on to the dead-ball spot. On a missed field-goal attempt, the only option for the receiving team is the previous spot and the down must be replayed. (See 14-2-3 for exception for a personal or unsportsmanlike conduct foul after a score and 12-4-2 for exception for illegally kicking a loose ball).

Notes:
(1) The dead-ball spot for kicks that result in a touchback is the 20-yard line.
(2) If there is a foul for an illegal touch inside the five-yard line, the receiving team also has the option of accepting a touchback.
(2) Fair catch interference, interference with the opportunity to make a catch, an invalid fair catch signal, or a personal foul (blocking) after a fair catch signal are enforced from the spot of the foul.
(3) If the receiving team commits a foul during a kick that crosses the line of scrimmage, the penalty for its infraction will be enforced as if it had been in possession of the ball at the time the foul occurred (a post-possession foul), provided that the receiving team does not lose possession of the ball at any time during the down. The penalty shall be enforced from whichever of the following spots is least beneficial to the receiving team:
   (a) the end of the kick
   (b) the spot of the foul

Notes:
(1) If the least beneficial spot is in the end zone, the spot of enforcement is the 20-yard line.
(2) If the receiving team commits a foul during a kick that crosses the line of scrimmage, and there is a first-touch violation by the kicking team, if the receiving team possesses the ball and subsequently loses possession, the ball reverts to the receiving team, and its penalty shall be enforced from the end of the kick, or the spot of the foul, whichever is less beneficial to it.

Item 1. The spot of the first-touch violation is not used.

Item 2. If a distance penalty for a foul by the receivers is enforced, the violation by the kickers is disregarded.

When Team B establishes possession of the ball, a scrimmage kick ends, and a running play begins, and fouls that occur thereafter are enforced from the dead-ball spot or the spot of the foul (three-and-one method).

ARTICLE 9. DEAD BALL FOUL AND FOUL BETWEEN DOWNS. A Dead Ball Foul is a foul that occurs in the continuing action after a down ends, or a taunting foul that occurs at any time. The penalty for a Dead Ball Foul is enforced from the succeeding spot, and the down counts.

A Foul Between Downs is a foul that occurs after the end of the down and after any continuing action resulting from the down, but prior to the next snap or free kick. The penalty for a Foul Between Downs is enforced from the succeeding spot, and the down counts, but it cannot be combined with a Live Ball Foul or a Dead Ball Foul to create a Multiple or Double Foul. A Foul Between Downs is always enforced separately from any other foul. A foul against an official, regardless of when it occurs, is always treated as a Foul Between Downs. See 12-3-1-h-pen.

Exception: If there is a personal, unsportsmanlike conduct, or taunting foul by either team following the end of the second or fourth periods, the penalty yardage will be enforced on the second-half kickoff or the kickoff in overtime, unless it is part of a Double Foul (See Section 5).

Item 1. Dead Ball Foul by Team A. If there is a Dead Ball Foul by Team A after a down in which Team A has made a first down, after enforcement of the penalty it will be first-and-10 for Team A. If there is a Foul Between Downs after a down in which Team A has made a first down, after enforcement of the penalty it will be first-and-25 for Team A.

Item 2. Dead Ball Fouls by Both Teams. Dead Ball Fouls by both teams are offset at the succeeding spot, and the down counts, but any disqualified player or players must be removed pursuant to Rule 5, Section 2, Article 7.

Item 3. Live Ball and Dead Ball Fouls. Live Ball Fouls and Dead Ball Fouls combine to create Double Fouls or Multiple Fouls, and all customary rules for enforcement apply.

Exceptions:
(1) If there is a 5-yard vs. 15-yard Double Foul on the last play of a half, and the 15-yard penalty is for a Dead Ball, personal, unsportsmanlike conduct, or taunting foul by either team, the penalty yardage will be enforced on the second half kickoff or the kickoff to start overtime. There will be no extension of the period.
(2) If the scoring team commits a Dead Ball Foul after a score, and its opponent’s Live Ball Foul is not for unsportsmanlike conduct or unnecessary roughness, the opponent’s foul is disregarded, the score counts, and the offensive team’s Dead Ball Foul is enforced on the kickoff. If the opponent’s foul is for unsportsmanlike conduct or unnecessary roughness, the score counts, and both fouls are enforced on the kickoff.

Notes:
(1) When a foul occurs simultaneously with the ball becoming dead, it is considered to be a Dead Ball Foul.
(2) The succeeding spot for a foul that occurs after a touchdown and before a whistle for a Try is the next kickoff.
(3) The time between downs includes the interval during all timeouts (including intermissions). See 3-37-1.
SECTION 5 FOULS BY BOTH TEAMS (DOUBLE FOULS)

ARTICLE 1. DOUBLE FOUL WITHOUT CHANGE OF POSSESSION. If there is a Double Foul (3-14-1-e) during a down in which there is not a change of possession, the penalties are offset, and the down is replayed at the previous spot. If it is a scrimmage down, the number of the next down and the line to gain is the same as for the down in which the fouls occurred.

Item 1. Five Versus 15 Enforcement. If one or more fouls by one team includes a 15-yard penalty, and the penalty for the foul or fouls committed by the other team is for a five-yard penalty without an automatic First Down, a loss of down, or a 10-second runoff (15 yards versus five yards), or that is not a spot foul, the 15-yard penalty is enforced from the previous spot, and the five-yard penalty is disregarded. Five vs. 15 enforcement cannot be declined by the team that committed the minor foul, except as described in (1) below. See 4-8-2-h and 14-4-9-Item 3-Exc. 1 for dead ball fouls at the end of a half.

(1) If one of the fouls is a Dead Ball Foul for delay of game for spiking the ball and the opponent’s foul is a Live Ball Foul, the team that committed the delay of game foul, in addition to Article 1 above, will have the option to decline the foul committed by its opponent and be assessed the penalty for delay from the dead-ball spot.

(2) If both fouls are Dead Ball Fouls or are treated as such (14-4-9), the penalties are offset, and the ball is next put in play at the succeeding spot.

Note: Disqualification of one or more players is enforced, even though the penalties are offset.

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:

(1) 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.

(2) If a safety results from the enforcement of a foul by Team B, the down is replayed at the previous spot.

(3) 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, or the 25-yard line if the impetus was from a free kick. If it is normally a safety, the ball is placed on the one-yard line. On kicking plays, if Team A fouls prior to the change of possession, Team B shall also have the option in (1) above.
RULE 15  OFFICIALS AND INSTANT REPLAY

SECTION 1  OFFICIALS

ARTICLE 1.  GAME OFFICIALS.  The game shall be played under the supervision of seven officials: the Referee, Umpire, Down Judge, Line Judge, Field Judge, Side Judge, and Back Judge. In the absence of seven officials, the crew is to be rearranged according to the remaining members of the crew.

ARTICLE 2.  JURISDICTION.  The officials’ jurisdiction begins 100 minutes before the scheduled kickoff and ends when the Referee declares the final score.

ARTICLE 3.  REFEREE’S AUTHORITY.  The Referee is to have general oversight and control of the game. The Referee is the final authority for the score. If there is a disagreement between members of the crew regarding the number of down, any decision, or the application, enforcement, or interpretation of a rule, the Referee’s decision will be final. The Referee’s decisions upon all matters not specifically placed under the jurisdiction of other officials by rule are final.

ARTICLE 4.  RESPONSIBILITIES AND MECHANICS.  Officiating responsibilities and mechanics are specified in the Mechanics Manual, published annually by the National Football League.

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 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.

A team may challenge any reviewable play identified in Article 5 below, except when the on-field ruling is:

(a) a score for either team;
(b) an interception;
(c) a fumble or backward pass that is recovered by an opponent or goes out of bounds through an opponent’s end zone; or
(d) a muffed scrimmage kick recovered by the kicking team.

A team may not challenge a reviewable play:

(a) after the two-minute warning of each half;
(b) throughout any overtime period;
(c) after committing a foul that delays the next snap; and
(d) after exhausting all of its challenges or timeouts.

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 2. REPLAY OFFICIAL’S REQUEST FOR REVIEW.  A Replay Review will be initiated by a Replay Official from a Replay Booth comparable to the location of the coaches’ booth or Press Box when the on-field ruling is:

(a) a score for either team;
(b) an interception;
(c) a fumble or backward pass that is recovered by an opponent or goes out of bounds through an opponent’s end zone;
(d) a muffed scrimmage kick recovered by the kicking team;
(e) after the two-minute warning of each half; and
(f) throughout any overtime period.

There is no limit to the number of Replay Reviews that may be initiated by the Replay Official. The Replay Official’s ability to initiate a review will be unrelated to the number of timeouts that either team has remaining, and no timeout will be charged for any review initiated by the Replay Official. The Replay Official must initiate a review before the ball is next legally put in play.

ARTICLE 3. REPLAY REVIEWS.  All Replay Reviews will be conducted by a designated member of the Officiating department at the League office. During the review, the designee shall consult with the Referee, who will have access to a hand-held, field-level device. A decision will be reversed only when there is clear and obvious visual evidence available that warrants the change. Prior to consulting with the Officiating department designee, the Referee will discuss the play with the covering official(s) to gather any information that may be pertinent to the review.

Each review will be a maximum of 60 seconds in length, timed from when the hand-held, field-level device is provided to the Referee.

All reviewable aspects of the play may be examined and are subject to reversal, even if not identified in a coach’s challenge or if not the specific reason for a Replay Official’s request for review.

ARTICLE 4. NON-REVIEWABLE PLAYS.  The following play situations are not reviewable:

(a) Foul, except for Article 5 (g) below.
(b) Spot of the ball and runner:
   (1) Runner ruled down by defensive contact or out of bounds (not involving fumbles or the line to gain).
   (2) The position of the ball not relating to first down or goal line.
   (3) Whether a runner’s forward progress was stopped before he went out of bounds or lost possession of the ball.
Whether a runner gave himself up.

(c) Miscellaneous:
(1) Field Goal or Try attempts that cross above either upright without touching anything.
(2) Erroneous whistle.
(3) Spot where an airborne ball crossed the sideline.
(4) Whether a player was blocked into a loose ball.
(5) Advance by a player after a valid or invalid fair catch signal.
(6) Whether a player created the impetus that put the ball into an end zone.

ARTICLE 5. REVIEWABLE PLAYS. The Replay System will cover the following play situations:
(a) Plays involving possession.
(b) Plays involving touching of either the ball or the ground.
(c) Plays governed by the goal line.
(d) Plays governed by the boundary lines.
(e) Plays governed by the line of scrimmage.
(f) Plays governed by the line to gain.
(g) Number of players on the field at the snap, even when a foul is not called.
(h) Game administration:
   (1) Penalty enforcement.
   (2) Proper down.
   (3) Spot of a foul.
   (4) Status of 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, 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.

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 fewer), 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. A correction of a timing error for a team timeout may be made only if there is visual evidence of an official’s signal.

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. The recovery must occur in the continuing action following the loss of possession. If the ball goes out of bounds in an end zone, the result of the play will be either a touchback or a safety. If the Referee does not have clear and obvious 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.

These reviewable play situations are explained in further detail in the Instant Replay Casebook.
RULE 16  \hspace{1em} \textbf{OVERTIME PROCEDURES}

\textbf{SECTION 1 \hspace{1em} OVERTIME PROCEDURES}

\textbf{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.

\textbf{ARTICLE 2. END OF REGULATION.} At the end of regulation playing time, the Referee shall immediately toss a coin at the center of the field, in accordance with rules pertaining to a usual pregame toss (4-2-2). The visiting team captain is to again call the toss.

\textbf{ARTICLE 3. EXTRA PERIOD.} Following an intermission of no more than three minutes after the end of the regular game, the extra period shall commence.

(a) Both teams must have the opportunity to possess the ball once during the extra period, unless the team that receives the opening kickoff scores a touchdown on its initial possession, in which case it is the winner, or if the team kicking off to start the overtime period scores a safety on the receiving team’s initial possession, in which case the team that kicked off is the winner. If a touchdown is scored, the game is over, and the Try is not attempted.

(b) If the team that possesses the ball first does not score on its initial possession, the team next scoring by any method shall be the winner.

(c) If the team that possesses the ball first scores a field goal on its initial possession, the other team (the second team) shall have the opportunity to possess the ball.

(1) If the second team scores a touchdown on its possession, it is the winner.

(2) If the second team scores a field goal on its possession, the team next scoring by any method shall be the winner.

\textbf{Notes:}

(1) If the second team loses possession by an interception or fumble, the down will be permitted to run to its conclusion, but if the second team’s possession has legally ended with the fumble recovery or interception, any subsequent action will not affect the outcome of the game. (If the change of possession occurs in the second team’s end zone, the score counts.)

(2) Foul by one or both teams after the change of possession, or a subsequent loss of possession by the team that intercepted the pass or recovered the ball, cannot change the result. The team that received the opening kickoff is the winner, since the second team had possession of the ball and failed to score.

(3) In such situations, if the player who intercepts the pass or recovers the fumble goes to the ground and makes no effort to advance, the covering official will blow his whistle to end the game.

(4) If the second team loses possession by an interception or fumble, but the first team committed a foul prior to the change of possession, the second team’s possession has not legally ended, and the game cannot end on the down. However, in certain situations, the second team cannot decline the penalty and accept the result of the play, no matter how beneficial, because it would create a second possession for itself. It must accept the penalty, which will extend its initial possession.

(5) The situation in (4) may also affect the team that receives the opening kickoff during its first possession. If there is a foul by the second team followed by a double change of possession, and the first team declines the penalty and accepts the result of the play, the second team has had its required possession, and the first team has possession of the ball for the second time and needs only a field goal to win. However, if it accepts the penalty, it will extend its initial possession.

(d) A player is in possession when he is in firm grip and control of the ball inbounds (3-2-7). The defense gains possession when it catches, intercepts, or recovers a loose ball.

(e) The opportunity to possess applies only during kicking plays. A kickoff is the opportunity to possess for the receiving team. If the kicking team legally recovers the kick, the receiving team is considered to have had its opportunity. A punt or field goal attempt that crosses the line of scrimmage and is muffed by the receiving team is considered to be an opportunity to possess for the receiving team. Normal touching rules by the kicking team apply.

(f) All replay reviews will be initiated by the Replay Official. Coaches’ challenges will not be allowed.

\textbf{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 10-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.

\textbf{ARTICLE 5. OVERTIME IN POSTSEASON.} The following shall apply to overtime games in the postseason:

(a) If the score is tied at the end of a 15-minute overtime period, or if the second team’s initial possession has not ended, another overtime period will begin, and play will continue, regardless of how many 15-minute periods are necessary.

(b) Between each overtime period, there shall be a two-minute intermission, but there shall be no halftime intermission after the second period. At the beginning of the third overtime period, the captain who lost the coin toss prior to the first overtime period shall have the first choice of the two privileges in 4-2-2, unless the team that won the coin toss deferred.

(c) At the end of the first and third extra periods, etc., teams must change goals in accordance with 4-2-3.

(d) Each team is entitled to three timeouts during a half. If there is an excess timeout, the usual rules shall apply (4-5).
(e) At the end of a second overtime period, timing rules shall apply as at the end of the first half. At the end of a fourth overtime period, timing rules shall apply as at the end of the fourth quarter.

(f) At the end of a fourth overtime period, there will be another coin toss pursuant to Section 1, Article 2, and play will continue until a winner is declared.

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.
RULE 17  EMERGENCIES, UNFAIR ACTS

SECTION 1  EMERGENCIES

ARTICLE 1. NON-PLAYER ON FIELD. If any non-player, including photographers, reporters, employees, police or spectators, enters the field of play or end zones, and in the judgment of an official said party or parties interfere with the play, the Referee, after consulting the crew (13-1-7 and 15-1-3), shall enforce any such penalty or score as the interference warrants.

ARTICLE 2. FIELD CONTROL. If spectators enter the field and/or interfere with the progress of the game in such a manner that in the opinion of the Referee the game cannot continue, he shall declare time out. In such a case, he shall record the number of the down, distance to be gained, and the position of the ball on the field. He shall also secure from the Line Judge the playing time remaining and record it. The Referee shall then order the home club through its management to have the field cleared, and when it is cleared and order restored and the safety of the spectators, players and officials is assured to the satisfaction of the Referee, the game must continue even if it is necessary to use lights.

ARTICLE 3. GAME CALLED. If the game must be called due to a state or municipal law, or by darkness if no lights are available, an immediate report shall be made to the Commissioner by the home club, visiting club, and officials. On receipt of all reports, the Commissioner shall make a decision which will be final.

ARTICLE 4. EMERGENCY SITUATIONS. The NFL affirms the position that in most circumstances all regular-season and postseason games should be played to their conclusion. If, in the opinion of appropriate League authorities, it is impossible to begin or continue a game due to an emergency, or a game is deemed to be imminently threatened by any such emergency (e.g., severely inclement weather, lightning, flooding, power failure), the following procedures (Articles 5 through 11) will serve as guidelines for the Commissioner and/or his duly appointed representatives. The Commissioner has the authority to review the circumstances of each emergency and to adjust the following procedures in whatever manner he deems appropriate. If, in the Commissioner’s opinion, it is reasonable to project that the resumption of an interrupted game would not change its ultimate result or adversely affect any other inter-team competitive issue, he is empowered to terminate the game.

ARTICLE 5. LEAGUE AUTHORITY. The League employees vested with the authority to define emergencies under these procedures are the Commissioner, designated representatives from his League office staff, and the game Referee. In those instances where neither the Commissioner nor his designated representative is in attendance at a game, the Referee will have sole authority; provided, however, that if the Referee delays the beginning of or interrupts a game for a significant period of time due to an emergency, he must make every effort to contact the Commissioner or the Commissioner’s designated representative for consultation. In all cases of significant delay, the League authorities will consult with the management of the participating clubs and will attempt to obtain appropriate information from outside sources, if applicable (e.g., weather bureau, police).

ARTICLE 6. LATER DATE. If, because of an emergency, a regular-season or postseason game is not started at its scheduled time and cannot be played at any later time that same day, the game nevertheless must be played on a subsequent date to be determined by the Commissioner.

ARTICLE 7. PRE-GAME THREAT. If there is deemed to be a threat of an emergency that may occur during the playing of a game (e.g., an incoming tropical storm), the starting time of such game will not be moved to an earlier time unless there is clearly sufficient time to make an orderly change.

ARTICLE 8. INTERRUPTED GAME. If, under emergency circumstances, an interrupted regular-season or post-season game cannot be completed on the same day, such game will be rescheduled by the Commissioner and resumed at that point.

ARTICLE 9. ALTERNATE DATES, SITES. In instances under these emergency procedures which require the Commissioner to reschedule a regular-season game, he will make every effort to set the game for no later than two days after its originally scheduled date, and he will attempt to schedule the game at its original site. If unable to do so, he will schedule it at the nearest available facility. If it is impossible to schedule the game within two days after its original date, the Commissioner will attempt to schedule it on the Tuesday of the next calendar week in which the two involved clubs play other clubs (or each other). Further, the Commissioner will keep in mind the potential for competitive inequities if one or both of the involved clubs has already been scheduled for a game following the Tuesday of that week (e.g., Thanksgiving).

ARTICLE 10. POSTSEASON INTERRUPTION. If an emergency interrupts a postseason game and such game cannot be resumed on that same date, the Commissioner will make every effort to arrange for its completion as soon as possible. If unable to schedule the game at the same site, he will select an appropriate alternate site. He will terminate the game short of completion only, if in his judgment, the continuation of the game would not be normally expected to alter the ultimate result.

ARTICLE 11. GAME RESUMPTION. In all instances where a game is resumed after interruption, either on the same date or a subsequent date, the resumption will begin at the point at which the game was interrupted. At the time of interruption, the Referee will call time out and he will make a record of the following: the team possessing the ball, direction in which its offense was headed, position of the ball on the field, down, distance, period, time remaining in the period, and any other pertinent information required for an efficient and equitable resumption of play.
SECTION 2 EXTRANOMARILY UNFAIR ACTS

ARTICLE 1. COMMISSIONER AUTHORITY. The Commissioner has the sole authority to investigate and take appropriate disciplinary and/or corrective measures if any club action, non-participant interference, or calamity occurs in an NFL game which he deems so extraordinarily unfair or outside the accepted tactics encountered in professional football that such action has a major effect on the result of the game.

ARTICLE 2. NO CLUB PROTESTS. The authority and measures provided for in this entire Section 2 do not constitute a protest machinery for NFL clubs to avail themselves of in the event a dispute arises over the result of a game. The investigation called for in this Section 2 will be conducted solely on the Commissioner’s initiative to review an act or occurrence that he deems so extraordinary or unfair that the result of the game in question would be inequitable to one of the participating teams. The Commissioner will not apply his authority in cases of complaints by clubs concerning judgmental errors or routine errors of omission by game officials. Games involving such complaints will continue to stand as completed.

ARTICLE 3. PENALTIES FOR UNFAIR ACTS. The Commissioner’s powers under this Section 2 include the imposition of monetary fines and draft-choice forfeitures, suspension of persons involved in unfair acts, and, if appropriate, the reversal of a game’s result or the rescheduling of a game, either from the beginning or from the point at which the extraordinary act occurred. In the event of rescheduling a game, the Commissioner will be guided by the procedures specified in 17-1-5–11, above. In all cases, the Commissioner will conduct a full investigation, including the opportunity for hearings, use of game video, and any other procedure he deems appropriate.
RULE 18  GUIDELINES FOR CAPTAINS

SECTION 1  GUIDELINES FOR CAPTAINS
ARTICLE 1. NUMBER OF CAPTAINS. One hour and thirty minutes prior to kickoff: Respective coaches designate a maximum of six captains per team.

ARTICLE 2. COIN TOSS:
(a) Up to six captains per team can participate in the coin toss ceremony (active, inactive, or honorary); only one captain from the visiting team (or a captain designated by the Referee if there is no home team) can declare the choice of the coin toss.
(b) The team that won the toss may then have only one captain declare its option.
(c) The team that lost the coin toss may then have only one captain declare its option.

ARTICLE 3. CHOICE ON PENALTY OPTION: Only one captain is permitted to indicate the team's penalty option.

ARTICLE 4. CHANGE OF CAPTAINS:
(a) The coach has the prerogative of informing the Referee when he wishes to make a change in team captains.
(b) A captain who is leaving can inform the Referee which player will act as captain in his place when he is substituted for.
(c) When a captain leaves the game, the incoming substitute is permitted to inform the Referee which player the respective coach has designated as captain.

Note: A captain on the field has no authority to request a change of fellow team captain when that captain remains on the field.
Distance Penalties

Loss of Five Yards
Second and each subsequent team timeout after the two-minute warning.........................................................4-5-4
Delay of game, i.e. exceeding 40/25 seconds in putting ball in play........4-6-1
Repeatedly snapping ball before Referee can assume normal position.........................................................4-6-5
Runner remaining on ball or opponent remaining on runner to consume time.................................................4-6-5
Undue delay in assembling after a time out.........................4-6-5
Defensive abrupt non-football movements.................................................4-6-5
Spiking or throwing the ball in the field of play.................................................4-6-5
Taking the ball from a downed runner causing delay........4-6-5
Illegal substitution, i.e.,
substitute entering during play, withdrawn player on field at snap or free kick (unless interference) or withdrawing on opponent’s side or across end line.........................................................5-2-8
Illegal kick at free kick (ball remains dead and replay)........6-1-1
Violation of free kick formation (includes kickoff), i.e.,
kickers failing to be behind ball or inbounds (except placekick holder). ..........................................................6-1-3
receivers failing to be inbounds or behind their free kick line..........................................................6-1-3
kicking team player (other than kicker) more than five yards behind restraining line.........................................................6-1-3
less than four kicking team players on each side of kicker..................6-1-3
Making short free kick.................................................6-2-5
Illegally touching free kick (a) before it goes 10 yards or (b) after being out of bounds.................................6-2-4
Illegal position of Team A players at the snap, i.e.,
having fewer than seven players on line.........................................................7-5-1
having player neither on nor one yard behind his line unless man under center.........................................................7-5-1
Illegally lining up over center.........................................................9-1-3
More than six players on line of scrimmage on either side of center.........................................................9-1-3
Player entering neutral zone contacts opponent.........................................................7-4-3
Being offside at snap.........................................................7-4-5
Neutral zone infractions.........................................................7-4-4
Player not reporting change in eligibility.........................................................5-3-1
More than eleven men on field at snap or in formation.........................................................5-1-1
Illegal motion by Team A at snap, i.e.,
player not being stationary (except) one only in motion clearly backwards.........................................................7-4-8
Single player not moving clearly backward at snap.........................................................7-4-8
Pausing less than one second after a shift.........................................................7-4-7
Being out of bounds at snap.........................................................7-5-1
Not snapping ball when prescribed.........................................................7-6-3
Illegally snapping ball i.e.,
falling to make backward pass.........................................................7-6-4
falling to place ball on ground as specified.........................................................7-6-3
Failing to give impulse by continuous motion or sliding hands, along ball before snap.........................................................7-6-3
False start.........................................................7-4-2
Snap going to receiver on line.........................................................7-6-4

Making forward pass in field of play not from scrimmage...............8-1-2
Second forward pass........................................................................8-1-2
Pass after ball crossed line of scrimmage and returned........8-1-2
Illegal touch of forward pass by an ineligible receiver........8-1-8
Ineligible player downfield on pass.........................................................8-3-1
Illegal forward handling.........................................................8-7-4
Ineligible player downfield on kick.........................................................9-1-2
Kicking team player voluntarily out of bounds during a punt.........................................................9-1-5
Making invalid fair-catch signal.........................................................10-2-2
Illegal use of hands by defense, i.e.,
Running into kicker behind his line (not roughing)...............12-2-10

Loss of Ten Yards
Pass interference by Team A........................................................................8-5-4
holding, illegal use of arms, arms or body on offense, illegal block in the back above the waist.................................................12-1-3
Tripping by a Team A player.........................................................12-1-4
Assisting runner.........................................................12-1-4
Batting or punching ball, when loose (unless a pass), towards opponents’ goal line or in any direction if in endzone........12-5-1

Loss of Fifteen Yards
Not being able to start each half on scheduled time.................4-2-1
Interfering with fair catch (and catch awarded).................10-1-1
Tackling or blocking maker of a fair catch or avoidable running into.................10-2-3
Head Slap, blocking, or striking.........................................................12-2-12
Striking, kneeling and kicking (also disqualification)........12-2-12
Striking opponent below shoulders with forearm or elbow by turning or pivoting.........................................................12-2-13
Twisting, turning or pulling of opponent’s facemask..............12-2-14
Blocking below waist on kicks and change of possession........12-2-5
Roughing the kicker.........................................................12-2-10
Falling on or piling on a player on the ground.........................12-2-6-d
Unnecessary roughness (also disqualification when flagrant), i.e.,
striking an opponent with foot or shin in a whipping motion (leg whip).........................................................12-2-6-a
tackling runner who is out of bounds.........................................................12-2-6-b
running into, throwing body against a player obviously out of the play or after the ball is dead.........................................................12-2-6-d
Initiating contact with the crown of the helmet......................12-2-8
running into from behind or dropping body across back of legs of opponent who is not the runner (clipping).........................................................12-2-1
Illegal crackback.........................................................12-2-2
Pee-bleck block.........................................................12-2-4
Blindsiding block.........................................................12-2-7-a-9
Roughing the passer.........................................................12-2-9
Chop block.........................................................12-2-3
Illegal block after fair catch signal.........................................................10-2-2-Item 5

Unsportsmanlike conduct by players (also disqualification when flagrant), i.e.,
using abusive or insulting language or gestures to players or officials or continuing acts.........................................................12-3-1-b
baiting or taunting.........................................................12-3-1-c
player pushing, shoving, or laying hand on official........12-3-1-h
Flagrant striking, kicking, or kneeing an opponent or striking him on head or neck with heel, back or side of hand wrist, elbow, or forearm.................................................................................. 12-2-12

Loss of 15 yards

Flagrant roughing of kicker.................................................. 12-2-10
Flagrant roughing of passer............................................. 12-2-9
Flagrant unsportsmanlike conduct by players.................. 12-3-1
Player using a helmet as a weapon...................................... 12-2-16
Disqualified player returning (exclusion from field enclosure)............................................................ 5-2-7
Suspended player illegally returning.................................. 5-2-7
unnecessary physical contact with game official............... 12-3-1-h

Loss of Ball Penalties

Kickers illegally touching free kick before it travels ten yards.............................................................. 6-2-4

Disqualification for Entire Game

Repeat violation by player wearing or displaying illegal equipment...................................................... 5-4-9

Time Penalty

Actions to conserve time......................................................................................................................... 4-7-1
Fouling by defense, illegal touching or fair-catch interfering by offense or fouling by both teams at end of half during play in which time expires (extend quarter).................................................. 4-8-2

Replay Penalties

Team B fouling on Try which fails................................. 11-3-3-Item 4
Committing double foul unless dead-ball fouls by both teams after ball is dead.................................. 14-5

Scoring Penalties

Try Awarded

Team B committing a foul during a Try which would ordinarily result in a safety................................... 11-3-3

Score Awarded

Repeated fouling by defense to prevent score................. 12-3-2

Touchdown Awarded

Committing palpably unfair act which deprives opponent of a touchdown (player)............................... 12-3-3
Committing palpably unfair act which deprives opponent of a touchdown (non-player)........................ 13-1-7

Safety

Offense fouling anywhere, and spot of enforcement is behind its own goal line.................................... 11-5-1 and 14-2-2

Score Not Allowed

Offending team scores after foul during down in which time expires for half (also no extension of time)........ 4-8-2

Unsuccessful Try

Team A committing foul during a Try which would ordinarily result:
in loss of down or in a touchback.................................. 11-3-2
in loss of ball in field of play (not during a kick)............. 11-3-2
Team B recovering ball.................................................. 11-3-2
### New Series Penalties

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<tr>
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### Combination Penalties

#### Loss of Down and Five

- Making a forward pass from scrimmage from beyond the line | 8-1-2 |

#### Loss of Down and Ten

- Intentionally grounds pass (from behind line) | 8-2-1 |
- Illegally kicked ball | 12-5-2 |

#### Loss of ball and Fifteen

- Interfering with a possible fair catch in field of play (also fair catch) | 10-1-1 |

#### Five Yards and Automatic First Down

- A defensive player holds an opponent who is not the runner | 12-1-6 |
- A defensive player illegally contacting an eligible receiver within five yards | 8-4-2 |
- A defensive player illegally contacting an eligible receiver beyond five yards | 8-4-3 |

#### Ten Yards and Automatic First Down

- Tripping by a Team B player | 12-1-8 |

#### Touchback

- Kickers illegally touching kick (not free kick) inside receiver five-yard line | 9-2-3 |
- Fair-catch interfering or running into maker of in receiver's end zone | 10-1-1 |

### Miscellaneous Situations

#### Safety

- Ball in possession of team behind or out of bounds behind own goal line and impetus which sent it in touch came from player of that team | 11-5-1 |

### Kickoff Out of Bounds Between Goal Lines

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<td>Any receiver catching after fair-catch signal unless first touched by kickers</td>
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### Penalty Enforced From Goal Line

- Defense fouling and spot of enforcement is behind goal line of offense | 14-2-2 |
- Runner crosses opponent’s goal line and spot of enforcing foul by teammate during run is behind defense goal line | 14-2-2 |

### Penalty Enforced on Next Free Kick

- A team scoring and opponents commit a personal or unsportsmanlike conduct foul or a palpably unfair act, during down | 14-2-3 |
Official Signals

1. TOUCHDOWN, FIELD GOAL, or SUCCESFUL TRY
   Both arms extended above head.

2. SAFETY
   Palms together above head.

3. FIRST DOWN
   Arms pointed toward defensive team’s goal.

4. CROWD NOISE, DEAD BALL, or NEUTRAL ZONE ESTABLISHED
   One arm above head with an open hand.
   With fist closed: Fourth Down.

5. BALL ILLEGALLY TOUCHED, KICKED, OR BATTED
   Fingertips tap both shoulders.

6. TIME OUT
   Hands crisscrossed above head.
   Same signal followed by placing one hand on top of cap: Referee’s Time Out.
   Same signal followed by arm swung at side: Touchback.
7. **NO TIME OUT or TIME IN WITH WHISTLE**
   Full arm circled to simulate moving clock.

8. **DELAY OF GAME OFFENSE/DEFENSE or EXCESS TIME OUT**
   Folded arms.

9. **FALSE START, ILLEGAL FORMATION, KICKOFF OR SAFETY**
   KICK OUT OF BOUNDS, or KICKING TEAM PLAYER VOLUNTARILY OUT OF BOUNDS DURING A PUNT
   Forearms rotated over and over in front of body.

10. **PERSONAL FOUL**
    One wrist striking the other above head.
    Same signal followed by swinging leg: **Roughing Kicker**.
    Same signal followed by raised arm swinging forward: **Roughing Passer**.
    Same signal followed by grasping facemask: **MAJOR Facemask**.

11. **HOLDING**
    Grasping one wrist, the fist clenched, in front of chest.

12. **ILLEGAL USE OF HANDS, ARMS, OR BODY**
    Grasping one wrist, the hand open and facing forward, in front of chest.
13 PENALTY REFUSED, INCOMPLETE PASS, PLAY OVER, or MISSED GOAL
Hands shifted in horizontal plane.

14 PASS JUGGLED INBOUNDS AND CAUGHT OUT OF BOUNDS
Hands up and down in front of chest (following incomplete pass signal).

15 ILLEGAL FORWARD PASS
One hand waved behind back followed by loss of down signal (23) when appropriate.

16 INTENTIONAL GROUNDING OF PASS
Parallel arms waved in a diagonal plane across body. Followed by loss of down signal (23).

17 INTERFERENCE WITH FORWARD PASS or FAIR CATCH
Hands open and extended forward from shoulders with hands vertical.

18 INVALID FAIR-CATCH SIGNAL
One hand waved above head.
19
INELIGIBLE RECEIVER or INELIGIBLE MEMBER OF KICKING TEAM DOWNFIELD
Right hand touching top of cap.

20
ILLEGAL CONTACT
One open hand extended forward.

21
OFFSIDE, ENCROACHMENT, OR NEUTRAL ZONE INFRACTION
Hands on hips.

22
ILLEGAL MOTION AT SNAP
Horizontal arc with one hand.

23
LOSS OF DOWN
Both hands held behind head.

24
INTERLOCKING INTERFERENCE, PUSHING, or HELPING RUNNER
Pushing movement of hands to front with arms downward.
TOUCHING A FORWARD PASS OR SCRIMMAGE KICK
Diagonal motion of one hand across another.

UNSPORTSMANLIKE CONDUCT
Arms outstretched, palms down.

ILLEGAL CUT
Both hands striking front of thigh.
ILLEGAL BLOCK BELOW THE WAIST
One hand striking front of thigh preceded by personal foul signal (10).
CHOP BLOCK
Both hands striking side of thighs preceded by personal foul signal (10).
CLIPPING
One hand striking back of calf preceded by personal foul signal (10).

ILLEGAL CRACKBACK
Strike of an open right hand against the right mid thigh preceded by personal foul signal (10).

PLAYER DISQUALIFIED
Ejection signal.

TRIPPING
Repeated action of right foot in back of left heel.
31 UNCASTACHABLE FORWARD PASS
Palm of right hand held parallel to ground above head and moved back and forth.

32 ILLEGAL SUBSTITUTION,
12 MEN IN OFFENSIVE HUDDLE,
or TOO MANY MEN ON THE FIELD
Both hands on top of head.

33 FACEMASK
Grasping mask with one hand.

34 ILLEGAL SHIFT
Horizontal arcs with two hands.

35 RESET PLAY CLOCK—
25 SECONDS
Pump one arm vertically.

36 RESET PLAY CLOCK—
40 SECONDS
Pump two arms vertically.
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## TEAM ABBREVIATION CODES

| Arizona Cardinals                     | ARZ       | Los Angeles Chargers            | LAC       |
| Atlanta Falcons                       | ATL       | Los Angeles Rams                | LA        |
| Baltimore Ravens                      | BLT       | Miami Dolphins                  | MIA       |
| Buffalo Bills                         | BUF       | Minnesota Vikings               | MIN       |
| Carolina Panthers                     | CAR       | New England Patriots            | NE        |
| Chicago Bears                         | CHI       | New Orleans Saints              | NO        |
| Cincinnati Bengals                    | CIN       | New York Giants                 | NYG       |
| Cleveland Browns                      | CLV       | New York Jets                   | NYJ       |
| Dallas Cowboys                        | DAL       | Oakland Raiders                 | OAK       |
| Denver Broncos                        | DEN       | Philadelphia Eagles             | PHI       |
| Detroit Lions                         | DET       | Pittsburgh Steelers             | PIT       |
| Green Bay Packers                     | GB        | San Francisco 49ers             | SF        |
| Houston Texans                        | HST       | Seattle Seahawks                | SEA       |
| Indianapolis Colts                    | IND       | Tampa Bay Buccaneers            | TB        |
| Jacksonville Jaguars                  | JAX       | Tennessee Titans                | TEN       |
| Kansas City Chiefs                    | KC        | Washington Redskins             | WAS       |

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RULE 3  DEFINITIONS

A.R. 3.1  INTENTIONAL FUMBLE FORWARD
Second-and-6 on A40. A1 runs to the A47 and pretends to fumble but throws the ball forward out of bounds. Seven minutes remain in the game.
Ruling: A’s ball, third-and-4 on A42. Illegal forward pass. The clock starts on the snap. (3-22-4, 8-1)

A.R. 3.2  INTENTIONAL FUMBLE FORWARD—AFTER TWO-MINUTE WARNING
Fourth-and-10 on B35. With 1:22 left in the game, and Team B ahead 21-20, A1 scrambles to the B21 and intentionally fumbles the ball forward to the B20 where it is recovered by B1 who returns it to the B22.
Ruling: B’s ball, first-and-10 on B26. This is an illegal forward pass and is dead (incomplete) when it hits the ground, but the five-yard penalty takes the ball back to a spot that is short of the line to gain. There is also a 10-second runoff (if B so chooses). The loss of down results in the ball going over to Team B on downs). (3-22-4, 8-1)

A.R. 3.3  FUMBLE—OUT OF BOUNDS
Third-and-4 on A35. A1 runs to the A41, is tackled near the sideline, and fumbles the ball. B1, on his feet, gains control of the ball at the sideline at the A39 with one foot inbounds, and then his second foot hits out of bounds.
Ruling: A’s ball, first-and-10 on A39. B1 did not possess the ball with two feet inbounds. Ball is placed at out of bounds spot, since it was behind the spot of the fumble, and the clock starts on the ready. (3-2-5, 3-2-7).

A.R. 3.4  DOT THE I—COMPLETE/INCOMPLETE CATCH
Second-and-10 on A35. A1 throws a forward pass to A2 at the A47 sideline. While A2 is stretched out over the sideline, he controls the ball and “hangs” over the sideline with both feet contacting the ground inbounds: (a) the first thing to hit the ground out of bounds is the point of the ball, but he retains possession; or b) as he lands on his shoulder out of bounds, he loses possession of the ball.
Rulings:
(a) First-and-10 on A47. Completed catch. (3-2-7-Note 2)
(b) Third-and-10 on A35. Incomplete pass. (3-2-7-Note 2)

A.R. 3.5  LOOSE BALL BETWEEN LEGS OF PLAYER—NO POSSESSION
Second-and-10 on B40. A1 runs with the ball to the B30 where he fumbles. In the scramble for the loose ball, B1 ends up on the ground with the ball securely held between his legs, although his hands/arms are not around the ball. A2 reaches down and pulls the ball from B2 and runs for a touchdown.
Ruling: Touchdown. Kickoff A35. Possession requires control with the hands or arms. (3-2-7-Item 1)

A.R. 3.6  NO INTERCEPTION—FORCE OUT
First-and-10 on A30. A1 throws a pass to A2 near the sideline at the 50. B1 leaps near the sideline to intercept, controls the ball, and comes down with one foot inbounds. His second foot would have come down inbounds, but A2 shoves him out of bounds.
Ruling: Second-and-10 on A30. Incomplete pass. (3-2-7, 8-1-3)

A.R. 3.7  PENALTY FOR DISQUALIFIED PLAYER FAILING TO LEAVE BENCH AREA
In the third quarter, A2 is disqualified from the game for slugging. The Referee properly advises the head coach that the player must be removed from the bench area. Near the end of the third quarter, the Referee notices the player in street clothes in the bench area after having been told to leave.
Ruling: Fifteen-yard penalty for Unsportsmanlike Conduct, and the disqualified player is removed from the playing area. (3-8)

A.R. 3.8  FAIR-CATCH SIGNAL—BEHIND THE LINE
Fourth-and-7 on A40. A1’s punt is blocked and it goes straight up in the air behind the line of scrimmage. B1 signals for a fair catch (valid or invalid) on the A36 and is tackled immediately by A3.
Ruling: B’s ball, first-and-10 on A36. No foul by A3 or B1 since a fair catch cannot occur behind the line of scrimmage. (3-10)

A.R. 3.9  DEAD-BALL FOUL—AFTER FIRST DOWN MADE
Second-and-6 on A38. A1 runs to the 50 and is tackled. Immediately after the whistle, A3 clips B4 at the A48.
Ruling: First-and-10 on A35. A dead-ball foul is enforced from the succeeding spot. However, A made the line to gain, thus it is a first down after a 15-yard penalty. (3-14-1, 14-4-9)

A.R. 3.10  TEAM A PASS INTERCEPTED IN B’S END ZONE—FUMBLE—IMPETUS
Third-and-6 on B24. B1 intercepts a pass in his end zone and attempts to run it out. He is tackled in the end zone and fumbles the ball out of bounds over the end line.
Ruling: B’s ball, first-and-10 on B20. Touchback. (3-17)

A.R. 3.11  TEAM A BLOCKS TEAM B PLAYER INTO PUNT—IMPETUS
Fourth-and-5 on A44. A1 punts and the ball is nearly at rest when A2 blocks B3 (high) into the ball (new impetus). B3 was not attempting to block or recover the ball. The ball goes into the end zone where A3 falls on it.
Ruling: B’s ball, first-and-10 on B20. Touchback. Impetus is attributed to Team A for blocking the B player into the ball. (3-17, 9-2-4.)

A.R. 3.12  BLOCKED PUNT INTO END ZONE—IMPETUS
Fourth-and-10 on A7. A’s punt is partially blocked by B1. B2 muffes the ball at the A10, and the ball rebounds into A’s end zone where: (a) A2 falls on it; (b) A3 and B3 simultaneously recover it; or (c) the ball rolls over the end line.
Rulings:
(a) Safety. (3-29, 3-17)
(b) Touchdown. (11-2-1, 3-17)
(c) Safety. (3-17, 11-5-1)

Note: If A had recovered in the field of play, it would have been A’s ball, first-and-10 since B touched ball beyond line of scrimmage.

A.R. 3.13 BAT BY TEAM B ON PUNT
Fourth-and-10 on 50. A1’s punt is rolling on the B10 when B1 bats the ball backward out of the back of the end zone. At the time of the bat, the rolling punt was: (a) nearly at rest; or (b) still rolling toward the side line (not nearly at rest).
Rulings: (a) and (b) Safety B, Safety Kick B20.

Note: The bat is legal in both (a) and (b), but any bat of a loose ball creates a new impetus.

A.R. 3.14 RUNNER HITS PYLON
Third-and-goal on B3. A1 dives at the B1 and his shoulder hits the pylon with the ball in his right arm at the B½-yard line and he continues into the end zone without going out of bounds.
Ruling: Touchdown. Kickoff A35. (3-21-1)

A.R. 3.15 PYLON—GOAL LINE EXTENDED
Second-and-goal on B5. A2, running to his right, is contacted by B2, and as he is going down at the B1, he dives toward the pylon. The ball is held in his right hand extended over the out of bounds area but beyond the extended goal line, when his chest hits: (a) the ground, just short of the goal line (A2’s chest is the first thing to hit the ground);
(b) the pylon, after which he lands out of bounds beyond the goal line extended; or (c) the ground in the end zone. The ball crossed the sideline at the B½-yard line, but it never went over the top of the pylon.
Rulings:
(a) Third-and-goal on B½. Since the runner was down short of the goal line, the ball must break the goal-line plane, hit the pylon, or go over the top of the pylon for a touchdown.
(b) Third-and-goal on B½. Since the runner was out of bounds (beyond the goal line), the ball must break the goal-line plane, hit the pylon, or go over the top of the pylon for a touchdown.
(c) Touchdown, as the ball broke the plane of the extended goal line, and the runner was not down until he was in the end zone. (3-39, 11-2-1)

A.R. 3.16 RUNNER TOUCHING OUT OF BOUNDS PLAYER
Third-and-goal on B7. Runner A2 runs toward the sideline and is inbounds at the B1-yard line when he touches A3 who is out of bounds at the time. A2 then scores.
Ruling: Touchdown. (3-21)

A.R. 3.17 RUNNER TOUCHING OUT OF BOUNDS OFFICIAL
On a kickoff, B1 catches the ball near the sideline and then touches the Line Judge who is standing on the sideline at the B10. B1 goes out of bounds at the B18.
Ruling: B’s ball, first-and-10 on B18. (3-21)

A.R. 3.18 PLAYER OUT OF BOUNDS CREATES LOOSE BALL OUT OF BOUNDS
Third-and-4 on A43. A1 runs to the A49 where B1, who is standing out of bounds, strips or knocks the ball loose from A1, making contact with the ball in the process of knocking it loose. B2 recovers at the B48.
Ruling: A’s ball, first-and-10 on A49. This is considered a loose ball touching a player out of bounds and the ball is dead. If the ball does not come loose or the out of bounds player does not make contact with the ball, the play is not dead. (3-21-3)

A.R. 3.19 PLAYER OUT OF BOUNDS—BATS LOOSE BALL
On a kickoff from the A35, the ball is rolling near the sideline at the B15. B2’s right foot steps on the sideline, his left foot then steps down inbounds at the B15, and B2 then bats the ball forward and out of bounds at the B25.
Ruling: B’s ball, first-and-10 on B40. Kickoff out of bounds. B2 never re-established possession inbounds. The ball was out of bounds when B2 touched it so there is no foul for an illegal bat. (3-21-3)

A.R. 3.20 FORWARD HANDOFF BEHIND LINE OF SCRIMMAGE—FUMBLE
Second-and-7 on B45. Shotgun quarterback A1 hands the ball forward to running back A2 at the B48. A2 muffes the handoff, and B3 recovers it and runs for a touchdown. After the touchdown, B4 slugs A3.
Ruling: Touchdown for Team B. Kickoff from B20. Disqualification B4. (3-2-6, 14-4-9)

A.R. 3.21 ILLEGAL FORWARD PASS
Third-and-5 on A40. A2 is running with the ball at the B30 where he laterals it to A3 who catches it at the B29. A3 continues on for an apparent touchdown.
Ruling: A’s ball, first-and-10 on B35. This is an illegal forward pass. (3-22-4)

A.R. 3.22 BATTING BACKWARD PASS—SAFETY
Third-and-5 on A7. Quarterback A1 attempts a backward pass to A3 from the A4. B1 bats the pass over the end line.
Ruling: Safety. Safety kick from A20. (3-17, 3-22-5)

A.R. 3.23 ILLEGAL SCRIMMAGE KICK—BEYOND THE LINE—RECOVERED BY TEAM A BEHIND THE LINE
Fourth-and-6 on A35. Punter A1 runs to the A37 and punts the ball. It is blocked by B1 and rolls behind the line to the A33. A2 picks up the ball and runs to the 50.
Ruling: Fourth-and-14 on A27. The illegal kick foul must be accepted or it would be A's ball, 1-10-50, as all scrimmage kick rules apply. (3-18 and 9-1-1-Notes 1 and 2)

A.R. 3.24  ILLEGALLY KICKING A LOOSE BALL BEHIND THE LINE OF SCRIMMAGE
Fourth-and-5 on B30. Quarterback A1 muffs the hand-to-hand snap, and while the ball is loose on the ground at the B31, A1 deliberately kicks it, causing it to go out of bounds at the B24.
Ruling: B’s ball, first-and-10 on B40. Illegally kicking a loose ball behind the line of scrimmage is enforced 10 yards from the previous spot, and a loss of down. (12-4-2)

A.R. 3.25  FUMBLE INTO AND OUT OF END ZONE
Third-and-7 on A11. A1 fumbles the ball on the A8 where B1 recovers the ball, advances to the A2 where he is hit and fumbles the ball out of bounds through the end zone.
Ruling: A’s ball, first-and-10 on A20. Touchback. (3-38, 8-7-3)

A.R. 3.26  ILLEGAL TOUCH AND MUFFED PUNT INTO END ZONE
Fourth-and-5 on 50. A1 punts the ball to the B5 where A2 touches the ball. B3 then muffs the ball, and it continues into and out of the end zone.
Ruling: B’s ball, first-and-10 on B20. Touchback. (3-38, 11-6-1)

A.R. 3.27  MUFFED SNAP—TRY
During a kick or two-point Try, the snap is muffed by holder A2 or QBA1. In attempting to recover, A1 or A2 muffs the ball into the end zone where A5 recovers.
Ruling: Try good. Award two points to Team A. Kickoff A35. (3-32, 3-41, 8-7-1-Note)

A.R. 3.28  2-POINT TRY—5 VS. 15
Before the ball is snapped on a Try, A2 false starts, and B2 then roughs quarterback A1.
Ruling: Retry B2. Kickoff from 50, or retry B1, kickoff A35. (3-41)

A.R. 3.29  2-POINT TRY—5 VS. 15
Before the ball is snapped from the 2-yard line, B1 encroaches and A3 then punches B2.
Ruling: Retry B17 for 2-point try or B30 for kick-try. Disqualify A3. (3-41)

A.R. 3.30  BALL HITS INDOOR SCOREBOARD OR SKYCAM
Fourth-and-4 on A30. The game is played in a stadium with a scoreboard gondola hanging from the ceiling or a Skycam. Back A2 is illegally in motion forward at the snap. The punt is a high kick that hits the scoreboard or Skycam and comes down at the B45 where B1 catches it and returns it to the A15 where he is downed.
Ruling: Fourth-and-4 on A30. Void the play. No foul for illegal motion. The ball is dead. (7-2-1-a) Return the game clock to what it read when the ball was snapped and the clock would start on the snap. (Same ruling on any play. If the ball hits the scoreboard or Skycam, the down is replayed and only personal fouls or UNS fouls are enforced.) May be reviewed by Replay Official at any time or challenged by either coach outside two minutes of either half.

RULE 4  GAME TIMING
GENERAL TIMING RULES
A.R. 4.1  BETWEEN PERIODS—NON-PLAYER ON FIELD
During the intermission between the first and second periods, while the Referee and Umpire are preparing to move the ball to the other end of the field, the Referee suddenly discovers Team A’s head coach in the middle of the field arguing about the last play of the quarter.
Ruling: Penalize Team A 15 yards from the succeeding spot for the coach illegally entering the field. This is a foul if it occurs at any point during the game.

A.R. 4.2  COIN TOSS—CAPTAINS
At the coin toss: (a) a coach refuses to send any captains to the middle of the field to participate in the coin-toss ceremony; or (b) a coach sends out his entire team to the middle of the field to participate in the ceremony; or (c) a coach sends out his six team captains to the middle of the field to participate in the coin toss. Two of these captains are injured and are not in uniform for this game.
Rulings:
(a) Loss of coin-toss option for both halves and loss of 15 yards from spot of opening kickoff.
(b) Loss of coin-toss option for both halves and loss of 15 yards on the opening kickoff. Captains are limited to six per team.
(c) Legal. A team is limited to six captains: active, inactive, or honorary.

A.R. 4.3  COIN TOSS—INVALID TOSS
After getting the call from the visiting team captain the Referee tosses the coin in the air, but it does not turn over before hitting the ground.
Ruling: The coin toss is voided and another toss is made. The visiting team captain cannot change his original call. If the coin does not turn over or in the Referee’s judgment the toss has been compromised in some way there will be another toss.

A.R. 4.4  FUMBLE—OUT OF BOUNDS
Third-and-7 on A45. A2 runs to the 50 and fumbles the ball out of bounds at the A47.
Ruling: Fourth-and-5 on A47, game clock starts on the ready. (8-7-3-Item 3-a)
A.R. 4.5 FUMBLE—AFTER TWO-MINUTE WARNING
Second-and-10 on B40 with 1:30 left in the game. A1 fumbles at the B36 and the fumble is recovered by A2 at the B34 where he picks up the ball and runs with it.

**Ruling:** Third-and-6 on B36. Blow the play dead when A2 recovers and stop the game clock if the ball does not remain in the vicinity of the fumble. After the ball is spotted at the B36, the Referee declares it ready for play, and if the game clock was stopped, it will be restarted. (The Referee should advise the quarterback that the game clock will start.) (8-7-6-c) Play clock would start when the play was blown dead and would continue to run. If the ball was not spotted until the play clock was under 10 seconds, reset the play clock to 10 seconds.

A.R. 4.6 FUMBLE AFTER TWO-MINUTE WARNING—END ZONE INVOLVEMENT
Second-and-goal on B6. Thirty seconds remain in the game. A2 takes a handoff behind the line. A2 is tackled at the B4 and fumbles with the ball going into the end zone. A3 recovers the ball in the end zone.

**Ruling:** Third-and-goal on B4. The clock will stop upon the recovery if it is not in the vicinity of the fumble, and it restarts on the Referee’s ready-for-play signal when ball is spotted at the B4. (7-2-1-o, 8-7-6-c) If this same scenario occurred, but the ball was recovered in A’s end zone, play would be blown dead immediately and result in a safety.

A.R. 4.7 BACKWARD PASS OUT OF BOUNDS—BEFORE TWO-MINUTE WARNING
Second-and-5 on A35. Quarterback A1 throws a backward pass to A3 who muffs the ball at the A32 and the ball goes out of bounds there. Four minutes remain in the second half.

**Ruling:** Third-and-8 on A32. The game clock starts on the ready-for-play signal.

A.R. 4.8 BACKWARD PASS OUT OF BOUNDS—AFTER TWO-MINUTE WARNING
Third-and-8 on A30. A1 pitches back to A2 at the A25. A2 muffs the pitch and the ball goes out of bounds at the A35 with 30 seconds left to play in the second quarter.

**Ruling:** Fourth-and-3 on A35. The game clock starts on a signal by the Referee as a new ball is spotted. (Advise quarterback that clock will start).

A.R. 4.9 RUNNER OUT OF BOUNDS—FIVE MINUTES OR MORE IN FOURTH QUARTER
Third-and-6 on A21. Runner A2 goes out of bounds at the A31 with exactly five minutes (or more) remaining in the fourth quarter.

**Ruling:** A’s ball, first-and-10 on A31. The game clock starts when the ball is placed at the inbounds spot, and the Referee declares the ball ready for play. If the game clock was at 4:59 when the runner went out of bounds, it would start on the next snap.

A.R. 4.10 KICKOFF/SAFETY KICK—STARTING GAME CLOCK
A kickoff from the A35 or a safety kick from the A20, occurs at any time of the game.

**Ruling:** The game clock starts when the ball is legally touched in the field of play, or when the receivers advance the ball from the end zone into the field of play.

A.R. 4.11 CLOCK—HOLDER FOR FIELD GOAL SACKED
Third-and-2 on B15 with the clock stopped with 15 seconds left in the game. Team A, with no timeouts left and behind by two points, decides to attempt a field goal on third down. The ball is snapped to the holder, but he is tackled at the B23 before the kick can be made.

**Ruling:** A’s ball, fourth-and-10 on B23. The game clock continues to run.

A.R. 4.12 DELAY BY THE DEFENSE—TIME EXPIRES IN PERIOD
Third-and-10 on B15 with 13 seconds left in any period. A2 catches a pass near the sideline but is tackled inbounds at the B8 with eight seconds left. B1 and B2 lie on A2 not allowing him to get up. Time runs out in the period.

**Ruling:** A’s ball, first-and-goal on B4. Delay of game. Team A can elect to extend any period.

A.R. 4.13 SUBSTITUTE CALLS TIMEOUT
Second-and-10 on A20. Just prior to the snap, entering substitute A12 steps onto the field in front of the Field Judge at the A40 and calls timeout. Legal: Charge Team A with a timeout. Even though A12 is the twelfth player, he is not in the formation, and any incoming substitute is allowed to call a timeout.

A.R. 4.14 PLAY CLOCK STOPPED—COACHES’ CHALLENGE
Second-and-2 on B30 with the game clock running. As Team A breaks the huddle, Team B Head Coach throws the red flag to challenge the prior play. The Referee stops both clocks with 14 seconds on the play clock. After discussion with the coach, it is determined that the play is not reviewable, so no challenge is granted, and no timeout is charged.

**Ruling:** Second-and-2 on B30. After advising both teams that there is 14 seconds on the play clock and giving them a reasonable opportunity to get ready, the Referee starts the play clock at 14 seconds and winds the both clocks.

A.R. 4.15 PLAY CLOCK STOPPED—CHAINS TANGLED
Third-and-10 on A45. With the game clock stopped due to an incomplete pass on the prior play, the play clock at 28 seconds, the Down Judge stops the game because the chains are tangled and are not set.

**Ruling:** Third-and-10 on A45. After fixing the chains, and advising both teams and giving them a reasonable opportunity to get ready, the Referee starts the play clock at 28 seconds. The game clock starts on the snap.

A.R. 4.16 PLAY CLOCK STOPPED INSIDE 10 SECONDS—INJURED PLAYER
Fourth-and-1 on B35 with 3:33 remaining in the game and the game clock running as quarterback A1 is under center and calling signals, B2 suddenly collapses, apparently injured. The play clock is at seven seconds when the game is stopped for the injured player.
**Ruling:** Fourth-and-1 on B35. B2 must leave the game (or call a timeout). After B2 leaves the game, and after the Referee has advised both teams and given them a reasonable opportunity to get ready, the Referee resets the play clock to 10 seconds and winds both clocks on the ready-for-play signal. If a timeout was taken, the play clock would be set to 25 seconds and started on the ready-for-play signal.

**A.R. 4.17** **CLOCK STATUS AFTER BLOCKED FIELD GOAL**
Third-and-5 on B10. With eight seconds remaining in a tied game, Team A attempts a field goal from the B18. The attempt is blocked, and A1 recovers and is tackled at the B12. Team A has used all of its timeouts.

**Ruling:** Fourth-and-7 on B12. The clock continues to run, as there has been no change of possession.

**A.R. 4.18** **CLOCK STATUS AFTER CHANGE OF POSSESSION ON PUNT—PENALTY TEAM A**
Fourth-and-10 on 50. Team A is in an illegal formation. A1’s punt at 10:00 of the first quarter, rolls dead untouched at the B1.

**Ruling:** Fourth-and-15 on A45. The clock will start on the snap because it was stopped as a result of the change of possession.

**A.R. 4.19** **CLOCK STATUS AFTER CHANGE OF POSSESSION—FOUL ON PLAY**
Second-and-10 on A35. With 8:30 remaining in the third quarter, A1 fumbles the ball at the A30, where it is recovered and downed by B1. B1 was offside on the play.

**Ruling:** A’s ball, second-and-5 on A40. The clock starts on the snap, because it was stopped as a result of the change of possession. If there is a change of possession during the down, the game clock will start on the snap, regardless of whether the change of possession is negated by a penalty.

**A.R. 4.20** **FLAG PICKUP—LAST TWO MINUTES**
Third-and-4 on B25. Runner A1 is downed inbounds after a gain of two yards. Immediately after the play, B1 pushes A2, and the Umpire throws his flag for unnecessary roughness. After discussion with the Referee, the Umpire picks up his flag, as there was no significant contact to call a foul on the play. Time remaining is 1:06.

**Ruling:** Fourth-and-2 on B23. Reset the play clock to 40 seconds and start the game clock and play clock on the Referee’s ready-for-play signal.

**A.R. 4.21** **ONSIDE KICK—NO RETURN—TIMING**
With 0:03 remaining in the second quarter, A1 attempts an onside kick from the A35. The kick is immediately caught or recovered legally at the A46: (a) by A2; (b) by B1 who signals for and completes a fair catch; (c) by B1 on his feet and he immediately goes to the ground; or (d) by B1 on the ground and he makes no effort to get up or advance.

**Rulings:**
(a) A’s ball, first-and-10 on A46. 0:03 on the clock. (No time runs off the clock).
(b) B’s ball, first-and-10 on A46. 0:03 on the clock. (No time runs off the clock).
(c) B’s ball, first-and-10 on A46. 0:02 on the clock. (One second runs off the clock).
(d) B’s ball, first-and-10 on A46. 0:02 on the clock. (One second runs off the clock).

**INJURY TIMEOUTS**

**A.R. 4.22** **TEAM A PLAYER INJURED—EXCESS TIMEOUT**
First-and-10 on B36. Forty seconds remain in the first half. Team A leads 17-14 and has used three timeouts previously in the half. Ball carrier A1 runs to the B31 and is downed inbounds. A2 is injured.

**Ruling:** Second-and-5 on B31. Charge Team A with its fourth timeout, and after the injured player has left the field, run 10 seconds and wind the clock. B can decline the runoff, but there is no option to start the clock on the snap unless Team B takes a timeout. A2 must remain out for one play, unless Team B calls a timeout.

**A.R. 4.23** **FOURTH TIMEOUT REQUEST—IGNORED**
Prior to the two-minute warning of either half, Team A gains 15 yards and a first down at the B40. Team A had previously used three timeouts and requests a fourth timeout.

**Ruling:** A’s ball, first-and-10 on B40. The request for a timeout is ignored. If the timeout is incorrectly granted Team A will be penalized five yards for delay of game.

**A.R. 4.24** **FIFTH TIMEOUT—TEAM B**
Third-and-4 on B22. Forty seconds remain in the game. A1 throws an incomplete pass. B1 is injured and Team B had previously used four team timeouts in the half.

**Ruling:** A’s ball, first-and-10 on B17. Charge Team B with their fifth team timeout which requires a five-yard penalty. Set the play clock to 40 seconds, and the game clock starts on the snap. B1 is suspended for one play.

**A.R. 4.25** **TEAM A PLAYER INJURED INSIDE OF 2 MINUTES—EXCESS TIMEOUT**
Second-and-3 on B22. The score is tied with 1:48 to play in the game. A1 runs to the B15 and is downed inbounds. A3 is injured, and Team A had used three timeouts previously in the half.

**Ruling:** A’s ball, first-and-10 on B15. Charge Team A with their fourth timeout, and after the injured player has left the field, run 10 seconds and wind. B can decline the runoff, but there is no option to start the clock on the snap.

**A.R. 4.26** **TEAM A PLAYER INJURED—EXCESS TIMEOUT—FIFTH**
Third-and-2 on B17. A1 runs to the B13 and is downed inbounds with 30 seconds remaining in the game. A2 is injured on the play, and Team A, trailing 14-7, had used four timeouts previously in the half.

**Ruling:** A’s ball, first-and-15 on B18. Charge Team A with their fifth timeout. Five-yard penalty, run 10 seconds, and start the clock on the ready-for-play signal.
A.R. 4.27  **INJURY CAUSED BY FOUL**
Second-and-7 on B15. A1 runs to the B12 and is leg whipped on the tackle by B2. There is 0:55 left in the game. Team A had previously used three timeouts in the half, and A1 is injured on the play.
**Ruling:** A’s ball, first-and-goal on B6. No charged timeout since the injury was caused by a foul. A1 can remain in the game. The game clock starts on the snap.

A.R. 4.28  **CLOCK STOPPED BY FOUL/CHANGE OF POSSESSION—INJURY ON THE PLAY**
Fourth-and-10 on B20. Twenty seconds remain in the game with the clock running. Team A has no timeouts remaining and is behind 21-17. At the snap: (a) Team A; or (b) Team B is offside, and A1 runs to the B17 and is downed inbounds. A2 is injured and attendants must enter the field.
**Rulings:**
(a) B’s ball, first-and-10 on B17. **Team B will decline A’s offside.** There is no timeout charged (due to the change of possession). A2 must leave the game for one play.
(b) Fourth-and-5 on B15. By rule, failing to make a first down on fourth down is a change of possession. Therefore, there is no timeout charged, although A2 must leave the game for one play unless a timeout is called. There is no runoff and the game clock will start on the snap because the clock was stopped for the change of possession.

A.R. 4.29  **CLOCK RUNNING—TEAM A INJURY ON THE PLAY**
Fourth-and-2 on B20. Twenty seconds remain in the game with the clock running. Team A has one timeout remaining and is behind 21-17. A1 runs to the B17 and is downed inbounds. A2 is injured and attendants must enter the field.
**Ruling:** A’s ball, first-and-10 on B17. Charge Team A with its final timeout. There is no runoff, and A2 can remain in the game, because of the charged timeout. (There is no option to run 10 seconds instead of using the timeout.)

A.R. 4.30  **LAST 40 SECONDS—INJURED TEAM B PLAYER**
Third-and-7 on A28. Team B has used three timeouts and is behind a 20-18 with 48 seconds remaining in the fourth quarter. A1 runs to A32 and is tackled inbounds. The 40-second play clock begins and it is then discovered that B3 is injured. Thirty-five seconds are on the play clock; 37 seconds on the game clock.
**Ruling:** The game is over since the play clock must be reset to 40 seconds and the game clock starts on the Referee’s ready-for-play signal.

**Note:** If Team B’s injury was caused by a Team A foul, the play clock would be reset to 25 seconds and the game clock would start on the snap.

A.R. 4.31  **TEAM TIMEOUT AND INJURY TO OPPONENT**
Third-and-10 on B40. A1 runs to the B25 where he is tackled inbounds with 30 seconds left in the game. Team A calls timeout, and significantly later, B1 drops to the ground, injured. Trainers come on and assist B1 off the field.
**Ruling:** First-and-10 on B25. Team B is charged with the timeout. Team B is not charged with a timeout unless B’s injury occurred after the ready-for-play signal had been given for the next down.

A.R. 4.32  **INJURIES—TEAM A AND TEAM B**
First-and-10 on A41. Thirty seconds remain in the game. A1 runs to the B40, where he is tackled inbounds. A3 and B4 are both injured on the play.
**Ruling:** First-and-10 on B40. Charge each team with a timeout; the play clock is set to 25 seconds; and the game clock is started with the snap, unless both timeouts were excess, in which case the clock starts on the ready-for-play signal. No excess timeout fouls are enforced. If either team had a timeout left, it is used, thus allowing both players to remain in the game.

A.R. 4.33  **INJURIES—TEAM A AND TEAM B**
Thirty seconds remain in the game. A1 is injured and charged with a timeout. B2 is injured downfield but discovered significantly after Team A was charged with the injury timeout.
**Ruling:** Team A and Team B are both charged with injury timeouts. Both players would be allowed to stay in the game. No excess timeout fouls are enforced.

A.R. 4.34  **INJURIES—TWO PLAYERS FROM SAME TEAM**
Third-and-3 on A35 in the third quarter. Quarterback A1 throws a pass over the middle to the 50. B1 and B2 are both hurt and helped by trainers. An injury timeout is taken for Team B. B1 gets up on his own. B2 is carried off the field.
**Ruling:** Both B1 and B2 must leave for one play or take a team timeout.

A.R. 4.35  **INJURY—AFTER CHANGE OF POSSESSION/TOUCHDOWN**
Second-and-10 on B25. With 1:10 remaining in the fourth quarter, A1’s pass is (a) intercepted by B2 and returned to the 50, or (b) caught by A2 for a touchdown. A3 is injured on the play, and trainers come on the field after the play to attend to him.
**Rulings:**
(a) B’s ball, first-and-10 on 50. Due to the change of possession, Team A is not charged with an injury timeout.
(b) Touchdown Team A. Due to the touchdown, Team A is not charged with an injury timeout.

**Note:** In either case, A3 must go out for a play, unless a team timeout is taken.

A.R. 4.36  **INJURY—AFTER FIELD-GOAL ATTEMPT**
Fourth-and-15 on B25. With 1:35 remaining in the fourth quarter, A1’s field-goal attempt from the B32 is: (a) good; (b) blocked, recovered by B2, and returned for a touchdown; or (c) blocked and recovered behind the line by A2 who runs and is downed at B5. B3 is injured on the play, and trainers come on the field after the play to attend to him.
Rulings:
(a) Because of the field goal, no injury timeout is charged to Team B.
(b) Because of the change of possession/touchdown, no injury timeout is charged to Team B.
(c) A’s ball, first-and-goal on B5. Team B is charged a timeout, because there was no change of possession.

A.R. 4.37  INJURY—PLAY CLOCK EXPIRES AT TWO-MINUTE WARNING
Third-and-1 on B45. Quarterback A1 tries a sneak and is legally tackled at the line of scrimmage for no gain, and is injured on the play. The Referee signals timeout and the clock is stopped at exactly 2:25 in the fourth quarter. Substitute quarterback A2 enters the game and the Referee winds the clock. However, quarterback A2 allows the play clock to run down to :00, with the game clock showing 2:00.

Ruling: Two-minute warning. No foul for a delay as long as the play clock and game clock are on the same second, even if one is slightly off the other. The injured player (A1) may return after the two-minute warning.

A.R. 4.38  SUCCESSIVE TIMEOUTS—INJURED PLAYER RETURNS
Second-and-14 on B40 (third quarter). A2 runs to the B35 where he is downed, and he is hurt on the play. The Referee takes an injury timeout for A2. After two minutes, the Referee declares the ball ready for play after A2 is removed from the game. Team B then calls a timeout. The Referee grants a 30-second timeout. After the timeout, Team A calls a timeout, and A2 re-enters the game.

Ruling: A’s ball, third-and-9 on B35. Successive timeouts by each team are legal and A2 may return after either Team A’s or Team B’s timeout.

A.R. 4.39  FOUL ON THE PLAY—INJURY—CHANGE OF POSSESSION
Fourth-and-10 on 50. With Team A trailing 23-17, and 0:35 remaining in the fourth quarter, A1’s pass falls incomplete. Defensive pass interference is called at the B10 on the play. While the foul is being reported to the Referee, he notices attendants have come on the field because Tackle A3 was hurt at the line of scrimmage.

Ruling: A’s ball, first-and-10 on B10. There is not a charged injury timeout, due to the change of possession prior to enforcement of the penalty (failure to make a first down on fourth down). However, A3 must leave for one play unless a timeout is called.

A.R. 4.40  FOUL ON THE PLAY/TOUCHDOWN—INJURY
Third-and-10 on 50. With 0:35 remaining in the fourth quarter, Team A has previously been charged with four timeouts. The pass is complete to A2 for a touchdown. Offensive pass interference is called on the play. While the foul is being reported to the Referee, he notices attendants have come on the field because Tackle A3 was hurt at the line of scrimmage.

Ruling: A’s ball, third-and-20 on A40. No excess timeout due to the touchdown prior to enforcement of Team A’s foul. A3 must leave the game for one play.

A.R. 4.41  TIMEOUT RESTORED AFTER INJURY AFTER TWO-MINUTE WARNING
First-and-10 on A40. With 1:23 remaining in a tied game, A1 slides down at the A48 where he jumps up and calls a timeout, which is granted. After the Referee announces the timeout, it is discovered that B1 was injured on the play, and Team B trainers have already come on the field, or thereafter come on the field, to assist B1.

Ruling: Second-and-2 on A48. Team A’s timeout is restored, and Team B is charged with a timeout. If Team B has remaining timeouts, it is charged, B1 can remain in the game, and the clock starts on the snap. If it is an excess timeout, B1 must leave the game for one play, and the clock starts on the ready, unless Team A chooses to call a timeout. Play clock would start at 25 seconds in either case.

ATTEMPT TO CONSERVE TIME AFTER TWO-MINUTE WARNING
A.R. 4.42  FALSE START
Second-and-5 on B15. The score is tied with 15 seconds remaining in the game and the game clock running. Team A is set at the line of scrimmage and A3 false starts. Quarterback A1 throws the ball down in front of him to stop the clock. Team A has: (a) used its three timeouts; or (b) has one remaining timeout.

Rulings:
(a) Second-and-10 on B20. Penalize five yards and runoff 10 seconds since the false start by A3 stopped the game clock prior to the action of the quarterback. The clock starts on the ready-for-play signal.
(b) Second-and-10 on B20. Penalize five yards, but if Team A chooses, it can prevent the 10-second runoff by using its final timeout. The clock would start on the snap.

A.R. 4.43  FALSE START—TEAM B OFFSIDE
Third-and-6 on B15. Twenty-five seconds remain in the game and the clock is running. Team A is set at the line of scrimmage with B1 still in the offensive backfield. A5’s false start kills the play. Team A has already used its timeouts.

Ruling: Third-and-11 on B20. Blow whistle. Penalize only the false start. (7-4-2). Ten-second runoff if Team B chooses, and the clock would start on the ready-for-play signal.

A.R. 4.44  TWELVE MEN IN TEAM A HUDDLE
Second-and-5 on B15. Fifty-five seconds remain in the first half and Team A is behind in the score. Team A has been hurrying to get off as many plays as possible during the drive, although they have been briefly huddling between plays. Team A is flagged for 12 men in the offensive huddle. Team A has used its three timeouts.

Ruling: Second-and-10 on B20. Run 10 seconds, if in the Referee’s judgment Team A was attempting to conserve time, run 10 seconds if B chooses. There could be situations in which this would not be a 10-second runoff, if the team is not hurrying to get plays off and thereby not conserving time.
A.R. 4.45 NOT ALL OFFENSIVE PLAYERS SET BEFORE SNAP—CLOCK RUNNING
Second-and-10 on B35. The score is tied, the clock is running, and: (a) 50 seconds; or (b) 1:50 remains in the game. As Team A hurries to the line, the ball is snapped before tailback A2 gets set. A1 gets sacked at the B41. Team A has already used its three timeouts.
Rulings:
(a) and (b) Second-and-15 on B40. False start. Run 10 seconds (if B chooses) from time on game clock at the snap, and the clock starts on the ready-for-play signal. When all 11 offensive players do not get set simultaneously prior to the snap and the game clock is running after the two-minute warning of the half, the illegal shift converts to a false start and the play must be shut down immediately. If all 11 players get set and then two players shift without resetting prior to the snap, this would be a live ball foul for an illegal shift and there would be no runoff.

A.R. 4.46 BACK FAILS TO SET BEFORE SNAP—CLOCK STOPPED
Second-and-10 on B35. The score is tied, the clock is stopped due to an incomplete pass on the prior play. There are 50 seconds remaining in the game. As Team A goes up to the line, the ball is snapped before tailback A2 gets set. Team A has already used its three timeouts. A1’s pass fails incomplete.
Ruling: Third-and-10 on B35 or second-and-10 on B40. Since the clock was stopped at the snap, the “conserving time rules” are not in effect. It is an illegal shift, rather than a false start, so the foul did not prevent the snap. The clock starts on the snap for the next play.

A.R. 4.47 PLAYERS MOVING AT THE SNAP
Third-and-10 on B30. With the clock running any time during the game, all members of the offense get fully set for one second, but as the ball is snapped: (a) left guard A2; (b) tight end A3; (c) wingback A5; (d) tailback A6, is going from a two-point stance to a three-point stance; or (e) wide receiver A4 is moving from off the line up to the line of scrimmage. A1’s pass fails incomplete.
Rulings:
(a), (b), (c), and (d) Third-and-15 on B35. False start. If it occurs after the two-minute warning of either half, there is also a 10-second runoff.
(e) Fourth-and-10 on B30, or third-and-15 on B35. Illegal motion. (7-4-7)

A.R. 4.48 ILLEGAL FORMATION—NO 10-SECOND RUNOFF
Second-and-3 on B42. Fifty seconds remain in the game. Team A is in a hurry-up offense. The ball is snapped and the runner is downed on the B15. Team A had only six men on the line of scrimmage, but all 11 players were in close proximity to the line of scrimmage.
Ruling: Second-and-8 on B47. No 10-second runoff since A’s penalty did not prevent the snap. The clock starts on the snap.

A.R. 4.49 DELAY OF GAME BY TEAM A—AFTER TWO-MINUTE WARNING
Third-and-10 on B45. Fifty seconds remain in the game and Team A is behind in the score. A1 gets confused on what play to call and Team A is called for delay of game.
Ruling: Third-and-15 on 50. There is no 10-second runoff, because Team A is not attempting to conserve time. The clock starts on the snap.

A.R. 4.50 ILLEGAL SHIFT/MOTION—TEAM B OFFSIDE—AFTER TWO-MINUTE WARNING
Second-and-10 on B35. With 0:50 remaining in a tied game, Team A is in a hurry-up offense and B1 is set and lined up offside. (a) Back A2 never gets set before the ball is snapped; or (b) back A2 gets set but then goes in motion and is moving toward the line of scrimmage at the snap.
Rulings:
(a) Second-and-15 on B40. Ten-second runoff. The illegal shift converts to a false start, and the play is blown dead immediately after the snap. There is no foul for offside since there was no legal snap.
(b) Second-and-10 on B35. Let the play go through, and the penalties offset.

A.R. 4.51 BACKWARD PASS OUT OF BOUNDS—AFTER TWO-MINUTE WARNING
Third-and-8 on B28. A1 runs the B20 and sees he is about to be tackled, so he throws the ball deliberately backward toward the sideline with no teammate in position to catch the pass. The ball hits B2 and rolls out of bounds at the B15. There was 1:20 left in the fourth quarter when the ball was snapped.
Ruling: Third-and-5 on B25. Since the ball went out of bounds in advance of the spot of the foul, enforce from the spot of the backward pass. Ten seconds would also be run off the clock if the defense so chooses and wind the clock. If a foul for conserving time or 10-second runoff is declined, then the game clock will start on the snap.

A.R. 4.52 BACKWARD PASS OUT OF BOUNDS—AFTER TWO-MINUTE WARNING
Third-and-10 on B30. Fifty seconds remain in a tied game, and Team A is out of timeouts, A1 runs the ball to the B14 where he throws a backward pass to conserve time with no player in a position to catch the ball. The ball goes out of bounds at the B21.
Ruling: Option for Team B: Fourth-and-1 on B21, clock starts on snap (penalty is declined therefore no runoff), or third-and-6 on B26 with a 10-second runoff and wind the clock. The penalty is enforced from the out of bounds spot (even if that spot is behind the line of scrimmage).

A.R. 4.53 BACKWARD PASS OUT OF BOUNDS—AFTER TWO-MINUTE WARNING
Second-and-20 on 50. With 1:30 remaining in the fourth quarter, A1 scrambles, and while at the A40, intentionally throws the ball backward and out of bounds at the A35 to conserve time. Team A has already used its three timeouts.
Ruling: Third-and-35 on A35. No foul. The clock starts on the ready-for-play signal.
A.R. 4.54  TEAM B THROWS BALL OUT OF BOUNDS AFTER INTERCEPTION
Third-and-10 on B45. Twenty-five seconds remain in a tied game. A1’s pass is intercepted by B2 at the B30. As B2 returns the interception, he sees that time is about to expire, so when he is at the A25, he throws a forward pass out of bounds to stop the clock with 12 seconds left.
Ruling: B’s ball, first-and-10 on A30. This is an illegal forward pass, however, there is no 10-second runoff, as there is a change of possession which will result in a stopped clock. This is not an attempt to conserve time. The clock starts on the snap.

A.R. 4.55  INTENTIONAL GROUNDING—AFTER TWO-MINUTE WARNING
Third-and-20 on 50. There is 1:35 remaining in a tied game, and Team A is out of timeouts. A1 drops back to pass, and at the A35 intentionally grounds the pass to avoid a sack.
Ruling: Fourth-and-35 on A35. Team B has the option of accepting the foul and declining the 10-second runoff, or accepting the foul and the 10-second runoff as would be the normal enforcement. If the runoff is declined, the game clock starts on the snap. If it is accepted, the game clock will start on the ready-for-play signal.
Note: It is never possible to decline a foul and still have a 10-second runoff.

A.R. 4.56  INTENTIONAL GROUNDING—INTERCEPTION AFTER TWO-MINUTE WARNING
Third-and-10 on B45. The score is tied with 1:05 in the fourth quarter. A1 is pressured in the pocket at the A43, and to avoid a sack, throws the ball deep down the left side. There are no eligible A players in the area, although B1 intercepts at the B2 and runs out of bounds there with 0:45 on the clock. Team A is out of timeouts.
Ruling: B’s ball, first-and-10 on B2. Clock at 0:45. Or, A’s ball, fourth-and-22 on A43. Run 10 seconds if B chooses. Place 0:35 on the clock and wind.

A.R. 4.57  ILLEGAL FORWARD PASS BEYOND LINE—AFTER TWO-MINUTE WARNING
Third-and-5 on B31. With 10 seconds remaining in the game, and Team B ahead, quarterback A1 scrambles to his right and throws a pass at the B30 toward end A2 who is in the end zone. The pass is deflected by B1 and falls incomplete with two seconds remaining on the clock. Team A has already used its three timeouts.
Rulings: 10-second runoff. Game over.
Note: After the two-minute warning of either half, an illegal pass thrown from beyond the line is considered illegally conserving time, and a 10-second runoff is an option.

A.R. 4.58  FOULING INTENTIONALLY TO STOP CLOCK—AFTER TWO-MINUTE WARNING
There are six seconds remaining in the game, and Team A is out of timeouts and trails by one point. A1 catches a long pass and is downed at the B12. A1, realizing that time is about to expire: (a) punches B2; or (b) takes his helmet off (not as part of an injury).
Rulings:
(b) Unsportsmanlike conduct A1. Ten-second runoff. Game over.

A.R. 4.59  DEFENSIVE FOUL—LAST MINUTE OF HALF
Third-and-10 on 50. Team A leads 24-21 with 1:50 remaining in the game and the clock is running. B1: (a) slaps the ball out of center A2’s hands; or (b) misjudges the snap count and encroaches.
Rulings: Third-and-5 on the B45 in both (a) and (b). Set the play clock to 40, and start the game clock on the ready-for-play signal, because the game clock was running after the two-minute warning and Team B committed a foul that prevented the snap.
Note: If there were less than 40 seconds left in the half/game, and Team A chooses, the half/game is over. However, if Team B had remaining timeouts, they could use one to prevent the end of the half/game.

EXTENSION OF PERIODS
A.R. 4.60  TOO MANY TEAM A PLAYERS ON FIELD ON PUNT—LAST PLAY OF HALF
Fourth-and-5 on A25. Team A is leading 21-17 with three seconds remaining in the game. Team A lines up in punt formation with 13 players on the field. A1 punts the ball to B1 at the B30 who returns it to the A40. Time runs out.
Ruling: A’s ball, fourth-and-10 on the A20, reset game clock to three seconds. If A has too many men in the formation for three or more seconds, the snap is not allowed. If officials do not shut down the play, Team B would be allowed an unlimited down from the A35.

A.R. 4.61  OFFENSIVE FOUL ON PUNT—FIRST TOUCH—LAST PLAY OF HALF
Fourth-and-10 on A30. With eight seconds remaining in the game and Team B down by one point, Team A lines up to punt. Team B rushes 11 players, but A1 gets off a good punt to the B10 where A2 downs it. Just after the snap, A3 head-slaps B2. Time expires on the play.
Ruling: B’s ball, first-and-10 on B25. Extend for an unlimited down. Even without the head slap, the half could be extended from the B10 due to the first touch by A2.

A.R. 4.62  OFFENSIVE FOUL ON FIELD-GOAL ATTEMPT—LAST PLAY
Fourth-and-10 on B30. On the last play in a tied game, A1 attempts a field goal from the B38. A2 and A3 illegally chop block B1 on the play. The field-goal attempt is short and: (a) hits in the end zone or goes through the back of the end zone; (b) is caught by B2 in the end zone or field of play and returned to the B22; or (c) is caught by B2 in the end zone or field of play and returned to the B40.
A.R. 4.63 OFFENSIVE FOUL PRIOR TO INTERCEPTION—LAST PLAY
Third-and-10 on 50. The score is tied with three seconds left in the first half. A1 drops back to pass, and as B1 rushes the passer, tackle A2 puts his hand on B1’s facemask and: (a) continues to push B1’s head back without grasping the mask; or (b) twists B1’s facemask. A1 then throws a pass which is intercepted by B2 and returned to the A16.

Rulings:
(a) Half over. The illegal hands penalty by A2 is not carried over, so there is no opportunity for an extension. To keep the ball, that penalty has to be declined.
(b) B’s ball, first-and-goal on A8. Extend for an untimed down since the facemask is a personal foul.

A.R. 4.64 DOUBLE FOUL—INTERCEPTION—LAST PLAY OF QUARTER OR HALF
First-and-10 on 50. A1 is illegally in motion. B1 is offside at the snap. B2 intercepts the pass and is downed on the B40. On the play, time expires in the: (a) first quarter; or (b) either half.

Rulings:
(a) A’s ball, first-and-10 on 50. Quarter over. Replay the down to begin the second quarter. The 1st or 3rd quarters are not extended when there are double fouls.
(b) A’s ball, first-and-10 on 50. Replay the down and extend.

A.R. 4.65 DOUBLE FOUL—INTERCEPTION—LAST PLAY OF HALF
First-and-10 on 50. B1 is offside at the snap, and the pass is then intercepted by B2. During the interception return, A1 tackles B2 by the facemask. Time in the half expires on the play.

Ruling: A’s ball, first-and-10 on 50. Replay and extend for one play.

A.R. 4.66 DOUBLE FOUL WITH A CHANGE—LAST PLAY OF HALF

Ruling: Half over. No extension.

A.R. 4.67 DOUBLE FOUL WITH A CHANGE—PUNT—LAST PLAY OF HALF
Fourth-and-10 on 50. With six seconds remaining in the fourth quarter of a tied game, Team A’s scrimmage kick is fielded by B1 at the B25 and returned to the A15. Prior to the kick, A4 held B4, and during the kick, B5 held A5 at the B40. Time ran out on the play.

Ruling: Fourth-and-10 on 50, extend; or go to overtime. Team B has the option, and the only way to extend the period is to replay the down.

A.R. 4.68 DOUBLE FOUL AFTER A CHANGE—LAST PLAY OF HALF
Second-and-10 on A30. B1 intercepts a pass at the 50 on the last play of the first half. On the runback, B2 clips at A30. A1 piles on runner B1 who was tackled at the A20.

Ruling: B’s ball, first-and-10 on 50. Extend the period by an untimed down, and the fouls offset at the spot of the interception.

A.R. 4.69 LAST PLAY OF GAME—DOUBLE FOUL—DEAD BALL FOUL BY DEFENSE
Second-and-goal at B4. With 0:03 remaining in the game, and Team B leading 21-14, A1 pitches to A2 who runs wide and is tackled at the B1. A3 cracks back at the B4, and B2: (a) piled on late after the tackle; or (b) stood over and taunted A2 after the tackle.

Rulings: (a) and (b): Second-and-goal at B4. Replay and extend.

Note: Live ball and dead ball fouls combine to create double fouls. If the fouls offset the half will be extended. No extension on 5/15 with live ball foul by offense or dead ball foul by defense.

A.R. 4.70 LAST PLAY OF GAME—5 VS. 15—DEAD BALL FOUL BY DEFENSE
Second-and-goal at B1. With 0:03 remaining in the game, and Team B leading 21-14, A1 runs and is tackled at the B1. Team A had six men on the line, and B2: (a) piled on late after the tackle; or (b) stood over and taunted A1.

Rulings: (a) and (b): Game over.

Note: If the game had been tied, the dead ball personal foul or UNS would be enforced on the overtime kickoff.

A.R. 4.71 LAST PLAY OF TIED GAME—MAJOR DEAD BALL FOUL ON DEFENSE
Second-and-5 on 50. On the last play of the game with the score tied, A1 runs to the B10. (a) Team A was in an illegal formation; or (b) A2 grabbed and twisted B1’s mask. After A1 is tackled, B1 piles on or taunts.

Rulings:
(a) There is no extension. Go to overtime. The illegal formation penalty is declined by rule, and the dead ball personal foul or UNS by B1 will be enforced on the overtime kickoff.
(b) Second-and-5 on 50. Extend. The double fouls offset, and the down is replayed.

Note: Live ball and dead ball fouls combine to create double fouls. If the fouls offset the half will be extended. No extension on 5/15 with live ball foul by offense or dead ball foul by defense.

A.R. 4.72 5 VS. 15—LAST PLAY OF TIED GAME—MAJOR FOUL ON OFFENSE
Second-and-5 on 50. On the last play of the game with the score tied, A1 runs to the B10. A2 cracked back at the B48, and B1 was offside on the play.
**Ruling:** 5 vs. 15 with the major foul on the offense. No extension. Go to overtime. Team A’s foul is not enforced on the overtime kickoff.

**A.R. 4.73** DOUBLE FOUL—LAST PLAY OF GAME
Fourth-and-5 on A25. Team A is leading 21-17 with three seconds remaining in the game. Team A is in an illegal formation, and A1 punts the ball to B at the A45 where he signals for a fair catch. B1 muffes the punt, and as the ball is rolling at the 50, B1 blocks A2 low at the A48. A3 recovers, and time runs out on the play.

**Ruling:** Fourth-and-5 on A25. Extend for an untimed down. Offsetting fouls with no post-possession.

**Notes:** There is no 5 vs. 15, because A3’s legal recovery of the ball after Team B touched it beyond the line, is considered a change of possession.

**Ruling:** First-and-goal on B10 to start the second quarter. The dead ball foul does not create an option to extend any quarter.

**A.R. 4.74** DEAD-BALL PERSONAL FOUL—LAST PLAY OF FIRST QUARTER
First-and-10 on 50. A1 runs to the B20 where he is tackled inbounds or out of bounds, and B1 hits A1 late. Time in the first quarter expires on the play.

**Ruling:** First-and-goal on B10 to start the second quarter. The dead ball personal foul does not create an option to extend a first touch.

**A.R. 4.76** FIELD GOAL ATTEMPT—FIRST TOUCH—LAST PLAY OF GAME
Fourth-and-10 on B30. With 0:02 remaining in the 4th quarter of a tied game, A1’s field-goal attempt from the B38 is partially blocked and rolling on the ground at the B27 where A2 downs it. (a) Left wingback A3 and tight end A4 chop block B2 on the play; or (b) there are no fouls on the play.

**Ruling:** (a) and (b): If Team B chooses, B’s ball, first-and-10 on B27. Extend for an untimed down for the first touch by A2. There is no option to extend from the spot of the kick or to enforce the penalty from the spot of the kick or the first touch spot.

**Note:** If this had been a punt, the foul for the chop block could be extended from the B27, and the period extended for an untimed down for B.

**A.R. 4.77** PUNT—LAST PLAY OF HALF—FIRST TOUCH AND DEAD BALL FOUL
Fourth-and-10 on A15. A1’s punt is rolling at the 50 where A2 downs it, after which B2 hits the punter helmet to helmet at the A15. Time in the half expires on the play.

**Ruling:** B’s ball, first-and-10 on B35. Extend for a play from scrimmage. The extension for the first touch also allows the dead ball foul to be enforced. If B declines the extension, B’s foul will be enforced on the opening kickoff of the second half (or overtime, if applicable).

**Note:** B cannot accept the extension for the first touch and also have the UNR enforced on the ensuing kickoff.

**A.R. 4.78** LAST PLAY OF GAME—DEAD BALL FOUL AFTER MISSED FIELD GOAL
Fourth-and-5 on B30. On the last play of regulation in a tied game, A1’s field-goal attempt is short. (a) The ball hits in the end zone, and A1 then slugs B1; or (b) B2 catches the kick in the end zone and downs it there or returns it to the B20. Immediately after B2 is down, A1 slugs B1.

**Rulings:** (a) and (b): Go to overtime. Enforce penalty on overtime kickoff. Disqualify A1.

**A.R. 4.79** LAST PLAY OF FIRST HALF—FOUL PRIOR TO MISSED FIELD GOAL
Fourth-and-3 on B33. On the last play of the first half, kicker A1 attempts a field goal from the B40 that is blocked and the ball rolls to the B10 where B1 recovers the ball and runs to the 50 where he’s tackled. Prior to the kick Tackle A8 tripped B8 at the B36.

**Ruling:** Half over. No option to enforce a Team A foul from the DBS on an unsuccessful field-goal attempt. If Team A’s foul was a dead ball personal foul or unsportsmanlike conduct foul, it would be enforced on the opening kickoff of the third quarter.

**A.R. 4.80** EXTENSION ON TRY AT END OF HALF
Third-and-10 on B40. Team B leads 21-13. On the last play of regulation, A1’s pass is complete to A2 for a touchdown. On the ensuing two-point try from the B2, A1 passes to A3 in the end zone, and A3 pushes off to make the catch. A3 is called for offensive pass interference.

**Ruling:** Retry on B12. The Try is an untimed down, so the extension rules do not apply.

**A.R. 4.81** DEAD-BALL UNSPORTSMANLIKE CONDUCT FOUL AFTER TOUCHDOWN—LAST PLAY OF GAME
Fourth-and-12 on B20. B is leading 21-14 with three seconds remaining in the game. A1 throws a pass to A2 who catches the ball at the B6 and scores. Following the touchdown, A2 spikes the ball at B2 lying on the ground.

**Ruling:** Touchdown Team A. Try at B2 or B15. If Team A kicks the extra point, the unsportsmanlike conduct penalty is carried over to the kickoff in overtime. If Team A goes for two and is successful, A wins and the unsportsmanlike conduct penalty is not enforced. It also is not enforced if the try is unsuccessful.

**A.R. 4.82** FAIR-CATCH—END OF HALF
Fourth-and-12 on A15. A1 punts to B1 as the half expires. B1 signals and makes a valid fair catch at the 50.

**Ruling:** The receiving team may only extend for a fair-catch kick from the 50.
A.R. 4.83  FAIR CATCH ON LAST PLAY OF GAME—FOUL BY TEAM A
Fourth-and-Five on A25. With 0:05 remaining in the game Team A leads 23-20. Kicker A1 gets off a poor punt and B1 signals for a fair catch at the B48, and muffes the ball into the air. B1 catches the ball at the 50 (0:00). Team A had six players on the line of scrimmage at the snap.
Ruling: B’s ball at A45 . Extend for a fair catch kick (due to the valid fair catch), or extend for a play from scrimmage (due to Team A’s illegal formation foul).

A.R. 4.84  FAIR CATCH ON LAST PLAY—PERSONAL FOUL BY TEAM A AFTER CATCH
Fourth-and-10 on A10. A1 punts the ball and B1 signals for a fair catch on A45. After B1 completes the fair catch, A2 tackles B1. Time in the half expires on the play.
Ruling: Extend for a fair-catch kick from the A30. The extension occurs due to the valid fair catch, and the dead ball personal foul by A2 is therefore enforced. (10-2-5)
Note: Had the contact occurred before the catch, there would also be an option to run a play from the A30.

A.R. 4.85  SAFETY—LAST PLAY OF GAME—FOUL BY TEAM A
Fourth-and-10 on A45. Team A is ahead 17-10 with eight seconds remaining in the game. Punter A1 gets the snap and runs backward into A’s end zone where he throws the ball over the end line in an attempt to consume time. During the play, A2 held B1 at the line of scrimmage. Time expires on the play.
Ruling: Safety. Game over. Team A wins 17-12. The foul by A2 on the last play of the game does not extend the period, because the ball was never punted. Throwing the ball over the end line by A1 is not a foul.

A.R. 4.86  SAFETY—LAST PLAY OF GAME—FOUL BY TEAM A
Fourth-and-10 on A45. Team A is ahead 17-14 with eight seconds remaining in the game. Punter A1 gets the snap and runs backward into A’s end zone where he fumbles the ball. B1 is attempting to recover the ball when A1 bats the loose ball over the end line. Time expires on the play.
Ruling: Safety. Team B can elect to have an untimed down for a safety kick from the A20, because of A’s illegal bat in the end zone. (4-8-2-g).
Note: If the ensuing safety kick goes out of bounds untouched by Team B, the receiving team can elect to extend the period for an untimed down after enforcement of the penalty for the kickoff out of bounds.

A.R. 4.87  SAFETY—LAST PLAY OF GAME
Fourth-and-10 on A3. Team A is ahead 21-16 on the final play of the game, with two seconds remaining. The ball is snapped to punter A4 who begins to scramble and runs out of the back of the end zone as time expires on the game clock. During A4’s scramble: (a) A5 clips in the end zone; or (b) A5 holds in the end zone.
Rulings:
(a) Safety. Extend the half. Safety kick from the A20. To permit an extension, the foul must be used to get the safety, and it therefore cannot be carried over and enforced from the A20.
(b) Safety. Extend the half. Safety kick from the A20.

A.R. 4.88  FOUL DURING HALFTIME OR OVERTIME INTERMISSION
As the teams are walking to the locker room at the end of the first half, or while awaiting the overtime coin toss, A1: (a) punches; or (b) taunts B1.
Ruling: In both (a) and (b), the 15-yard penalty will be assessed against Team A on the succeeding kickoff. A1 would also be ejected for the punch or for the taunting if it was his second violation.

A.R. 4.89  PERSONAL FOUL BY TEAM B IN THE CONTINUING ACTION AFTER TRY ATTEMPT
A1 scores on the last play of the fourth quarter to make the score 34-33 in favor of Team B. On the ensuing 2-point Try, A2 is driven out of bounds at the B½-yard line, and B2 hits him late out of bounds.
Ruling: Game over. Team B wins 34-33. There is no extension or enforcement of the dead ball foul, as it would be enforced on the kickoff. There would be no replay of the Try attempt, regardless of the remaining time on the clock.

A.R. 4.90  DELAY OF GAME AT END OF GAME—SPIKE
Third-and-10 on B20. With 0:03 left in a tied game, A1’s pass is knocked down by B1 at the B7. B1 immediately scoops the ball up and forcibly throws it downfield in celebration. Time expires on the play.
Ruling: Go to overtime. Foul is not enforced. This is a dead-ball foul, but not a personal foul that would be enforced on the overtime kickoff.

A.R. 4.91  LIVE BALL PERSONAL FOUL ON LAST PLAY OF QUARTER/HALF
Second-and-10 on B40. QBA1 scrambles to the B30 where he is tackled. A4 commits an illegal peelback block on the line of scrimmage. Time expires on the play: (a) at the end of the quarter; or (b) at the end of either half.
Rulings:
(a) Second-and-25 on A45 to begin the second quarter. There is no option to extend the quarter for an offensive foul.
(b) Half over. A live ball foul (by either team) cannot be carried over to the second half or overtime.

MISCELLANEOUS
A.R. 4.92  FAILURE TO ENFORCE PENALTY YARDAGE
Second-and-10 on B30. On the last play of the first half, quarterback A1 throws an incomplete pass, but B2 was offside on the play. The penalty is accepted and the half is extended for an untimed down, on which Team A attempts a field goal from the B30 that is no good. It is then discovered that the officials did not mark off the five-yard penalty.
Ruling: Half over. Once a legal snap or kick has occurred a penalty enforcement cannot be corrected.
A.R. 4.93  
**DELAY OF GAME AT END OF PLAY—SPIKE**
First-and-10 on B40. A1’s pass is intercepted by B1 who runs it back to the A40. After being tackled, while still on the ground, B1 forcefully throws the ball downfield.

*Ruling:* B’s ball, first-and-10 on A45. Dead-ball foul.

A.R. 4.94  
**SPIKE AT END OF PLAY IN END ZONE**
First-and-10 on B20. A1 throws a pass into the end zone, where: (a) A2; or (b) B2, almost catches the pass, but drops it. In disgust: (a) A2; or (b) B2, picks up the ball and forcibly spikes it into the ground in the end zone.

*Rulings:* (a) and (b): Second-and-10 on B20. No foul when done by either A or B in the end zone or out of bounds.

A.R. 4.95  
**BACKWARD PASS IN END ZONE ON LAST PLAY OF GAME**
Third-and-12 on B15. On the last play of the game, B leads 23-20, and B2 intercepts a pass in the end zone and immediately throws the ball in the air in celebration. The ball goes backward and is recovered by A5 in the end zone.

*Ruling:* TD A, attempt try. Until the Team B player gives himself up by going to the ground, or is down by contact, the play is still live. Backward pass remains alive and the recovery by Team A is legal. If the pass was forward it would be a foul for an illegal forward pass and a safety.

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**RULE 5  PLAYERS, SUBSTITUTIONS, AND EQUIPMENT**

**A.R. 5.1**  
**TWELVE MEN ON THE FIELD—OFFENSE**
Second-and-10 on A20. Team A is running a no-huddle offense, and substitute A12 comes onto the field. Team A has 12 men on the field for 5 seconds as the OB calls plays, but they are not in a huddle, and they are not set at the line. Two seconds after the team gets set in formation at the line, A11 realizes he was supposed to leave the game, so he runs off the field and is off 4 seconds later. The ball is then snapped before the play clock runs out, and A1 goes out of bounds at the 50.

*Ruling:* First-and-10 on the 50. No foul, since A was not in a huddle with 12 men, or set in formation with 12 men for more than three seconds.

**A.R. 5.2**  
**TWELVE MEN IN FORMATION—OFFENSE**
Third-and-3 on B5. Team A is running a no-huddle offense, and substitute A12 runs onto the field after the previous play. All 12 offensive players get set in formation, and four seconds later, A11 realizes he was supposed to leave the game, so he runs off the field. The ball is snapped before the play clock runs out, and A2 runs for a touchdown.

*Ruling:* Third-and-8 on B10. Blow it dead before the snap for illegal substitution, because there were 12 men set in the offensive formation for more than 3 seconds.

**A.R. 5.3**  
**TWELVE MEN ON THE FIELD—DEFENSE**
First-and-10 on B40. Team B has 12 men on the field. The ball is snapped and A2 runs to the B31. (a) The twelfth man was attempting to get off the field before the snap, but he didn’t make it; or (b) All 12 Team B players were in formation at the snap, with no one attempting to leave the field.

*Rulings:*  
(a) Second-and-1 on B31, or first-and-5 on B35. Let the play go, as the twelfth man was not in formation when the snap was imminent after play, if accepted.

(b) First-and-5 on B35. When the offense is set and legally able to snap the ball, blow the play dead before the snap as there were 12 men on defense in the formation.

**A.R. 5.4**  
**TEN PLAYERS—OFFENSE**
Third-and-5 on A14. A1 goes to the B30. Team A had 10 players on the field, seven on the line of scrimmage.  
*Ruling:* A’s ball, first-and-10 on B30. No foul.

**A.R. 5.5**  
**END OF QUARTER—POSITION CHANGE**
Third-and-7 on B9. At the start of the second quarter, tackle A3, who had reported eligible on the last play of the first quarter, returned for the second quarter, and lined up at left tackle without reporting. Runner A2 goes to the B1.

*Ruling:* A’s ball, first-and-goal on B1. Legal return. (5-3-2)

**A.R. 5.6**  
**POSITION CHANGE—AFTER SCORE**
Fourth-and-8 on B37. Lineman number 76 enters the game and reports as eligible to the Referee. On a fake punt, number 76 catches a pass for a touchdown. On the subsequent Try, number 76 lines up at tackle. The Try is good.

*Ruling:* Try is good. 76 may line up in his original position (tackle) for the Try because of the touchdown. (5-3-2)

**A.R. 5.7**  
**POSITION CHANGE—AFTER FOUL**
Second-and-goal on B7. A5 right guard number 57 reports as an eligible receiver and lines up at tight end. On the play, he is interfered with in the end zone by B5. The ball is placed at the B1, first and goal. On the next play, without reporting, number 57 returns to his original position at guard and Team A scores a touchdown.

*Ruling:* Touchdown. Legal for A5 to return to his original position because of foul on previous play. (5-3-2)

**A.R. 5.8**  
**POSITION CHANGE—AFTER SCORE**
Third-and-2 on A30. A3, wearing the number of an ineligible receiver, reports as an eligible player and lines up at tight end. A3 catches a pass to the A35. On the next down, A3 reports to the Referee and returns to his original ineligible position at tackle. A1 runs for a touchdown.

*Ruling:* A’s ball, first-and-15 on A30. A3 must go out for one play. When A3 reports the second time, the Referee should advise A3 his action is illegal. (5-3-2-i)
A.R. 5.9 POSITION CHANGE—ELIGIBLE REPORTS AS INELIGIBLE
First-and-10 on B20. Eligible A3 reports to the Referee that he will be ineligible for the ensuing down. (a) A3 lines up at the normal right tackle position and all of the other Team A players are aligned legally; or (b) A3 lines up as the right tackle, but is split five yards wide of the right guard, and all other Team A players are aligned legally. A1 throws a pass to A2 who catches the ball and runs out of bounds at the B8.

Rulings:
(a) A’s ball first-and-goal on B8. Legal formation.
(b) A’s ball first-and-15 on B25. Illegal formation as A3 is not aligned in the normal five ineligible player core.

A.R. 5.10 ILLEGAL SUBSTANCE ON JERSEY—PLAYER WITHDRAWN AND RETURNS
First-and-10 on B40. Guard A1 asks the Umpire to check for silicone on B2’s jersey. The Umpire finds silicone on B2’s jersey and suspends him for at least one play to replace the jersey. He comes back three plays later, when A2 again requests a check of B2’s jersey. B2 is found to have silicone on his jersey.

Ruling: Five yards enforced from succeeding spot. Suspend B2 until corrected. Game officials should check B2 upon his return to the game and not allow him to play until the issue is corrected. (5-2-8-i)

SUBSTITUTIONS
A.R. 5.11 SHIFT—LEGAL TO ILLEGAL
On a Try for point from the B15, Team A lines up in a “swinging gate” formation with the center #67, who had reported as eligible, on the end of the line. Before the snap, Team A shifts to a normal formation with center #67 in the middle of the line and successfully kicks the Try.

Ruling: Retry kick on B20 or 2-point try on B7. On all scrimmage downs, the offense must present a legal formation both before and after any shifts. (7-4-8)

A.R. 5.12 PLAYER LEAVES FIELD ON OPPONENT’S SIDELINE OR END LINE
Third-and-12 on A40. A1 gains five yards. At the end of the down, it is discovered that: (a) withdrawn offensive player A2 had cleared the field on the opponents’ sideline or over the end line; or (b) withdrawn defensive player B1 had cleared the field on the opponents’ sideline or over the end line.

Rulings:
(a) Option: Third-and-17 on A35, or fourth-and-7 on A45. Previous spot foul. (5-2-6)
(b) Third-and-7 on A45. Live ball. Previous spot foul. (5-2-6)

A.R. 5.13 SUBSTITUTE AFTER SNAP—INTERFERENCE WITH PLAY
Third-and-14 on A35. Team B makes a situational substitution sending four players into the game, however five players leave the field. Following the snap, B11 realizes he should be in the game and re-enters the field of play. Shortly after B11 enters the game, A1 passes into B11’s area, and B11 breaks up the pass at the 50-yard line.

Ruling: First-and-10 on 50, or whatever result the crew determines to be appropriate. Palpably unfair act.

Note: Since B11 entered the field and had an immediate effect on the play, it is a palpably unfair act. If B11 had covered a different receiver and had not had a direct and immediate effect on the play, a five-yard penalty for illegal substitution would be enforced from the previous spot.

A.R. 5.14 SUBSTITUTE ENTERS FIELD BEFORE SNAP—OFFENSE
Third-and-3 on A40. The offense has 10 players on the field. Prior to the snap, A11 (who had not participated in the previous play) enters the field to participate in the play and: (a) enters past the numbers and sets in a legal position for one second before the snap; (b) stays in motion backward as the ball is snapped, and he is behind the tight end at the snap. A2 runs to the A45.

Rulings:
(a) A’s ball, first-and-10 on A45. Legal play if Team A has seven players on the line of scrimmage.
(b) Third-and-8 on A35. Illegal shift. (7-4-8)

A.R. 5.15 SUBSTITUTE ENTERS FIELD BEFORE/AFTER SNAP—DEFENSE
Third-and-3 on A35. The defense has 10 players on the field prior to the snap: (a) Just prior to the snap, B11 enters the field, onside, and makes the tackle on runner A3 at the A37; (b) B11 enters the field just after the ball is snapped, and after the play develops, B11 tackles A3 at the A37; or (c) B11 enters the field well after the ball is snapped and immediately tackles A3 as he is running near the Team B sideline at the A37.

Rulings:
(a) Fourth-and-1 on A37. Legal play.
(b) First-and-10 on A42. Illegal substitution.
(c) First-and-10 on B48 (or whatever the Referee deems equitable). Palpably-unfair act. (12-3-3)

A.R. 5.16 SUBSTITUTES ENTER FIELD ON PUNT PLAY—BEFORE POSSESSION
Fourth-and-10 on A30. A1’s punt is rolling at the B10. Before B1 picks up the punt at the B10, substitutes from: (a) Team A; (b) Team B; or (c) both teams come on the field at the B35 thinking the play is over. B1 returns the ball to the 50.

Rulings:
(a) B’s ball, first-and-10 on A45, or fourth-and-15 on A25.
(b) B’s ball, first-and-10 on B5. The post-possession foul is enforced from the end of the kick.
(c) B’s ball, first-and-10 on B5, or Team B has the option to replay—fourth-and-10 on A30. This is a double foul with a change of possession. (14-5-2)
A.R. 5.17  
**SUBSTITUTES ENTER FIELD ON PUNT PLAY—AFTER POSSESSION**

Fourth-and-10 on A30. A1’s punt is rolling at the B10. After B1 picks up the punt at the B10, substitutes from: (a) Team A; (b) Team B; or (c) both teams enter at the B35 thinking the play is over. B1 returns the ball to the 50.

**Rulings:**
(a) B’s ball, first-and-10 on A45. Enforcement is from the dead ball spot.
(b) B’s ball, first-and-10 on B30. Enforcement is from the spot of the foul. (14-4-3)
(c) B’s ball, first-and-10 on B10. Enforcement is a double foul after a change and ball is placed at the spot where possession changed. (14-5-2)

A.R. 5.18  
**SUBSTITUTION BY TEAM A—QUICK SNAP—DEFENSE 12 PLAYERS ON FIELD**

First-and-10 on B45. A1 substitutes and quickly snaps the ball without huddling. Team B is caught with 12 men on the field. Illegal motion is called on A3. There are more than two minutes left in the half.

**Ruling:** A’s ball, first-and-10 on B45. Play is voided by rule. No foul for 12 men on the field or illegal motion. Warn the offense that a second violation of this rule at any point during the game will result in unsportsmanlike conduct.

**Note:** The officials should prevent this from happening, by standing over the ball while Team B “matches up.” If they do not stand over the ball and it is snapped, only personal fouls or unsportsmanlike conduct fouls would be enforced.

A.R. 5.19  
**SUBSTITUTION OFFENSE—SUBSTITUTE THEN LEAVES FIELD—DEFENSE 12 PLAYERS ON FIELD**

Thirty-three seconds remain in the game. With the clock running and both teams out of timeouts, Team A trails 17-16, Team A sends in kicker A2. Then with five seconds left, A2 goes back off the field, and A1 rushes onto the field. Team A sets, and the ball is snapped to A1, who throws a touchdown pass to A3 as the 30 runs out. Team B had 12 men on the field, as they tried to match up first to A and then to A’s offense at A1 entered.

**Ruling:** No score. B wins. Once A substitutes, he must participate in one play. This illegal substitution is penalized as unsportsmanlike conduct. (5-2-8-e). There is no extension for this 5 vs. 15, with the major on the offense.

A.R. 5.20  
**OFFENSIVE PLAYER LEAVES FIELD AND RETURNS**

Fourth-and-11 on A35. A4, who left the field after third down, realizes he should be in the game for the punt. He does not come inside the numbers before the snap. (a) A4 is covered by the defense when he lines up on the line; or (b) A4 is not covered by the defense when he snaps the punt. The punt goes out of bounds at the B10.

**Rulings:**
(a) B’s ball, first-and-10 on B10. No foul, since A4 was not a substitute entering the game and was covered by the defense.
(b) Fourth-and-26 on A20, or B’s ball, first-and-10 on B25. Substitution to confuse opponent. (12-3-1-l). The foul by the kicking team can be enforced from the previous spot or the dead-ball spot. It would not be a foul if Team B covered A4 prior to the snap.

A.R. 5.21  
**SUBSTITUTION—12 MEN IN OFFENSIVE HUDDLE**

Second-and-10 on B35. While Team A is in the huddle, A12 enters the huddle. The player for whom A12 was substituting is confused and does not realize that he is to leave the field, and therefore he remains in the huddle.

**Ruling:** Second-and-15 on B40. Illegal substitution. The Referee blows the whistle immediately.

A.R. 5.22  
**SUBSTITUTION—12 MEN IN OFFENSIVE HUDDLE ON KICKOFF**

After a score, Team A lines up for a kickoff and huddles before the kickoff. There are 12 men in Team A’s huddle. The twelfth man runs off the field: (a) before; or (b) after the Back Judge starts the play clock. The ball is kicked from the A35, and B2 fields the ball and is tackled at the B5.

**Rulings:**
(a) B’s ball, first-and-10 on B5. There is no foul for 12 men in the huddle.
(b) Kickoff A30. Illegal substitution. The officials should kill the play before the kick.

A.R. 5.23  
**SUBSTITUTION—INELEGIBLE NUMBER**

Fourth-and-goal on B2. Team A player number 99 enters the game and lines up at the tight end position. He does not report as an eligible player. A1 scores on the play.

**Ruling:** Fourth-and goal on B7. Numbers 90–99 are for ineligible players who must report if playing an eligible position. (5-3-1)

**EQUIPMENT AND UNIFORMS**

A.R. 5.24  
**ILLEGAL EQUIPMENT**

Fourth-and-10 on 50. A1 starts to come into the game wearing illegal equipment when the Umpire sees him.

**Ruling:** A’s ball, first-and-10 on 50. Umpire should not allow A1 into the game.

A.R. 5.25  
**ILLEGAL UNIFORM**

Third-and-5 on 50. Quarterback A1 cannot spot an open receiver, scrambles, and runs to the B46. The Umpire reaches for the ball after the tackle and spots A1 wearing an illegally torn jersey.

**Ruling:** Fourth-and-1 on B46. Suspend A1 for one play, or Team A may take a charged timeout to correct the equipment.

A.R. 5.26  
**ALTERED JERSEY**

Third-and-2 on B35. A1 runs to the B30 where he is downed. At the end of the down, the Umpire notes that A3’s jersey is cut off and altered.

**Ruling:** A’s ball, first-and-10 on B30. A3 must leave the game for one play and replace the jersey. The player can remain in the game by taking a timeout and replacing the jersey.
A.R. 5.27  ILLEGAL EQUIPMENT—FIELD-GOAL ATTEMPT
Fourth-and-10 on B25. A field-goal attempt from the B33 is good, and the Referee then discovers the kicker wearing an illegal kicking shoe.
Ruling: Kick is no good. B’s ball, first-and-10 on B33. The kicker must replace the illegal shoe and is suspended for the succeeding play, unless a charged timeout is taken to replace the shoe.

A.R. 5.28  ILLEGAL SUBSTANCE—HURRY UP OFFENSE—UMPIRE SHOULD NOT INTERRUPT PLAY
With less than one minute remaining in the first half, after several prior checks, the Umpire believes there is silicone on the jersey of A6. Team A is in a hurry-up offense.
Ruling: Umpire does not interrupt the hurry-up offense. At a normal break or at halftime, the umpire checks A6.

A.R. 5.29  JERSEY—SILICONE—TEAM MAY NOT TAKE TIMEOUT TO REPLACE JERSEY
Third-and-5 on A15. A2 runs to the A20 where he is tackled by the facemask and slammed to the ground by defensive lineman B1. At the end of the down, officials notice that B1 has silicone on the front of his jersey.
Ruling: A’s ball, first-and-10 on A35. B1 must be suspended for one down, and his jersey must be replaced. The team cannot allow the player to remain in the game by taking a charged timeout and replacing the jersey. Officials should confiscate the jersey.

A.R. 5.30  ILLEGAL UNIFORM ATTACHMENT
Third-and-6 on A21. A1 passes to the tight end who runs out of bounds at the A45. After the play, officials notice that A2 has a towel approximately 20 inches long attached to the back of his belt. “Superstar” is written on the towel.
Ruling: A’s ball, first-and-10 on A45. A2 must be suspended for at least one down and the towel removed. He can remain in the game by taking a charged timeout if the equipment is repaired.

RULE 6  FREE KICK
ONSIDE KICKS
A.R. 6.1  ONSIDE KICK FAILS TO GO 10 YARDS—UNTouched BY EITHER TEAM
A1 tries an onside kick from the A35. The ball comes to a stop untouched at the A44.
Ruling: B’s ball, first-and-10 on A39. The ball belongs to the receiving team at the dead ball spot and the five yard penalty is enforced from there. (6-2-5)

A.R. 6.2  ONSIDE KICK—ILLEGAL TOUCH
On an onside kick from the A35, A1 illegally touches the ball at the A43. B1 picks up the ball, runs to the A20, fumbles, and A2 recovers there.
Ruling: B’s ball, first-and-10 on A43. Team B has the option to take the ball at the spot of illegal touching by Team A, however, the five-yard penalty for illegal touching cannot be enforced from the illegal touch spot, unless that is also the dead-ball spot. (6-2-4)

A.R. 6.3  ONSIDE KICK—ILLEGAL TOUCH—TEAM B RECOVERS OR KICK GOES OUT OF BOUNDS
On an onside kick from the A35, A1 illegally touches the ball at the A44. The ball continues to roll to the A48 where: (a) B1 recovers and is tackled; or (b) B1 touches the ball and it then rolls out of bounds there.
Rulings: (a) and (b): B’s ball, first-and-10 on A43. (6-2-4)
Note: Team B could also take the ball at the illegal touch spot (A44), but the five-yard penalty for the illegal touch can only be enforced from the dead ball spot.

A.R. 6.4  ONSIDE KICK—ILLEGALLY TOUCHED/GOES OUT OF BOUNDS/RETURNED BY B
On an onside kick from the A35: (a) A2 illegally recovers the ball at the A42: (b) the kick goes out of bounds untouched at the 50; or (c) A2 illegally touches the kick at the A42, after which B1 picks up the kick at the A46 and returns it to the A21.
Rulings: (a) B’s ball, first-and-10 on A37. Illegal touch and recovery by Team A, so the penalty can be assessed from the dead-ball spot.
(b) B’s ball, first-and-10 on the 50.
(c) B’s ball, first-and-10 on A16. The five yard penalty for illegal touching can be enforced from the dead ball spot, provided Team B has possession at that spot.

A.R. 6.5  ILLEGAL TOUCH BY A—LEGAL RECOVERY BY A
On an onside kick attempt from the A35, A1 first touches the ball at the A44, and A2 then recovers at the A46.
Ruling: B’s ball, first-and-10 on A44. Since A’s recovery at the A46 is a legal recovery, there is no option to enforce the five-yard penalty from the dead-ball spot. Team B’s only options are for a re-kick after a five-yard penalty, or to take the ball at the illegal touch spot.

A.R. 6.6  ONSIDE KICK—KICKING TEAM PLAYER CATCHES KICK
Team A tries an onside kick from the A35 which goes directly into the air and is caught by A2 at the A47: (a) No Team B player was near the ball; or (b) B2 could have caught ball.
Rulings: (a) A’s ball, first-and-10 on A47. Legal catch and recovery.
(b) B’s ball, first-and-10 on A32. Interference with the opportunity to catch a kick. No time would run off the game clock in either (a) or (b). (6-3-1-c)
A.R. 6.7  **ONSIDE KICK—INVALID FAIR-CATCH SIGNAL—RECOVERY BY TEAM A**
On an onside kick from the A35, the ball is kicked down into the ground and bounces high into the air coming down at the A47 where B1 gives a valid fair catch signal. A1 blocks him out of the way before the ball arrives, and A2 catches the ball there.

**Ruling:** A’s ball, first-and-10 on A47. Since the ball was kicked into the ground, Team B is not permitted to signal for a fair catch. Team A would decline the option to enforce a five-yard penalty from the spot of the signal (B’s ball), and would take possession at the spot where the kick was caught.

A.R. 6.8  **ONSIDE KICK—KICK CATCH INTERFERENCE—ILLEGAL TOUCH**
On a surprise onside kick in the third quarter from the A35, Kicker A1 kicks the ball directly into the air. B1 is in position to catch the kick at that A44, but A2 interferes with the ball or B1, and touches the ball at the A44. The ball then goes out of bounds at the A46, last touched by A2.

**Ruling:** B’s ball, first-and-10 on A29. Team B will decline the illegal touching foul and the kickoff out-of-bounds foul and accept the kick catch interference foul. (6-3-1-c)

A.R. 6.9  **ONSIDE KICK—AIRBORNE CONTROL BY TEAM A—LANDS OUT OF BOUNDS**
A1 attempts an onside kick from the A35. The ball bounces and goes into the air. As the ball is airborne near the sideline at the A46, A2 jumps up and controls the ball there. Before A2 comes to the ground, he is pushed out of bounds where he maintains control of the ball when he hits the ground. A2 would have landed inbounds.

**Ruling:** B’s ball, first-and-10 on A46. Not a forceout, unless A2 is held up and carried out of bounds. (8-1-3-6)

A.R. 6.10  **ONSIDE KICK—BLOCK BY TEAM A—BEFORE 10 YARDS**
On an onside kick from the A35, A1 blocks passive B1 above the waist at the A43 while the ball was at the A42. A2 falls on the ball at the A46.

**Ruling:** Rekick A25. Illegal block. Kickers may not block an opponent in the first 10 yards until either the kick has gone 10 yards or it has been touched by a Team B player. (6-2-1-Item 1)

A.R. 6.11  **ONSIDE KICK—BLOCK BY TEAM A—BEYOND 10 YARDS**
On an onside kick from the A35, A2 falls on the ball at the A47. While the ball was at the A44, A1 blocks B1 high at the A46.

**Ruling:** A’s ball, first-and-10 on A47. Legal block and recovery (block was beyond 10 yards). (6-2-1-Item 1)

A.R. 6.12  **ONSIDE KICK—MULTIPLE FOULS BY TEAM A**
On an onside kick from the A35, A1 blocks passive B1 high at the A44 while the ball is at the A42. The ball goes out of bounds untouched at the A46.

**Ruling:** B’s ball, first-and-10 on A38. Team B also has the option of a re-kick from the A25, but it would choose to enforce the illegal block foul from the dead-ball spot. (6-2-1-Item 1 and 6-2-3)

A.R. 6.13  **ONSIDE KICK—LEGAL BAT BY TEAM B**
On an onside kick from the A35, the ball rolls toward the sideline at the A44 where B1 bats the ball backward toward the A46, and it goes out of bounds there.

**Ruling:** B’s ball, first-and-10 on A46. No foul.

A.R. 6.14  **ONSIDE KICK—TEAM A OFFSIDE**
On an onside kick from the A35, A3 is offside, and A4 then recovers the kick at the A47.

**Ruling:** Rekick from A30, after the five yard penalty.

A.R. 6.15  **ONSIDE KICK—LAST TOUCHED BY TEAM A BEFORE GOING OUT OF BOUNDS**
On an onside kick from the A35, the ball is touched by B2 at the A43 and muffed to the A44 where A2 then muffs it causing the ball to go out of bounds at the B48.

**Ruling:** B’s ball, first-and-10 on B48. Team B would decline the foul for a kickoff out of bounds unless the ball went out of bounds more than 25 yards from the spot of the kick.

A.R. 6.16  **ONSIDE KICK—DOUBLE AND MULTIPLE FOULS**
On an onside kick from the A35, the ball rolls to the A43 where A1 muffs it, and the ball then rolls out of bounds at the A44. After A1 muffed the ball and before it went out of bounds, B2 blocked A3 below the waist at the A42.

**Ruling:** Rekick A35. Illegal touch kick/Kickoff out of bounds by Team A. Low block by Team B. No 5/15 since there was a change of possession during the down.

A.R. 6.17  **ONSIDE KICK—DOUBLE FOUL—KICKOFF OUT OF BOUNDS/CLIP**
On an onside kick from the A35, the ball goes out at the A48. B1 clips while the ball is rolling toward the sideline.

**Ruling:** Re-kick A35. The kickoff out of bounds and clipping offset. Not a 5 vs. 15 enforcement, as the result of the play is a change of possession, and because a kickoff out of bounds is not a simple five-yard penalty. (14-5-1)

A.R. 6.18  **ONSIDE KICK—LEGAL RECOVERY BY TEAM A—DOUBLE FOUL**
On an onside kick from the A35, A2 is offside. A1 recovers at the A47, and B1 tackles A1 by the facemask.

**Ruling:** Rekick 50. Double foul (5 vs. 15) applies, as there was no change of possession. Enforce B’s foul from the previous spot and rekick. (14-5-1)

A.R. 6.19  **ONSIDE KICK—DOUBLE FOUL—ILLEGAL TOUCH/LOW BLOCK**
On an onside kick from the A35, A1 is the first to touch the kick at the A42, and A2 then recovers the kick at the A46. During the kick, B1 blocks A3 below the waist at the A44.

**Ruling:** Rekick at the A35. This is not a 5 vs. 15, because the illegal touch is not a simple five.
FREE KICK—BALL GOING OUT OF BOUNDS
A.R. 6.20 KICKOFF OUT OF BOUNDS—LAST TOUCHED BY TEAM B
On a kickoff from the A35, the ball rolls out of bounds at the B12 after first touching A1 and then B1.
Ruling: B’s ball, first-and-10 on B12. Receivers last touched the ball, and A’s touch was legal.

A.R. 6.21 SAFETY KICK OUT OF BOUNDS—LAST TOUCHED BY TEAM A
A1 free kicks from the A20 following a safety. The kick is muffed at the B40 by B1, is touched by A3, and it then rolls out of bounds at the B35.
Ruling: B’s ball, first-and-10 on 50. If a safety kick goes out of bounds (untouched or last touched by A), the ball is placed at the out of bounds spot or 30 yards from the spot of the kick, whichever is better for Team B.

A.R. 6.22 ONSIDE KICK OUT OF BOUNDS ON KICKOFF FROM B35
B1 commits a personal foul on a touchdown run by A1, and then during the subsequent successful Try, B2 also commits a personal foul. Team A elects to have both personal fouls enforced on the kickoff. On the ensuing kickoff from the B35, (30 penalty yards). A attempts an onside kick, but the ball goes out of bounds, untouched, at the B8.
Ruling: B’s ball, first-and-10 on B10. The penalty for a kickoff out of bounds is 25 yards from the spot of the kick, not a 25-yard penalty. Thus, there is no option to go “half the distance to the goal” and give B the ball at the B17½.

FREE KICK—BALL INTO RECEIVER’S END ZONE
A.R. 6.23 KICK INTO END ZONE—FUMBLED INTO FIELD OF PLAY
On a kickoff from the A35, B1 catches the ball in the end zone and fumbles after he starts to run. The ball rolls out to the B4 where B2 falls on the ball. There is: (a) 3:22; or (b) 1:55 left in the fourth quarter.
Ruling:
(a) B’s ball, first-and-10 on B4. B1 touches the ball, first-and-10 on B25. After the two-minute warning, the ball returns to the spot of the fumble since the ball was recovered by the non-fumbling player, which is a touchback.

A.R. 6.24 KICK INTO END ZONE—REBOUNDS INTO FIELD OF PLAY—RECOVERED BY KICKERS
On a kickoff, the ball hits in the end zone untouched and bounces to the B4 where A1 recovers and advances for a touchdown.
Ruling: A’s ball, first-and-goal on B4. Kickers can recover, but not advance.

A.R. 6.25 KICK INTO END ZONE—BALL TOUCHED BY TEAM B—REBOUNDS OUT OF BOUNDS
On a kickoff, B1 muffles the ball at the B4, and it rolls into the end zone and rebounds out of bounds at the B2.
Ruling: B’s ball, first-and-10 on B2.

A.R. 6.26 KICK INTO END ZONE—BALL TOUCHED BY TEAM B—REBOUNDS OUT OF BOUNDS
On a kickoff, the untouched ball hits in the end zone. B1 then muffs the ball (in the end zone or the field of play) and it then rolls out of bounds at the B2-yard line.
Ruling: B’s ball, first-and-10 on B2. There is no touchback for a free kick hitting in the end zone, as there would be for a scrimmage kick, even if the ball was untouched by Team B. If, after landing in the end zone, the ball went out of bounds at the B2-yard line without being touched by Team B, it would be a kickoff out of bounds and the ball would be spotted at the B40.

A.R. 6.27 KICK INTO END ZONE—TEAM B FOULS DURING THE KICK
On a kickoff, B2 clips on the B10 as the ball bounces toward the goal line. B1 touches the ball at the B2, and it then rolls over the end line.
Ruling: Re-kick from 50, or B’s ball, first-and-10 on B25. Since the foul occurred during the kick it is enforced from the previous spot.

A.R. 6.28 KICK INTO END ZONE—TEAM B BATS THE BALL IN
Kickoff from the A35. B1 tries to catch the kick in his end zone, but muffles it there. While the ball is still in the end zone, B1 bats it over the end line.
Ruling: B’s ball, first-and-10 on B25 (decline foul for illegal bat), or re-kick from A45. It is not a safety, as the foul occurred during the kick. (11-6-1, 12-4-1-b)

A.R. 6.29 KICKOFF—PERSONAL FOUL BY TEAM A PRIOR TO POSSESSION BY TEAM B
On a kickoff from the A35, A2 grabs and pulls the facemask of B3 before Team B gains possession, and B1 then downs the ball in the end zone for a touchback.
Ruling: Re-kick from A20, or B’s ball, first-and-10 on B40.

A.R. 6.30 FREE KICK—FOUL BY EITHER TEAM IN TEAM B END ZONE DURING KICK
On A1’s kickoff from the A35, B1 muffles the kick at the B10, and the ball rolls into the end zone. In the scramble for the loose ball: (a) A2 holds B2; or (b) B2 holds A2, to allow a teammate to recover the ball. The ball is recovered and downed by B3 in the end zone.
Rulings:
(a) Re-kick A25, or B’s ball, first-and-10 on B35. Fouls by the kicking team during the kick are enforced from the previous spot (re-kick) or the dead-ball spot.
(b) Re-kick A45, or B’s ball, first-and-10 on B25. The only option for enforcing fouls by the receiving team during the kick, is the previous spot (re-kick).

Note: Fouls by either team during the kick are penalized as offensive fouls.
MISCELLANEOUS FREE KICK PLAYS

A.R. 6.31 WEDGE ON KICKOFF
On a kickoff from the A35, B1, B2, and B3 drift back and come together within one yard of each other and on the same yard line at the B12 and move forward in unison: (a) while the kick is in the air; (b) after B4 has caught the kick in the end zone and is running with the ball at the B5 yard line; or (c) as B4 caught the kick in the end zone and took a knee. In both (a) and (b), B4 is tackled at the B40.

Rulings:
(a), (b), and (c) B’s ball, first-and-10 on B6.

Note: If three or more players come together on the same line within two yards of each other and move forward together it is a spot foul for an illegal wedge regardless of when the action occurs.

A.R. 6.32 KICKOFF—LEGAL BAT BY TEAM A
On a kickoff, the untouched ball bounces at the B10 and is airborne out over the sideline. A2 jumps from the field of play and bats the ball forward into the field of play. A3 recovers the ball at the B7 and advances to the B1.

Ruling: Re-kick A25 (illegal bat). No player may bat a kick toward his opponent’s goal line (even if he is attempting to keep the ball inbounds).

A.R. 6.33 FAIR CATCH INTERFERENCE ON FREE KICK—EXTENSION OF PERIOD
On a kickoff from the A35, B1 signals for a fair catch at the B22. A1, not seeing the signal, tackles B1 just after he touches the ball. The ball rolls to the B20 where A2 recovers. Time for the half expired on the play.

Ruling: B’s ball, first-and-10 on B37. Fair catch interference. Extend the period for a fair-catch kick or a snap from scrimmage. If B1 had completed the catch and then A1 tackled him, the period could only be extended for a fair catch kick after the dead ball foul was enforced, or B could elect to not extend and have the foul enforced on the kickoff to start the second half.

A.R. 6.34 DELAY OF KICKOFF
The Back Judge hands the ball to the kicker for a kickoff at the A35 and winds the 25-second play clock. The kicker does not begin to move towards the ball before the play clock hits zero.


Note: If the kicker has started toward the ball before the play clock hits :00, delay of kickoff should not be called.

A.R. 6.35 TWELVE MEN ON THE FIELD AT THE TIME OF THE READY-FOR-PLAY SIGNAL
Team A lines up for a kickoff from the A35. The Back Judge starts the play clock, and officials then discover that Team A has 12 men lined up for the kickoff.

Ruling: KO A30. Too many men in the formation. If either team has more than 11 men in the formation with the play clock running, the officials should blow their whistles immediately and not allow the kick.

A.R. 6.36 ONSIDE KICK—DOUBLE FOUL WITH A CHANGE
On an onside kick from the A35, A1 blocks B1 at the A43 while the ball is at the A44. B2 then recovers the ball at the A43 and returns it to the A20. During the return, B3 blocks A3 below the waist at the A30.

Ruling: A’s ball, first-and-10 on A45, or Team B can choose to replay the down. (14-5-2)

A.R. 6.37 SAFETY KICK—KICKER GOES OUT OF BOUNDS—TEAM A RECOVERY
With 1:30 remaining in the game, A1 punts a safety kick from the A20. B1 signals for a fair catch at the B40 and muffes the ball, which rolls to the B46. A2 steps on the sideline at the B40 and then re-established himself inbounds before touching the ball.

Ruling: A’s ball, first-and-10 on B46. As with a kickoff, A is eligible to touch/recover after it goes 10 yards. A2’s touching after being out of bounds is legal, because the kicked ball had been touched by an opponent. The push in the back was legal as he was making a personal attempt to get to the ball.

A.R. 6.38 KICKER GOES OUT OF BOUNDS—TEAM A RECOVERY
On an onside kick from the A35, A2 touches the ball at the A46, and A2 then recovers the ball at the A44. A2 had stepped on the sideline at the A40 and then re-established himself inbounds before touching the ball.

Ruling: Re-kick A30. On free kicks, a member of the kicking team who has been out of bounds cannot touch the kick until the ball has been touched by a member of the receiving team.

A.R. 6.39 KICKING TEAM OFFSIDE ON KICKOFF—KICK OUT OF BOUNDS
On a kickoff from the A35, A5 is offside. The kick goes out of bounds, untouched, at the B32.

Ruling: Re-kick A30, or B’s ball, first-and-10 on B40.

Note: The five-yard penalty for offside cannot be added on from the B40. Kickoff out of bounds and kicking team offside. Only one can be enforced.

A.R. 6.40 KICKING TEAM OFFSIDE ON KICKOFF—KICK OUT OF BOUNDS
On a kickoff from the A35, the untouched kick goes out of bounds at the B38. A2 was offside.

Ruling: B’s ball, first-and-10 on B43. Multiple foul. The kickoff out of bounds foul is declined (B’s ball 25 yards from the spot of the kick), and the offside penalty is enforced from the dead-ball spot.

A.R. 6.41 KICKOFF—ILLEGAL FORMATION BY TEAM A
On a kickoff from the A35, Team A lines up with six players on one side of the ball, and four plus the kicker on the other side. As the kicker starts toward the ball, one of the players goes in motion behind the kicker, so that when the ball is kicked, Team A has seven players on one side. B1 catches the ball at the B15 and returns it to the B30.
Ruling: Rekick A30, or B’s ball, first-and-10 on B35. Team B has the option to enforce Team A fouls that occur before Team B gets possession of the free kick, from either the previous spot or the dead-ball spot.

A.R. 6.42 KICKOFF—ILLEGAL FORMATION BY TEAM A
On A’s kickoff from the A35, all members of Team A are within 5 yards of the A35 when the referee blows the ball ready for play, but after the ready, as the kicker is running forward to kick the ball, A3 loops behind kicker A1 to the A28, and he is at the A34 when the ball is kicked. The ball is kicked thru the end zone.
Ruling: Rekick A30, or B’s ball, first-and-10 on B30.

A.R. 6.43 KICKOFF—DOUBLE FOUL AFTER CHANGE OF POSSESSION
A1’s kickoff from the A35 is caught by B1 at: (a) the B2; or (b) in B’s end zone. B1 returns the ball to the B45 where A1 tackles him by the facemask. During the return, B2 held A5 at the B30.
Rulings:
(a) B’s ball, first-and-10 on B2. Both teams fouled after possession changed, so B gets the ball at spot of the change of possession.
(b) B’s ball, first-and-10 on B25. On a free kick, if the change of possession occurred in the end zone (impetus by A), the ball is placed on the B25.

RULE 7 BALL IN PLAY, DEAD BALL, SCRIMMAGE
ENCROACHMENT/DELAY OF GAME DEFENSE
A.R. 7.1 DELAY BY THE DEFENSE—ABRUPT MOVEMENT
Third-and-10 on B30. While Team A is at the line of scrimmage, and A1 is calling signals, defensive tackle B1: (a) abruptly moves in an effort to cause A2 to false start; or (b) misjudges the snap signal and moves forward into the neutral zone, but backs out before the snap. There is no reaction by Team A players.
Rulings:
(a) Third-and-5 on B25. Blow the whistle and kill the play immediately, whether A2 or any offensive player reacts.
(b) No foul.

A.R. 7.2 ENCROACHMENT—NOT ILLEGAL SNAP
Fourth-and-5 on S0. Nose guard B1 is lined up on the defensive side of the line of scrimmage with his right hand directly in front of the ball. Center A1 moves the ball forward a couple of inches in a normal snapping motion and contacts B1’s hand.
Ruling: A’s ball, first-and-10 on B45. Team B is not allowed to interfere with the normal snapping motion of the ball by the center. If, in the opinion of the officials, this is not a normal snapping motion, the foul would be on the offense for an illegal snap, but in either case, the play would be shut down. (7-4-3)

NEUTRAL ZONE INFRACTION
A.R. 7.3 NEUTRAL ZONE INFRACTION—UNIMPEDED PATH
Fourth-and-1 on B40. Defensive end B2 penetrates deep beyond the neutral zone and has an unimpeded path toward the quarterback, punter, or field-goal kicker.
Ruling: A’s ball, first-and-10 on B35. Blow the play dead immediately. Neutral Zone Infraction.

A.R. 7.4 FALSE START OR NEUTRAL ZONE INFRACTION
Second-and-4 on B40. As quarterback A1 is calling signals, B1 moves into the neutral zone between the center and offensive left guard. That movement causes A2 to pull back or move forward. A2 was: (a) the offensive right tackle; (b) the left tight end (not flexed); or (c) the offensive left tackle.
Rulings:
(a) and (b) Second-and-9 on B45. Blow the play dead. False start. B1 was not within 2½ positions of A2.
(c) First-and-10 on B35. Blow the play dead. Neutral zone infraction.

A.R. 7.5 DEFENSIVE PLAYER FAKES CHARGE, BUT DOES NOT ENTER NEUTRAL ZONE
Third-and-8 on B24. Linebacker B6 takes a charge but does not enter the neutral zone. Tackle A5 who is directly opposite B6 immediately reacts.
Ruling: Third-and-13 on B29. Blow the play dead. False start. (7-4-2)

A.R. 7.6 FALSE START OR NEUTRAL ZONE INFRACTION
Second-and-7 on A30. Defensive right end B1 jumps into the neutral zone outside the tight end, causing A3 to flinch. A3 is: (a) a wingback located directly opposite B1; (b) a fullback; (c) a receiver located seven yards outside B1 with no offensive player in between them; (d) a wide receiver located 15 yards outside B1 and outside slotback A2 with no one other than A2 located between them; or (e) the quarterback (who takes a step back as a result of B1’s action).
Rulings:
(a) Second-and-2 on A35. Neutral zone infraction. Wingback is protected if within 2½ positions. (7-4-4-b)
(b) Second-and-12 on A25. False start. Running back or fullback not protected. (7-4-2)
(c) Second-and-2 on A35. Neutral zone infraction. All flexed receivers on same side of ball are protected. (7-4-4-b)
(d) Second-and-2 on A35. Neutral zone infraction. All flexed receivers on same side of ball are protected. (7-4-4-b)
(e) Second-and-12 on A25. False start. (7-4-2). Although the QB is “protected,” the action by B1 occurred more than 2½ positions outside the QB.
FALSE START—LEGAL AND ILLEGAL MOTION—ILLEGAL SHIFT

A.R. 7.7 ILLEGAL MOTION OR FALSE START
Second-and-10 on B40. At any time in the game, (after all 11 players have been set for one second) as the ball is snapped, (a) right tackle A2 is going from a two-to-a three-point stance; (b) eligible receiver A3 is going from a two-to-a three-point stance; or (c) deep back A4 is rolling forward as the ball is snapped. A1 is sacked at the B46.
Rulings:
(a), (b), and (c) Second-and-15 on B45. False start. (Run 10 seconds, if the other criteria are satisfied) (7-4-2)

A.R. 7.8 ABRUPT HAND MOVEMENT BY QB—FALSE START
Third-and-4 on A20. Shotgun QB A1 thrusts his hands forward in an exaggerated manner in an attempt to draw Team B offside. No one from Team B reacts.
Ruling: Third-and-9 on A15. Blow the play dead immediately. False start, regardless of the lack of a reaction by B.

A.R. 7.9 ABRUPT MOVEMENT ON SHIFT—FALSE START
Third-and-3 on B5. Prior to the snap, left wingback A8 and left tight end A9 abruptly move from the left side of the formation to the right side. This action causes nose guard B3, who is aligned directly across from the Center, to move into the neutral zone. The ball is snapped with B3 in the neutral zone, and A1 immediately takes a knee.
Ruling: Third-and-8 on B10. False start. Any shift by the offense must be made in a non-abrupt manner. Play should be blown dead.

A.R. 7.10 QUARTERBACK TAKES POSITION UNDER GUARD—SNAP
Second-and-5 on A35. Quarterback A1 accidentally takes a position under the left guard, and the center then snaps the ball. B2 recovers the ball on the A25 and is downed there.
Ruling: B’s ball, first-and-10 on A25. Decline the foul for illegal formation.

A.R. 7.11 QUARTERBACK TAKES POSITION UNDER GUARD—CALLS SIGNALS
Second-and-4 on B36. Quarterback A1 extends his hands under the right guard and starts calling signals. A1 then realizes his mistake and moves to the center, and subsequently throws an incomplete pass.
Ruling: Third-and-4 on B36. There is no foul on A1 while he is behind someone other than the center, unless the ball is snapped while A1 is behind someone other than the center.

A.R. 7.12 BALL SNAPPED WITH QUARTERBACK BEHIND CENTER
Second-and-10 on B40. While quarterback A1 is standing immediately behind the center, or has his hands under center, calling audibles, the ball is snapped and: (a) glances off A1’s leg; or (b) does not touch the quarterback, and rolls into the backfield where A2 recovers at the B45 and runs for a touchdown.
Rulings: (a) and (b): Touchdown Team A. Kickoff A35. Unless there is a false start or other snap infraction, a snap from center is a backward pass, regardless of whether a Team A player is in position to receive it, and the ball continues in play, regardless of the time remaining in the game. (8-7-1-Note)

A.R. 7.13 SNAP WITH NO PLAYER IN POSITION TO RECEIVE HAND-TO-HAND SNAP
Second-and-10 on A20. QB A1 from under center moves to a position in the backfield, however, before A1 has reset for a full second, the ball is snapped: (a) to backfield player A2 who runs to the A30; (b) and muffed by A2 and bounces back up into his hands, and he then runs to the A18; (c) over A2’s head and is rolling on the ground where it is recovered by B3 at the A10.
Rulings:
(a) Second-and-15 on A15. Illegal motion, because the T-QB failed to reset in the backfield for a full second;
(b) Third-and-12 on A18. Decline the foul for illegal motion.
(c) B’s ball, first-and-goal on A10. Decline the foul for illegal motion.

A.R. 7.14 BALL SNAPPED THROUGH QUARTERBACK’S LEGS
Third-and-10 on B40. Quarterback A1 lines up under center with his hands in position to receive a hand-to-hand snap, but the center snaps the ball through A1’s legs to tailback A2. A2 runs with the ball to the B25.
Ruling: First-and-10 on B25. Legal play. Even if the quarterback is behind the center, the ball need not be snapped to him. (8-7-1-Note)

A.R. 7.15 T-FORMATION QUARTERBACK GOES IN MOTION
Third-and-10 on A30. T-formation quarterback A1 is at the line calling signals with his hands under center. Before the ball is snapped, he walks away from under center calling to the bench as though he has the wrong personnel. When he is several yards away from the center, and clearly more than a yard behind the line of scrimmage, the ball is snapped to tailback A2 who runs for a touchdown. When the ball is snapped, A1: (a) is still moving or has just stopped; or (b) has come to a complete stop for a full second before the ball is snapped.
Rulings:
(a) Third-and-15 on A25. Illegal motion, because the T-QB has failed to reset in the backfield for a full second.
(b) Touchdown Team A. Kickoff A35. If the quarterback sets for a full second, he has legally changed to a backfield position so the action is legal.

A.R. 7.16 QB MOVING FORWARD AT THE SNAP
Second-and-3 on A40. QBA1 walks forward from a shotgun position toward the line of scrimmage to call an audible. The ball is snapped while A1 is moving and is recovered by A2 who runs out of bounds at the A45.
Ruling: Second-and-8 on A35. If the QB is moving toward the line of scrimmage at the snap it is a foul for illegal motion. (7-4-7)
A.R. 7.17 PLAYER IN MOTION—TEammate gives arm signals/taps center
Third-and-2 on A23. Prior to the ball being snapped: (a) back A2 legally goes in motion. Back A4, who is lined up as the deep back, gives signals by moving his arms while A2 is in motion; (b) LG A5 who is looking back at the QB, turns and taps the center. A3 runs to the A31.
Ruling: (a) and (b) A’s ball, first-and-10 on A31. The action by A4 and A5 is legal.

A.R. 7.18 ILLegal Shift
First-and-10 on B30. As team A breaks the huddle, wideout A2 goes to the wrong side of the formation, and before he sets, Quarterback A1 tells him to go to the other side of the formation. All other Team A players had been set for one second. The ball is snapped while A2 is still moving two yards outside of the tackle. The pass is complete to A2 at the B5.
Ruling: A’s ball, first-and-15 on B35. Illegal shift. All Team A players must come to a complete stop simultaneously for one second after a shift or huddle. (7-4-8)

A.R. 7.19 Formation—Legal Before and after Shift—Confusion by Offense
Third-and-10 on B40. As Team A comes to the line, split end A2 is clearly two yards off the line of scrimmage, leaving ineligible A4 as the end man on the line of scrimmage. As quarterback A1 calls signals: (a) Team A executes a designed shift, moving A2 up to the line “covering” ineligible A4, and tailback A3 moves into the slot, two yards off the line of scrimmage; or (b) before the ball is snapped, A2 realizes that he is lined up in the wrong place, so he moves up to the line, “covering” ineligible A4. After a full second, the ball is snapped, and A1 scrambles to the B20.
Rulings:
(a) Third-and-15 on B45. Illegal formation. Offense must present a legal formation both before and after a shift.
(b) A’s ball, first-and-10 on B20. When the offense has clearly just mistakenly lined up in the wrong place, and it is corrected before the snap, there is no foul. (7-4-8)

A.R. 7.20 Swinging Gate on Field Goal—Center Does/Does Not Report
Fourth-and-3 on B20. On a field-goal attempt, center A5 lines up on the end of the line in the middle of the field. Holder A2 and kicker A1 line up directly behind A5. The rest of the team is lined up at the inbounds line 15 yards away from center A5. The ball is snapped by A5 to up-back A4, who is lined up behind the rest of the line at the inbounds spot. A5 did not snap the ball through his legs. A4 runs to the B5 where he is tackled. Center A5: (a) reported as eligible prior to the snap; or (b) A5 did not report as eligible prior to the snap.
Rulings:
(a) A’s ball, first-and-goal on B5. Legal formation, provided that all other numbering requirements are met. The snap does not have to go through the snapper’s legs.
(b) Fourth-and-8 on B25. Illegal formation. (7-5-1)

Down by Contact/Not Down by Contact
A.R. 7.21 Down by Contact
Third-and-6 on B30. Runner A1 goes around end and is knocked off balance by B1 at the B28. A1 staggers and falls to a knee at the B26, fumbles, and A3 recovers at the B20.
Ruling: Fourth-and-2 on B26. Down by contact. (7-2-1-a)

A.R. 7.22 Down by Contact
First-and-10 on A40. A2 and B3 both jump up at the B30 in a legal attempt to catch a pass and collide in midair: (a) A2 controls the ball and immediately falls down at the B30. He gets up and runs to the B20; (b) they fall separately after the collision, after which A2 controls the pass and falls to the ground. He gets up and runs to the B15; (c) they fall to the ground without the ball, and the ball is lying on B3’s back (ball has not touched the ground). A2 reaches over and takes the ball off B3’s back and runs to the B20.
Rulings:
(a) A’s ball, first-and-10 on B30. Down by contact. (7-2-1-a)
(b) A’s ball, first-and-10 on B15. Legal advance. (7-2-1-a)
(c) A’s ball, first-and-10 on B20. Legal advance. (7-2-1)

A.R. 7.23 Down by Contact or Not—Opponent touches Runner’s Hair, Jersey, or Towel
First-and-10 on A25. A2 dives for and catches a pass at the A30, jumps to his feet, and runs to the 50 where he runs out of bounds. While A2 is still on the ground at the A30, B1 reaches and touches: (a) A2’s hair, the hood of a sweatshirt under the jersey, or jersey; or (b) A2’s towel that is hanging from his belt, but he touches no other part of A2’s body.
Rulings:
(a) Second-and-5 on A30. Down by contact.
(b) First-and-10 on 50. Not down by contact.

A.R. 7.24 Down by Contact—Opponent Taking Ball
First-and-10 on A40. A2 and B3 collide in air at the B30 as both legally go for a pass. They fall to the ground without the ball, and then A2 possesses the ball while lying on the ground. After a momentary pause, B3 reaches over and takes the ball from A2.
Ruling: A’s ball, first-and-10 on B30. An attempt by an opponent to take the ball away from a player who is on the ground will put that player down by contact. (7-2-1-f)
A.R. 7.25 NOT DOWN BY CONTACT—LEGAL ADVANCE
First-and-10 on B30. On a backward pass, A1 catches the ball and is knocked off-balance by B2 on the B36. A1 regains his balance, runs to the B32, stumbles to one knee, and then falls to the ground on the B28. A1 then gets up and scores.
Ruling: Touchdown Team A. Kickoff A35. (7-2-1-a)

A.R. 7.26 NOT DOWN BY CONTACT—FUMBLE
Third-and-10 on B40. A1 runs to the B25 where he slips and falls to the ground. The ball slides out of A1’s hand and rests on his arm while A1 is on the ground. B1 reaches in, picks up the ball, and is tackled at the 50.
Ruling: B’s ball, first-and-10 on 50. Runner A1 is not down by contact as he did not have possession of the ball when B1 took it. Team B may advance with the fumble. (7-2-1-f)

A.R. 7.27 NOT DOWN BY CONTACT—TEAMMATE TAKES BALL FROM PLAYER ON GROUND
Second-and-3 on A45. A2 takes a handoff and runs to the 50 where he slips and falls to the ground. Immediately after falling to the ground, A4 takes the ball from A2 and runs for a touchdown.
Ruling: Touchdown Team A. Kickoff A35. (7-2-1-f)

Note: The restrictions stated in 7-2-1-f (taking the ball from a player) do not apply to a teammate. However, the player on the ground may not hand the ball forward to a teammate.

ERRONEOUS WHISTLE
A.R. 7.28 ERRONEOUS WHISTLE—FOUL
Ruling: A’s ball, first-and-10 on A35. The play is dead when the whistle blows and the ball is returned to the previous spot. Game clock starts on the snap. Play clock is set to 25 seconds. All fouls prior to the whistle are enforced as normal. (7-2-1-n)

A.R. 7.29 ERRONEOUS WHISTLE—FUMBLE OWN END ZONE
Second-and-16 on A6. A1’s fumble at the A5 rolls into the end zone. The Referee erroneously blows the whistle as the ball is loose in the end zone. A2 recovers in the end zone.
Ruling: Second-and-16 on A6. Replay the down. The game clock starts on the snap, and the play clock is set to 25 seconds. (7-2-1-n)

A.R. 7.30 ERRONEOUS WHISTLE—FUMBLE OPPONENT’S END ZONE
First-and-goal on B5. A1’s fumble at the B7 rolls into the end zone where A2 recovers. When the ball was loose in the end zone, the Back Judge erroneously blew the whistle.
Ruling: First-and-goal on B5. Replay the down. The game clock starts on the snap, and the play clock is set to 25 seconds. (7-2-1-n)

A.R. 7.31 ERRONEOUS WHISTLE—FUMBLE OPPONENT’S END ZONE
First-and-goal on B5. A1 runs to the B2 and fumbles the ball into the end zone. As the ball is rolling loose in the end zone, the Back Judge erroneously blows the whistle. A2 recovers in the end zone.
Ruling: First-and-goal on B5, or second-and-goal on B2 (A’s option). The game clock starts on the snap, and the play clock is set to 25 seconds. (7-2-1-n)

A.R. 7.32 ERRONEOUS WHISTLE—KICK IN THE AIR
Fourth-and-10 on A30. A1 punts the ball from the A15 and while the kick is in the air at the 50, the Line Judge erroneously blows the whistle. B3 catches the punt and returns it to the A40.
Ruling: Fourth-and-10 on A30. Replay. The game clock starts on snap; play clock set to 25 seconds. (7-2-1-n)

A.R. 7.33 ERRONEOUS WHISTLE—AFTER CHANGE OF POSSESSION
Fourth-and-10 on A30. B1 catches A1’s punt at the B40 and returns it to the B45 where he fumbles the ball to the 50 where A2 recovers. Back Judge erroneously blows the whistle during the fumble when the ball is at the B47.
Ruling: B’s ball, first-and-10 on B45. Game clock starts on the snap. Play clock is set to 25 seconds. (7-2-1-n)

FUMBLE—OUT OF BOUNDS/OUT OF END ZONE/INSIDE TWO MINUTES
A.R. 7.34 FUMBLE OUT OF BOUNDS—TOUCHBACK
First-and-goal on B7. B2 intercepts a pass in the end zone, is tackled, fumbles, and the ball goes out of bounds on the B3.
Ruling: B’s ball, first-and-10 on B20. Touchback. (8-7-3-Item 3-c)

A.R. 7.35 FUMBLE OUT OF BOUNDS—TOUCHBACK
Fourth-and-8 on B49. B3 catches a punt in the end zone. He attempts to run in the end zone, fumbles, and the ball goes out of bounds over the end line.
Ruling: B’s ball, first-and-10 on B20. Touchback. (8-7-3-Item 4-b)

A.R. 7.36 FUMBLE OUT OF BOUNDS—FORWARD
Second-and-5 on B30. A3 takes a handoff and runs to the B26 and fumbles. The ball touches the Line Judge who is standing on the sideline at the B25. The ball then rolls to the B22 where B2 falls on the ball.
Ruling: Third-and-1 on B26. Fumble forward out of bounds. A loose ball is dead when it touches anything, including a game official, on the sideline. Return the ball to the spot of the fumble, and wind the clock on the ready-for-play signal. (8-7-3-Item 3-b)
A.R. 7.37  **FUMBLE INSIDE TWO MINUTES**
Second-and-goal on B6. Thirty seconds remain in the game. A2 runs to the left and is tackled at the B4 and fumbles with the ball going into the end zone. A3 recovers the ball in the end zone.
Ruling: Third-and-goal on B4. The clock will stop upon the recovery, but it restarts on the Referee’s ready-for-play signal as the ball is being spotted at the B4. (8-7-6-c)

**MISCELLANEOUS SCRIMMAGE PLAYS**
A.R. 7.38  **SAFETY—ENTIRE BALL NOT OUT OF END ZONE**
First-and-10 on A5. A1 circles back in the end zone to avoid tacklers. A1 is contacted by B1 in the end zone and fumbles the ball. While the ball is loose, A3 clips in the end zone, and A4 recovers the ball on the goal line. The back of the ball is still in A’s end zone.
Ruling: Safety. Safety kick A10. The result of the play is a safety and the personal foul carries over to the safety kick.

A.R. 7.39  **LOCKED LEGS—LEGAL**
Third-and-5 on B30. Guard A1 interlocks his leg with tackle A2. A legal forward pass is completed to A3 who is downed on the B6.
Ruling: A’s ball, first-and-goal on B6. Legal to interlock legs. (7-5-1-Note)

A.R. 7.40  **HOLDER—EXTENDED HANDS**
Fourth-and-5 on B14. Holder A1 is kneeling as the apparent holder for a field-goal attempt. He extends his hands, but the snap goes to kicker A2 who throws a forward pass to end A3 who catches it in the end zone.
Ruling: Touchdown Team A. Kickoff A35. (7-6-4)

A.R. 7.41  **FOUL BY DEFENSE—TRY**
On a 2-point Try, the ball is originally spotted on the right hash mark at the B2. A1 hands off to A2 who goes wide left around the left hashmark and is tackled on the B1 by the facemask.
Ruling: Retry by kick at the B7½ or run/pass B1-yard line anywhere between the hash marks.

**RULE 8 FORWARD PASS, BACKWARD PASS, FUMBLE**

**FORWARD PASS—COMPLETE/INCOMPLETE**
A.R. 8.1  **COMPLETE/INCOMPLETE**
First-and-10 on A20. A2 leaps to catch a pass at the A31, touches one foot there, and drags the other at the A30. A2 is contacted by B1 at the A31 and falls out of bounds. He does not lose the ball on contact with the ground.

A.R. 8.2  **PASS COMPLETE**
Second-and-10 on A30. A2 catches a pass in stride near the sideline at the A45 and turns up field. His first two steps are inbounds, but his third step is out of bounds, after his third step comes down, he drops the ball.
Ruling: First-and-10 on A45. The pass is complete, and the receiver fumbled the ball out of bounds after he had the ball long enough to become a runner.

A.R. 8.3  **PASS COMPLETE—NOT OUT OF BOUNDS**
First-and-10 on A20. Airborne A2 controls a pass and his right foot touches the ground inbounds, then his left foot steps on B2 at the A40, who is on the ground contacting the sideline. A2 then continues for a touchdown.
Ruling: Touchdown Team A. Kickoff A35. (3-22-1)

A.R. 8.4  **PASS COMPLETE—NOT DOWN BY CONTACT**
First-and-10 on B20. A2 jumps and controls a forward pass in the air in the end zone. Before he touches the ground with both feet, B3 pushes A2 in the back causing A2 to lose the ball. A2 regains control of the ball in the air at the B1, falls down at the B2, gets up, and scores.
Ruling: Touchdown. Not down by contact, as B3 does not contact A2 after he regains control of the pass. (7-2-1-a)

A.R. 8.5  **PASS CONTROLLED—CONTACT IN AIR**
Second-and-10 on A15. A1 throws a long pass to the B45 where B2 and A2 go up together trying to catch the pass. (a) A2 and B2 collide in the air with both of them touching the ball, but only after they separate in the air does A2 get possession of the ball; (b) A2 controls the ball in the air, but before he comes down to the ground, contact by B2 jars the ball loose from A2’s hands. After separating from contact with B2, A2 regains control of the ball either before or after hitting the ground; or (c) after A2 gains control of the ball in the air, he is contacted in the air by B2. In all situations listed, A2 falls to the ground at the B45 after losing contact with B2, and then gets up (untouched) and runs for a touchdown.
Rulings:
(a) Touchdown Team A. Kickoff A35.
(b) Touchdown Team A. Kickoff A35.
(c) First-and-10 on B45. (7-2-1-a)

A.R. 8.6  **PASS COMPLETE—CONTACT IN AIR—RECEIVER LANDS ON FEET**
First-and-10 on A20. A1 throws a high pass to end A2, who jumps and controls the ball in the air at the A32. B3 contacts A2 from behind and knocks him back to the A30 where he lands on his feet without anyone in contact with him. A2 scrambles and: (a) runs to the A36 where he is downed; or (b) runs to the A28 where he is downed.
A.R. 8.7  ILLEGAL CHUCK OUT OF BOUNDS—NO IMMEDIATE RETURN—ILLEGAL TOUCH OF PASS

First-and-10 on 50. Wide receiver A2 is illegally chucked out of bounds at the B40. A2 remains out of bounds and runs down the sideline until the end zone. He then reestablishes in the end zone and catches a touchdown pass.

**Ruling:** A’s ball, first-and-10 on 50, offsetting fouls. A2 must make an immediate attempt to return in bounds in order to be the first to touch the pass. If he does not, then it is a foul for illegal touching.

A.R. 8.8  GOING TO THE GROUND—COMPLETE OR INCOMPLETE PASS

Second-and-5 on A35. A1 throws a forward pass to A2 at the A40. A2 dives for the ball and controls the ball in the air. The first thing to hit the ground is the point of the ball. (a) A2 briefly loses control of the ball when it hits the ground; or (b) A2 never loses control of the ball.

**Rulings:**
(a) Third-and-5 on A35. Incomplete pass.
(b) First-and-10 on A40. The receiver never lost control of the ball so this is a catch.

A.R. 8.9  GOING TO THE GROUND—INCOMPLETE PASS

First-and-10-on B25. A1 throws a pass to A2 who controls the ball and gets one foot down before he is contacted by B1. The contact by B1 sends him across the goal line and to the ground in the end zone. The ball comes out as he hits the ground.

**Ruling:** Second-and-10 on B25. The pass is incomplete, as the receiver went to the ground in the process of making the catch and did not maintain possession of the ball throughout the process of contacting the ground.

A.R. 8.10  GOING TO THE GROUND—COMPLETE PASS

First-and-10-on B25. A1 throws a pass to A2 who controls the ball, gets both feet down, and then turns toward the goal line. He takes one more step and then dives into the end zone. When he lands in the end zone, the ball comes out.

**Ruling:** Touchdown Team A. Kickoff A35. The pass is complete. The receiver had the ball long enough to become a runner prior to going to the ground so he does not have to maintain control when he lands.

A.R. 8.11  GOING TO THE GROUND—COMPLETE PASS

First-and-10-on B25. A1 throws a pass to A2 who is contacted by a defender before he completes the catch at the three-yard line. Despite B2’s contact, A2 keeps his balance, gets both feet down, tucks the ball, turns toward the goal line, and lunges into the end zone. The ball comes out as he hits the ground.

**Ruling:** Touchdown Team A. Kickoff A35. The receiver had the ball long enough to become a runner prior to going to the ground so he does not have to maintain control when he lands.

A.R. 8.12  INCOMPLETE PASS—HOPS ON SAME FOOT

Second-and-5 on A40. A pass is thrown to the sideline where A2 controls the ball with one foot inbounds and hops on the same foot inbounds prior to landing out of bounds.

**Ruling:** Third-and-5 on A40. Both feet did not touch inbounds.

A.R. 8.13  INCOMPLETE PASS—SECOND STEP ON PLAYER

First-and-10 on B25. A2 jumps up to catch a pass at the B10 and comes down near the sideline. A2’s left foot lands on the ground, and his right foot comes down on B2 who is laying on the ground. A2’s next step is out of bounds.

**Ruling:** Second-and-10 on B25. Incomplete pass.

A.R. 8.14  INCOMPLETE PASS—ROLLS OVER ON PLAYER—LANDS OUT OF BOUNDS

First-and-10 on B25. A2 jumps up to catch a pass in the back of the end zone. He controls the ball in the air and comes down with only one foot on the ground in the end zone as B2 tackles him. A2 lands on top of B2 in the end zone, and in the process of being tackled, A2 rolls over on top of B2 and his arm then touches the end line.

**Ruling:** Second-and-10 on B25. Incomplete pass.

A.R. 8.15  INCOMPLETE PASS—PLAYER JUMPS FROM OUT OF BOUNDS

Second-and-10 on A40. In an effort to intercept a pass at the B45, B2, who is standing with one foot on the sideline and the other inbounds, jumps up in the air and gains control of the ball. B2 then comes down to the ground with both feet inbounds and carries the ball out of bounds at the B45.

**Ruling:** Third-and-10 on A40. Incomplete pass, as B2 is considered out of bounds when he touches the ball the first time. The play is dead when B2 first touches the pass.

A.R. 8.16  INCOMPLETE PASS—BALL TOUCHED BY OUT OF BOUNDS PLAYER

First-and-10 on B47. A4 controls a pass near the sideline at the B23 while airborne. B3 jumps from out of bounds and touches the ball in A4’s hands before A4 gets his second foot to the ground. After A4 comes to the ground, he runs for a touchdown. (a) The ball was still loose when B3 touched it; or (b) the ball was held securely in A4’s hands throughout.

**Rulings:** (a) and (b): Second-and-10 on B47. Incomplete pass, because the ball touched something that was out of bounds before the pass was complete.

**Note:** Same result if this occurs in the end zone.
A.R. 8.17 INCOMPLETE PASS—BALL TOUCHES PYLON
Second-and-10 on B12. A4 controls a pass near the sideline at the B2-yard line with his left foot on the ground in bounds. As he is striding to take his second step, he reaches the ball out in his right hand and it hits the pylon. His right foot then hits the ground in bounds, and then the rest of his body lands in bounds in the end zone, where he maintains control of the ball.
Ruling: Third-and-10 on B12. Incomplete pass, because the ball touched the pylon before the pass was complete.

A.R. 8.18 PASS COMPLETE—FOOT TOUCHES PYLON
Second-and-10 on B30. A1 throws a forward pass high to A2 near the sideline. A2 controls the ball in the air and gets one foot down inbounds. His second foot touches the pylon and then touches down in the end zone.
Ruling: Touchdown. (3-21)

A.R. 8.19 INCOMPLETE PASS—QUARTERBACK’S HAND MOVING FORWARD—PASS GOES BACKWARD
Third-and-9 at the B39. Quarterback A1 sets up to pass at the B46. His hand moves forward and then he is hit by B1. This causes A1’s body to turn, and the pass goes backward and hits the ground at the B48.
Ruling: Fourth-and-9 on B39. Incomplete pass. (If a Team B player contacts the passer or ball after forward movement begins and the ball leaves the passer’s hand, a forward pass is ruled regardless of where the ball strikes the ground or a player.) (3-22)

A.R. 8.20 QUARTERBACK “TUCK”—INCOMPLETE PASS/FUMBLE
Second-and-10 on A30. After quarterback A1’s hand has started forward in a passing motion, he sees his intended receiver is covered and attempts to bring the ball back to his body. The ball is knocked loose by B1 and recovered by B2 at the A25. The ball came loose: (a) before he started to tuck it back to his body; (b) as he was bringing it back to his body; or (c) was secured against A1’s body.
Rulings:
(a) Third-and-10 on A30. Incomplete pass.
(b) and (c) B’s ball, first-and-10 on A25. Fumble. A1 lost the ball after he began to tuck it back to his body. (3-22)

A.R. 8.21 QUARTERBACK RE-COCKS ARM—FUMBLE
Second-and-10 on A30. After quarterback A1’s hand has started forward in a passing motion, he changes his mind and does not pass the ball. The ball is knocked out of A1’s hand by B1 and recovered by B2 at the A25 where he is touched down. A1 had brought the ball all the way down to his waist and then started to bring it back up to throw when it was knocked loose.
Rulings: B’s ball, first-and-10 on A25. If the ball is knocked loose as the passer is attempting to “re-cock” his arm it is a fumble. If he brings his arm all the way back up, the passing motion begins again once he starts to bring his hand forward with control, and ends when he begins to tuck it back to his body. (3-22)

A.R. 8.22 INCOMPLETE PASS—RECEIVER FORCED OUT OF BOUNDS
Second-and-10 on B45. A1 throws a pass to A2 near the sideline. A2 goes high to catch the pass, secures possession while in the air, but is then pushed by B1 causing one of A2’s feet to come down on the sideline. B1 does not play the ball but instead pushes A2 with both hands on his waist. Had he not been pushed, A2 would have come down inbounds with both feet at the B30.
Ruling: Third-and-10 on B45. Incomplete pass.

A.R. 8.23 COMPLETE PASS—RECEIVER CARRIED OUT OF BOUNDS
Second-and-10 on B45. A1 throws a pass to A2 near the sideline. A2 goes high to catch the pass, secures possession while in the air, and would have come down with both feet inbounds at the B30; however, B1 wraps him up while he is still in the air and carries A2 toward the sideline where he finally comes down out of bounds: (a) at the B28; or (b) at the B32.
Rulings:
(a) First-and-10 on B28.
(b) First-and-10 on B30. Carry out and forward progress.

A.R. 8.24 NO FUMBLE RECOVERY—RECOVERING PLAYER FORCED OUT
First-and-10 on A25. A1 runs to the A30 where he fumbles the ball near the sideline. B1 secures control of the ball, but before his second foot touches the ground, A2 pushes him out of bounds at the A31. B1 never bobbles or loses control of the ball.
Ruling: Second-and-5 on A30. Fumble forward out of bounds. Same criteria for possession of a pass apply to the recovery of a backward pass or fumble.

A.R. 8.25 SIMULTANEOUS CATCH—BALL REMAINS ALIVE
First-and-10 on A20. A2 and B3 simultaneously control a pass in the air at the A40. As they land, both players land on their feet and wrestle for the ball. Eventually, B3 takes the ball away from A2 and is tackled at the A38.
Ruling: B’s ball, first-and-10 on A38. Until one of the players in simultaneous possession of the ball goes to the ground or out of bounds, the ball remains alive.

A.R. 8.26 SIMULTANEOUS CATCH—BALL BELONGS TO OFFENSE
First-and-10 on A20. A2 and B3 simultaneously control a pass in the air at the A40. As they land, one or both players fall to the ground with both players still in control of the ball.
Ruling: A’s ball, first-and-10 on A40. If there is a simultaneous catch, the ball is awarded to the offense once one or both players are on the ground, assuming neither of them lands out of bounds.
A.R. 8.27  **NOT A SIMULTANEOUS CATCH**  
First-and-10 on A20. A2 and B3 simultaneously control a pass in the air at the A40. As they land, one or both players land with one foot out of bounds.  
**Ruling:** Second-and-10 on A20. Incomplete pass.

A.R. 8.28  **NOT A SIMULTANEOUS CATCH—CONTROL NOT SIMULTANEOUS**  
First-and-10 on A20. A2 controls a pass in the air at the A40. B3 then also gets control of the ball before they land. As they land, A2 and B3 fall down to the ground.  
**Ruling:** A’s ball, first-and-10 on A40. Not a simultaneous catch as A2 first gained and retained control of the ball once both players hit the ground.

**ILLEGAL PASSES**  
A.R. 8.29  **PASS BEYOND LINE OF SCRIMMAGE**  
First-and-10 on A30. Quarterback A1 scrambles to the A32 and throws a forward pass to end A2, who is tackled and downed on the 50.  
**Ruling:** Second-and-13 on A27. A forward pass from beyond the line of scrimmage is a five-yard penalty from the spot of the pass and loss of down.

A.R. 8.30  **PASS BEYOND LINE OF SCRIMMAGE**  
First-and-10 on A30. Quarterback A1 scrambles to the A32 and throws a forward pass to end A2. B1 interferes with A2, but A2 catches the ball and runs for a touchdown.  
**Ruling:** Second-and-13 on A27. Illegal pass. No pass interference can occur on an illegal forward pass, unless it is a second forward pass from behind the line, or a pass thrown after the ball has crossed the line and comes back behind the line.

A.R. 8.31  **ILLEGAL PASS—SECOND FORWARD PASS FROM A’S END ZONE**  
Second-and-12 on A10. Quarterback A1 has his pass batted back into his hands in the end zone. A1 then shovels the ball forward to back A2 who is tackled at the A9.  
**Ruling:** Safety. Safety kick A20. If the spot of an illegal forward pass is in Team A’s end zone it will be a safety.

A.R. 8.32  **ILLEGAL FORWARD PASS—BACKWARD PASS GOES FORWARD**  
Third-and-5 on B11. Quarterback A1 hands off to back A2 who runs to the B5 where he attempts to lateral the ball to A3, but the ball goes forward to the B4-yard line where B2 bats the ball in the air into the end zone. B3 then falls on the ball.  
**Ruling:** Fourth-and-4 on B10. An illegal forward pass by A2 is incomplete when it hits the ground. Five yards and loss of down from the spot of the pass.

A.R. 8.33  **PUNT TOUCHED BEYOND LINE BY B—RECOVERY BY A—FORWARD PASS**  
Fourth-and-5 on A30. The punt is partially blocked by B1 and rolls to the A32 where B2 tries to pick it up, but B2 muffs it, and it rolls back to the A27. A1 picks up the ball there, sees end A3 at the A40, and throws him the ball. A3 catches the ball at the A40 and runs to the B25 where he is tackled.  
**Ruling:** A’s ball, first-and-10 on A32. A’s pass was illegal, but when Team A recovered the ball behind the line after Team B touched it beyond the line, a new series of downs started for Team A. It keeps the ball after enforcement.

A.R. 8.34  **ILLEGAL FORWARD PASS—COMPLETE—FUMBLE**  
Fourth-and-5 on A30. The punt is partially blocked by B1. The ball rolls to the A32 where B2 tries to pick it up, but it gets away and rolls back to the A27. A1 picks up the ball there and throws to A3 at the A40. A3 catches the ball at the A40 and runs to the B25 where he is stripped of the ball by B3, who recovers there.  
**Ruling:** B’s ball, first-and-10 on the B25. Illegal forward pass, but the play continues after it was caught by A3, and Team B would decline the foul and keep the ball.

A.R. 8.35  **ILLEGAL FORWARD PASS—NOT FROM SCRIMMAGE—NO DPI**  
Fourth-and-5 on A30. The punt is partially blocked by B1. The ball rolls to the A32 where B2 tries to pick it up, but it gets away and rolls back to the A27. A1 picks up the ball there, sees end A2 at the A40, and throws him the ball. B1 interferes with A2 as he is reaching for the forward pass. B1 intercepts and runs for a touchdown.  
**Ruling:** Touchdown Team B. Kickoff B35. No foul by B1, as the pass was “not from scrimmage.” Team B will decline the foul for A1’s illegal forward pass.

A.R. 8.36  **ILLEGAL FORWARD PASS FROM BEHIND THE LINE—DEFENSIVE PASS INTERFERENCE**  
Third-and-10 on A30. During a forward pass that was thrown after A1 had crossed the line and then returned behind it, B1 interferes with receiver A2 at the A45. The pass is complete to A2 who is tackled at the 50.  
**Ruling:** Third-and-10 on A30. Illegal forward pass and defensive pass interference fouls offset. Pass interference, roughing the passer, and intentional grounding rules apply on legal or illegal passes thrown from behind the line of scrimmage. They do not apply on illegal passes thrown from beyond the line of scrimmage or when there is no line of scrimmage.

A.R. 8.37  **FORWARD PASS—CAUGHT BY INELIGIBLE IN TEAM A’S END ZONE**  
First-and-10 on A5. A1 drops back into his end zone and sets up a screen pass. A1 throws the ball to eligible A2, but ineligible A5 catches it in the end zone and is tackled there.  
**Ruling:** Safety. Safety kick A20. Foul for illegal touching of a pass. The play results in a safety so the foul would be declined. If this were the last play of either half, Team B could request a safety kick from the A20 as the foul also resulted in a safety.
FORWARD PASS—CAUGHT BY INELIGIBLE IN TEAM A’S END ZONE—ADVANCE

A.R. 8.38
First-and-10 on A6. A1 drops back into his end zone and throws a screen pass to eligible receiver A2, but ineligible A5 catches it in the end zone and is tackled at (a) the A2; or (b) the A16.

Rulings:
(a) and (b) Safety. Safety kick A20. Illegal touching of a pass, but the play is not dead when the pass is caught.

SECOND FORWARD PASS FROM TEAM A’S END ZONE—PASS INTERFERENCE

A.R. 8.39
Second-and-10 on A10. Quarterback A1 drops back into his end zone and has his forward pass batted back into his hands by B1. A1 throws another pass from the end zone to A3 at the A20. A3 is about to catch the pass when B4 interferes with A3. The pass falls incomplete.

Ruling: A’s ball, second-and-10 on A10. Illegal forward pass and defensive pass interference offset at the previous spot. Pass interference rules apply when a pass is thrown from behind the line of scrimmage (legal or illegal).

ILLEGAL FORWARD PASS AFTER INTERCEPTION IN TEAM B’S END ZONE

A.R. 8.40
Second-and-10 on B15. On the last play of the first half, A1 throws a forward pass which B1 intercepts in the end zone and runs out to the B3. As he is being tackled, B1 throws a backward pass to B2. B2, running in the end zone, attempts a backward pass to B3 that goes forward and hits the ground.

Ruling: Safety. Since the safety was the result of a foul, Team B must safety kick and the period can be extended if Team A so elects.

LEGAL/ILLEGAL TOUCHING

A.R. 8.41
ELIGIBLE RECEIVER—ILLEGALLY CHUCKED OUT OF BOUNDS—PASS INTERFERENCE

Third-and-5 on B40. End A2 is illegally chucked out of bounds at the B30, immediately returns inbounds, and is interfered with by B2 while the pass is in the air at the B25. B2 intercepts the ball and is tackled at the B40.

Ruling: A’s ball, first-and-10 on B25. Since A2 was illegally contacted out of bounds, he is an eligible receiver as soon as he re-establishes, and this is defensive pass interference. Decline the illegal contact penalty. A2 must make an immediate attempt to return inbounds in order to be eligible.

ILLEGALLY CHUCKED OUT OF BOUNDS—RE-ESTABLISHES—FIRST TO TOUCH

A.R. 8.42
Third-and-5 on B40. End A2 is illegally chucked out of bounds at the B30, immediately re-establishes inbounds, catches a pass at the B25, and runs for a touchdown.

Ruling: Touchdown Team A. Kickoff A35. An eligible receiver forced out of bounds illegally can be the first to touch a pass, provided he makes an immediate attempt to return inbounds. Decline the illegal contact penalty.

RECEIVER LEGALLY CHUCKED OUT OF BOUNDS—NO PASS INTERFERENCE

A.R. 8.43
Second-and-10 on A30. A3 is pushed out of bounds at the A34, and the pass is then thrown to him. He re-enters, gets both feet down, and reaches for the pass. B4 pushes A3 away from the ball and intercepts it. B4 runs it back to the A20 where he is downed.

Ruling: B’s ball, first-and-10 on A20. There can be no pass interference on A3, as he is an ineligible receiver.

RECEIVER OUT OF BOUNDS—FIRST TO TOUCH PASS

A.R. 8.44
Second-and-10 on A30. A3 is pushed out of bounds at the A34. He jumps from out of bounds and touches the pass before he gets both feet down. A3 catches the pass and runs to the A40 where he is downed.

Ruling: Third-and-10 on A30. A3 is out of bounds. Incomplete pass.

RECEIVER OUT OF BOUNDS—RE-ESTABLISHES—LEGAL TOUCHING

A.R. 8.45
First-and-10 on B25. Wide receiver A2 muffs a forward pass up into the air near the sideline, then steps out of bounds, re-establishes inbounds, and then completes the catch at the B10 where he is tackled.

Ruling: First-and-10 on B10. Completed pass. Once pass is touched legally, all players become eligible.

RECEIVER OUT OF BOUNDS—ILLEGAL TOUCH—OFFENSIVE PASS INTERFERENCE

A.R. 8.46
Second-and-10 on A30. A3 is pushed out of bounds at the A34. He re-establishes and interferes with B4’s opportunity to intercept the pass by pushing him away from the ball. A3 catches the pass and runs to the A40.

Ruling: Second-and-20 on A20. Decline ITP and enforce OPI or third-and-10 on A30. Decline OPI and enforce ITP.

PASS TOUCHES INELIGIBLE RECEIVER—NOT INTENTIONAL

A.R. 8.47
Second-and-10 on A30. A1 throws a forward pass that glances off tackle A5 at the A28 and is then caught by end A2 at the A40 where he fumbles and B1 recovers.

Ruling: B’s ball, first-and-10 on A40. There is no foul for illegal touching, as the touching by A5 was unintentional.

PASS TOUCHES INELIGIBLE RECEIVER—CAUGHT BY T-QUARTERBACK

A.R. 8.48
Second-and-10 on A30. T-QB A1 throws a forward pass that glances off the back of tackle A5’s helmet and ricochets up into the air. A1 catches the ball and runs to the A45.

Ruling: Second-and-15 on A25. Although A5’s unintentional touching of the pass was not a foul, an originally ineligible player, (A1), is not eligible to touch the pass until it has been touched by a defensive player or an eligible offensive player. (8-1-5-d)

PASS TOUCHES INELIGIBLE RECEIVER BEHIND LINE

A.R. 8.49
Fourth-and-8 on B12. On a fake field-goal attempt, quarterback A1 throws a screen pass that accidentally hits guard A6’s helmet at the B14. Back A2 pushes B2 out of the way at the B14, catches the ball, and runs it into the end zone.

Ruling: Touchdown Team A. There is no foul for the unintentional touching of a forward pass. There can be no offensive pass interference behind the line of scrimmage or after the ball is touched.
A.R. 8.50 INELIGIBLE RECEIVER—FAILS TO REPORT—CATCHES PASS
Third-and-1 on A18. Player number 74 comes into the game and lines up at tight end. He is late coming in and runs directly to his position at the end of the line, without reporting to the Referee. Quarterback A1 throws number 74 a pass, and he catches the ball at the A25 and runs to the 50-yard line where he fumbles and B1 recovers at that spot.
Ruling: B’s ball, first-and-10 on 50. Decline the penalties for illegal touching and illegal formation/substitution.

A.R. 8.51 ILLEGAL TOUCH—ILLEGAL CONTACT
Third-and-5 on 50. End A2 is illegally chucked out of bounds at the B40. He returns immediately inbounds, but after several steps, he voluntarily goes out of bounds at the B35. He returns inbounds, catches a pass, and runs for a touchdown.
Ruling: Third-and-5 on 50. The illegal touch and illegal contact offset. The ball is alive until the end of the play.

DEFENSIVE CHUCKS AND CUTS

A.R. 8.52 LEGAL CUT—RECEIVER IS NOT FLEXED
Third-and-6 on 50. End A2 lines up one yard outside of his tackle. Quarterback A1 throws an incomplete pass to the B30. Prior to the pass, B1 blocked A2 below the waist at the line of scrimmage.
Ruling: Fourth-and-6 on 50. No foul. A receiver lined up within two yards of his tackle may be blocked below the waist on or behind the line. (8-4-5-a)

A.R. 8.53 LEGAL CUT—CONTACT BEHIND LINE WHILE BALL IS IN THE AIR
Third-and-9 on B30. Quarterback A1 is in a shotgun formation, and back A2 flanks four yards outside the tackle. A1 throws a screen pass to receiver A2 at the B32. As A2 reaches up to catch the ball, B4 blocks him below the waist, and the pass is incomplete.
Ruling: Fourth-and-9 on B30. No foul, unless the action by B4 is considered unnecessary roughness.
Note: Illegal cut rules apply prior to a pass being thrown, and pass interference rules apply only beyond the line. Consequently, there is no foul. (8-4-5-b)

A.R. 8.54 ILLEGAL CUT—RECEIVER IS FLEXED
Second-and-10 on B35. Flanker A2 lines up three yards outside his tight end. At the snap, B2 blocks A2 below the waist at the line of scrimmage. Quarterback A1 completes a pass to his tight end at the B32 where he is downed.
Ruling: A’s ball, first-and-10 on B17. Personal foul (illegal cut) by B2, as A2 is more than two yards outside his own tackle. (8-4-5)

A.R. 8.55 LEGAL CHUCK—QB IS OUT OF THE POCKET
First-and-10 on B40. Quarterback A1 rolls out of the pocket to the right and throws a forward pass to end A2, who was chucked by B2 at the B30 after A1 had moved to a position directly behind the original position of the tight end, and before he threw the pass. The pass falls incomplete.
Ruling: Second-and-10 on B40. Illegal contact rules no longer apply once the ball leaves the pocket. (8-4-7)

A.R. 8.56 LEGAL/ILLEGAL CONTACT—RECEIVER CONTACTED TWICE—CONTACTED IN BACK
Second-and-10 on B40. As quarterback A1 drops back in the pocket, B1 chucks wideout A2 at the B39. A2 cuts to the outside and gets away from B1, but he is then chucked again (clearly a separate act) at the B35 by (a) B1, or; (b) B2, (c) or in the back by B1. A1 is then sacked at the B45.
Rulings:
(a) First-and-10 on B35. The second chuck by the same player is illegal.
(b) Third-and-15 on B45. The second chuck by a different player is legal. (8-4-1)
(c) First-and-10 on B35. It is illegal to chuck a receiver in the back within five yards of the line of scrimmage.

A.R. 8.57 LEGAL/ILLEGAL CONTACT—SNAP DOES/DOES NOT HIT GROUND
Second-and-10 on B30. A1 receives the snap, but bobbles it as he drops back (either shotgun or under center). A1 regains possession of the ball, (a) after it hits the ground and bounces immediately back into his hands, or (b) without the ball hitting the ground. A1 never leaves the pocket area and throws a pass to A2 at the B10 which falls incomplete. B2 chucked A2 at the B22 prior to the pass.
Rulings:
(a) Third-and-10 on B30. No foul for illegal contact since the ball touched the ground.
(b) First-and-10 on B25. Illegal contact. Since the ball did not touch the ground, and the QB was still in the pocket, the defense is prohibited from chucking an eligible receiver beyond five yards.

A.R. 8.58 LEGAL CHUCK—BALL LEAVES QB’S POSSESSION
First-and-goal on B8. On the last play of the game, Team A is behind by four points. Quarterback A1 takes the snap and pitches back to A2 (still in the original pocket area) who sets up to throw to end A3 who is in the end zone. After the pitch and prior to pass from A2, B1 chucks A3 deep in the end zone. The pass falls incomplete.
Ruling: Game over. No foul. B1 can legally chuck downfield prior to the pass once the ball leaves the QB’s possession. (8-4-7)

A.R. 8.59 LEGAL/ILLEGAL CHUCK—PUNT/FIELD GOAL FORMATION
Fourth-and-2 on B40. Team A lines up in (a) a punt formation; or (b) a field goal formation. Wide receiver A3 is chucked by B3 at the B33. A1 throws a pass which B2 intercepts and returns for a touchdown.
Rulings:
(a) Touchdown Team B. Kickoff B35. Team A was in a punt formation, so the chuck was legal. (8-4-7)
(b) A’s ball, first-and-10 on B35. Illegal contact rules remain in effect when Team A is in a field goal formation.
PASS INTERFERENCE
A.R. 8.60 OFFENSIVE PASS INTERFERENCE—BLOCKING BEYOND THE LINE BEFORE THE PASS IS TOUCHED
Second-and-10 on A30. Tight end A3 blocks the linebacker on the line of scrimmage, breaks contact, and then initiates new contact six yards downfield prior to the pass being thrown to wide receiver A4 at the A45.
Ruling: Second-and-20 on A20. Offensive pass interference. If an offensive player blocks a defensive player more than one yard beyond the line of scrimmage before a pass has been touched, it is a foul for offensive interference.

A.R. 8.61 OFFENSIVE PASS INTERFERENCE—INELIGIBLE BLOCKING DOWNFIELD
Third-and-4 on A30. A1 throws a shovel pass to A2 who catches it at the A29 and runs to the A40. Prior to the pass, center A5 goes downfield and blocks linebacker B1 at the A33.

A.R. 8.62 OFFENSIVE PASS INTERFERENCE—RECEIVER INITIATES BLOCK WITHIN ONE YARD—MAINTAINS CONTACT DOWNFIELD
First-and-goal on B7. Tight end A2 blocks B1 at the line of scrimmage and maintains his block without losing contact and drives B1 downfield to the goal line. The pass is thrown to A3 who cuts behind A2 at the goal line while A2 is still blocking in the end zone. A3 catches the ball for a touchdown.
Ruling: First-and-goal on B17. Offensive pass interference.

A.R. 8.63 OFFENSIVE PASS INTERFERENCE—PUSH OFF
First-and-10 on A30. Wideout A3 extends his arms and pushes B5 (who is covering him) at the A33 to create space. He runs across the field and eventually catches a pass at the A37 on the other side of the field. He runs to the 50 where he is tackled inbounds.
Ruling: First-and-20 on A20. If an offensive player pushes off a defensive player to create space more than one yard beyond the line of scrimmage before attempting to catch a pass, it is offensive pass interference.

A.R. 8.64 DEFENSIVE PASS INTERFERENCE—ARM BAR
First-and-10 on A30. A1 throws a forward pass to A2 at the 50. As both players are looking for the ball, B2 uses his left arm to hold down A2’s left arm so he cannot lift it to catch the pass, which falls incomplete.
Ruling: A’s ball, first-and-10 on 50. Defensive pass interference. It would be offensive pass interference if A2 was holding down B2’s arm to prevent an interception.

A.R. 8.65 DEFENSIVE PASS INTERFERENCE—CUT WITH BALL IN AIR
Second-and-10 on A30. B1 cuts end A2 below the waist at the B40 as A2 is reaching for the ball. The pass falls incomplete.
Ruling: A’s ball, first-and-10 on 40. This is defensive pass interference because the ball is in the air to that receiver, but it is not an illegal cut, because the ball is in the air.

A.R. 8.66 DEFENSIVE PASS INTERFERENCE—DEFENDER PULLS RECEIVER’S MASK
Third-and-2 on A20. A1 throws a forward pass to end A3 at the A35. B1 pulls A3 down by the facemask causing the pass to fall incomplete.
Ruling: A’s ball, first-and-10 on 50. Since the pass interference was also a personal foul, enforce both fouls.

A.R. 8.67 NOT PASS INTERFERENCE—BALL TIPPED—DEFENDER PULLS RECEIVER’S MASK
Third-and-2 on A20. A1 throws a forward pass to A3 at the A35. B1 pulls A3 down by the facemask after the ball was tipped by either A2 or B2. The pass falls incomplete.
Ruling: A’s ball, first-and-10 on A35. This is not defensive pass interference, as the ball was tipped, but the facemask foul is enforced from the previous spot.

A.R. 8.68 DEFENSIVE PASS INTERFERENCE—BALL SNAPPED INSIDE TWO-YARD LINE
First-and-goal on B1½. Quarterback A1 makes a pass from the B4 deep route to A3 who is three yards deep in B’s end zone. B1 commits pass interference in the end zone.
Ruling: First-and-goal on B3½. Half the distance.

A.R. 8.69 NOT PASS INTERFERENCE—BOTH PLAYING BALL—TANGLED FEET
First-and-10 on A30. A1 throws a forward pass to A2 at the 50. Both A2 and B2 are looking back at the ball when their feet become entangled causing one or both to fall down. The pass is incomplete.
Ruling: Second-and-10 on A30. Since both players were playing the ball, there is no foul for pass interference. If one is playing the ball and the other is not, then it is pass interference on the player who is not playing the ball.

A.R. 8.70 NOT PASS INTERFERENCE—NEITHER PLAYING BALL—TANGLED FEET
First-and-10 on A30. A1 throws a forward pass to A2 at the 50. Neither A2 nor B2 are looking at the ball when their feet tangle. The pass is catchable.
Ruling: Second-and-10 on A30. This is not a foul, as neither player is looking for, nor playing the ball. (8-5-3-b)

A.R. 8.71 NOT PASS INTERFERENCE—BOTH PLAYING BALL
First-and-10 on A30. A1 throws a forward pass to end A2 at the 50. Both A2 and B2 are looking back at the ball when they collide. They both had an equal opportunity to get to the ball. The pass falls incomplete.
Ruling: Second-and-10 on A30. This is not a foul, as both players were playing the ball.

A.R. 8.72 NOT PASS INTERFERENCE—NO TWIST OR TURN
First-and-10 on A30. A1 throws a forward pass to A2 at the 50. As A2 reaches for the ball, B2 puts his right hand on or around A2’s back but does not twist or turn him. The pass falls incomplete.
Ruling: Second-and-10 on A30. This is not a foul. Putting a hand on or around A2’s back is only a foul if A2 is pulled, twisted, or knocked off balance by B2 prior to either player touching the ball.

A.R. 8.73 NOT PASS INTERFERENCE—PASS UNCATCHABLE
Third-and-4 on 50. Eligible receiver A2 runs to the B40, and with the ball in the air, pushes off B2, before breaking to the sideline. The pass sails 10 yards over A2’s head and lands in the stands.
Ruling: Fourth-and-4 on 50. No penalty for pass interference, as the pass is uncatchable by the involved player. When determining whether a pass is catchable, the trajectory is taken into consideration. At the sideline, a pass must land outside the white to be considered uncatchable. If the pass is thrown with a low trajectory, it could still be catchable even if it lands outside the white.

A.R. 8.74 NOT PASS INTERFERENCE—WIDEST MAN IN PUNT FORMATION
Fourth-and-10 on 50. Team A lines up in a punt formation, but instead of punting, A1 takes the snap and throws a pass to flyer A2. B1 chucks A2 at the B40 before the pass, and again at the B25 while the pass was in the air. The contact by B1 prevents A2 from catching the pass, which falls incomplete.
Ruling: B’s ball, first-and-10 on 50. No foul for defensive pass interference on the widest man when Team A presents an apparent punt formation. Illegal contact rules do not apply when Team A presents an apparent punt formation.

A.R. 8.75 PASS INTERFERENCE—PUNT FORMATION—PUNT BLOCKED
Fourth-and-10 on 50. Team A lines up in a punt formation, but instead of punting, A1 takes the snap and throws a pass to flyer A2. A1’s punt is blocked at the A40 and the ball bounces into A1’s hands. A1 then immediately passes the ball to A3 at the B30. Just before the catchable pass reaches A3 at the B30, B1 pushes A3 out of the way and B1 intercepts the pass and is downed at the B40.
Ruling: A’s ball, first-and-10 on B30. Defensive pass interference rules are back in effect after the ball is punted.

A.R. 8.76 NOT PASS INTERFERENCE—PUNT FORMATION—BALL NEVER KICKED
Fourth-and-10 on 50. Team A is in punt formation with A3 as a flyer. A1 muffs the snap and scrambles toward the sideline. Just before A1 gets to the sideline, he passes the ball to A3 at the B30. Before the catchable pass reaches A3 at the B30, B1 pushes A3 out of the way and B1 intercepts the pass and is downed at the B40.
Ruling: B’s ball, first-and-10 on B40. The exception to DPI rules remains in effect until the ball is punted.

A.R. 8.77 HOLDING—PUNT FORMATION
Fourth-and-10 on 50. Team A lines up in a punt formation, but instead of punting, A1 takes the snap and throws a pass to flyer A2: (a) B1 holds A2 at the B40 before the pass; or (b) B1 holds A2 with the ball in the air clearly preventing his ability to catch the pass. A1’s subsequent pass to A2 falls incomplete.
Ruling: (a) and (b) A’s ball, first-and-10 on B45. Although there can be no defensive pass interference on the two widest players in punt formation, defensive holding is a foul despite the formation. (12-1-6)

A.R. 8.78 NOT PASS INTERFERENCE—FACEGUARDING
Fourth-and-4 on B40. A1 drops back to the B48 while looking for an open receiver. He throws a pass to A2 who has gotten behind B1 at the B20. B1 turns his back to the passer, and at the B21, waves both his hands in A2’s face. Because B1’s hands are in front of A2’s face, A2 loses sight of the ball and it falls incomplete.
Ruling: B’s ball, first-and-10 on B40. Not pass interference. Must have contact to have pass interference.

A.R. 8.79 NOT PASS INTERFERENCE—CONTACT AFTER TIPPED PASS
Second-and-10 on A35. A1 throws a forward pass which is tipped by defensive tackle B5 at the line of scrimmage. After the pass is tipped, receiver A2 is interfered with at the 50 and the pass falls incomplete.
Ruling: Third-and-10 on A35. Not DPI. Pass interference restrictions end when a pass is touched. If the interference occurred before the pass was touched it would be a foul. (8-5-1)

INELIGIBLE PLAYER DOWNFIELD
A.R. 8.80 INELIGIBLE PLAYER DOWNFIELD—LOSES CONTACT WITH DEFENDER
Second-and-5 on A30. Tackle A6 blocks his man legally and drives him to the A35-yard line. A6 loses contact and then retreats voluntarily back to the line of scrimmage. The pass is thrown to eligible A2 and falls incomplete.
Ruling: Second-and-10 on A25, or third-and-5 on A30. The block by A6 is legal, but after losing contact, he must remain stationary to be legal.

A.R. 8.81 INELIGIBLE PLAYER DOWNFIELD—OFFENSIVE PASS INTERFERENCE
Second-and-5 on A30. Tackle A6 blocks his man legally and drives him downfield to the A35 and then loses contact. A6 then moves laterally and: (a) blocks B2; or (b) does not block. The forward pass is then thrown incomplete to A2 at the 50.
Rulings:
(a) Second-and-15 on A20, or third-and-5 on A30. Offensive pass interference.
(b) Second-and-10 on A25, or third-and-5 on A30. Ineligible player downfield.

A.R. 8.82 INELIGIBLE PLAYER DOWNFIELD—PASS DEFLECTS OFF HIM
Second-and-5 on A30. Tackle A6 goes downfield prior to the pass being thrown, and the forward pass hits him at the A35 and falls incomplete.
Ruling: Second-and-10 on A25, or third-and-5 on A30. The foul is for an ineligible receiver downfield, not illegal touching (unless A6 tried to touch the pass).
FOULS ON PASS PLAYS AND ENFORCEMENT

A.R. 8.83 INTENTIONAL GROUNDING
Third-and-5 on 50. A1 scrambles out of the pocket and is about to be tackled on the A42 when he throws the ball directly down to the ground at the A44, or out of bounds at the A44 with no eligible receiver in the area.

A.R. 8.84 NOT INTENTIONAL GROUNDING—PASS TO SIDELINE
First-and-10 on B40. QB A1 is about to be tackled in the pocket by B1 at the B48 when he throws the ball out of bounds at the B30. The ball sailed over the head of eligible receiver A3 who is between the numbers and the sideline.
Ruling: Second-and-10 on B40. No intentional grounding. If A3 were inside the numbers, it would be grounding.

A.R. 8.85 INTENTIONAL GROUNDING—AFTER TWO-MINUTE WARNING
Second-and-8 on A42. Thirty seconds remain in the game, and Team A is behind in the score and out of timeouts. Quarterback A1 drops back looking for receivers and then, after delaying, throws the ball down directly in front of him at the A34 with no defenders near him.
Ruling: Third-and-18 on A32. Intentional grounding. Ten-second runoff. Start the game clock on the ready-for-play signal. Score is irrelevant. Though the QB was not under pressure, he cannot throw the ball directly into the ground.

A.R. 8.86 INTENTIONAL GROUNDING—MUFFED SNAP—BALL DOES/DOES NOT HIT GROUND
First-and-10 on B20. One minute and thirty-five seconds remain in the first half, and Team A is hurrying to score before halftime. T-QB A1 muffs the snap, and: (a) regains possession of the ball before it hits the ground; or (b) the ball hits the ground, but bounces back into A1’s hands. A1 then immediately spikes the ball to stop the clock.
Rulings:
(a) Second-and-10 on B20. No foul since the ball did not hit the ground and the QB spiked the ball as soon as he gained possession.
(b) Second-and-20 on B30, and run 10 seconds off the clock if Team B chooses. This is intentional grounding. If Team A has timeouts remaining, it can use one in lieu of the 10-second runoff, but the yardage and loss of down would still be enforced.

A.R. 8.87 INTENTIONAL GROUNDING—SPIKE TO CONSUME TIME
First-and-10 on B30. The game clock is stopped with six seconds left in the first half. QBA1 takes the snap and immediately spikes the ball into the ground to take one second off the clock so that a field-goal attempt will run out the clock.
Ruling: Half over. Intentional grounding and a 10-second runoff. A QB can only spike the ball to stop a running game clock. An attempt to take time off the clock is intentional grounding.

A.R. 8.88 NOT INTENTIONAL GROUNDING—BALL BACK TO LINE OF SCRIMMAGE
Second-and-3 on A45. Quarterback A1 scrambles out of the pocket and is about to be tackled on the A30 when he throws a forward pass that lands at the A47.
Ruling: Third-and-3 on A45. Not intentional grounding, since the QB was out of the pocket and the ball made it back to the line of scrimmage. If the pass lands out of bounds beyond the line of scrimmage extended, it is not a foul for grounding.

A.R. 8.89 NOT INTENTIONAL GROUNDING—NOT UNDER PRESSURE
Third-and-3 on B40. Quarterback A1 drops straight back and, without any defenders near him, throws the ball downfield to an open area at the B35. The pass falls incomplete with no receivers in proximity.
Ruling: Fourth-and-3 on B40. Not intentional grounding, as the quarterback is not under pressure.

A.R. 8.90 NOT INTENTIONAL GROUNDING—TAKES STEP BACK BEFORE SPIKING BALL
First-and-10 on A1. T-QB A1 takes a quick step back into the end zone and immediately throws the ball down in front of him to stop the clock with 35 seconds remaining in the game. He is not under pressure.
Ruling: Second-and-10 on A1. Not intentional grounding. If the QB took more than one quick step backward, it would be a foul for grounding.

A.R. 8.91 NOT INTENTIONAL GROUNDING—BALL OUT OF POCKET
Second-and-5 on A35. A1 hands the ball to A2 who runs outside the tackle and then pitches the ball back to A1 who is still in the pocket. A1, under severe pressure, then throws the ball out of bounds beyond the line of scrimmage but with no receiver in the area.
Ruling: Third-and-5 on A35. Not intentional grounding as the ball had been out of the pocket before the pass.

A.R. 8.92 INTENTIONAL GROUNDING—ELIGIBILITY OF RECEIVER
Third-and-8 on A42. Quarterback A1 drops back in the pocket, and while under severe pressure at the A30, throws the ball into an area in which A5 is the only Team A player. The pass falls incomplete. (a) A5 is left tackle number 77; (b) A5 is tight end number 81 who was covered by a wide receiver at the snap; or (c) A5 was wide receiver number 88 who stepped on the sideline while running his route.
Rulings:
(a) Fourth-and-20 on the A30. Intentional grounding. No eligible receiver in the direction/area of the pass.
(b) Fourth-and-8 on A42. Decline penalties for illegal formation and ineligible downfield. Not intentional grounding, as A1 threw to a player whom he thought was eligible.
(c) Fourth-and-8 on A42. No foul unless A5 was first to touch the pass. Not intentional grounding as A1 threw to a player who was eligible at the snap.
A.R. 8.93 INTENTIONAL GROUNDING—UNNATURAL THROWING MOTION
Second-and-10 on A45. Quarterback A1, still in the pocket, and under heavy pressure at the A34, in an effort to avoid a sack: (a) throws the ball behind his back toward the sideline; or (b) flips the ball with his non-throwing hand; or (c) throws the ball underhanded. The ball hits the ground on the A47. There is an eligible receiver six yards away from where the ball hits.
Ruling: (a) (b) and (c) Third-and-21 on A34. Intentional grounding. The ball was not catchable by the closest receiver.
Note: When the quarterback throws with an unnatural throwing motion, he loses the “in the vicinity” protection with regard to where the ball lands in relation to an eligible receiver.

A.R. 8.94 FORWARD HANDING TO INELIGIBLE RECEIVER—NO DAYLIGHT
Second-and-5 on A45. Quarterback A1, in an effort to avoid a sack, tries to hand the ball forward to lineman A67 at the A35. The ball touches A67, but knowing he is ineligible, A67 lets the ball drop to the ground. The ball is knocked around and recovered and downed at the A41: (a) by A2; or (b) by B2.
Rulings:
(a) Second-and-10 on A40, or third-and-9 on A41.
(b) B’s ball, first-and-10 on A41. Illegal forward handing would be declined.
Note: When there is no daylight between the ball and the receiving ineligible player, resulting in a fumble, it is a foul for illegal handing, but not intentional grounding.

PERSONAL FOULS PRIOR TO
A.R. 8.95 PERSONAL FOUL TEAM A PRIOR TO CHANGE OF POSSESSION
Second-and-5 on 50. B5 head slaps A3 on the line of scrimmage prior to the pass. A1 completes a pass to A2 at the B40. A2 fumbles and B4 recovers at the B35.
Ruling: A’s ball, first-and-10 on B35. Enforce from the previous spot.
A.R. 8.96 PERSONAL FOUL TEAM A PRIOR TO CHANGE OF POSSESSION
Second-and-5 on 50. A3 chop blocks prior to the pass. B3 intercepts a forward pass at the B40, runs, and is downed at the A30.
Ruling: B’s ball, first-and-10 on A15. When the personal foul is prior to an interception, the enforcement is 15 yards from the dead-ball spot.
A.R. 8.97 FOULS BY TEAM A PRIOR TO A CHANGE OF POSSESSION
Second-and-10 on A40. Quarterback A1 scrambles to the A41 where (a) he throws a forward pass; or (b) he returns to the A39 where he throws a forward pass. The pass is intercepted by B1, who is downed at the 50. A2 pulled and twisted B3’s facemask at the line of scrimmage at the snap.
Rulings: (a) and (b): B’s ball, first-and-10 on A35. The personal foul can be carried over on legal or illegal forward passes. Decline illegal forward pass.
A.R. 8.98 PERSONAL FOUL TEAM A PRIOR TO CHANGE OF POSSESSION—FUMBLE IN END ZONE
Second-and-10 on B25. Before the pass, A2 chop blocks at the B27. The pass is intercepted in the end zone by B1. As B1 runs with the ball: (a) he is tackled in the end zone; or (b) he fumbles and the fumble is recovered and downed in the end zone by A2.
Rulings:
(a) B’s ball, first-and-10 on B35. As the play resulted in a touchback, the foul is enforced from the 20-yard line.
(b) B’s ball, first-and-10 on B15. The enforcement is from the goal line (deemed the spot of the interception), and the ball is returned to Team B.
A.R. 8.99 PERSONAL FOUL TEAM A PRIOR TO DOUBLE CHANGE OF POSSESSION
First-and-10 on A20. A1 throws a pass that is intercepted by B3 at the A40. Tackle A6 chop blocks prior to the interception. B3 returns the interception to the A17 and fumbles, and the ball is recovered by A2 at the A15.
Ruling: B’s ball, first-and-10 on A25. When there is a personal/UNS foul by Team A prior to an interception/recovery by Team B who subsequently loses possession, the ball is returned to Team B and the penalty is enforced from the spot of the interception/recovery.
A.R. 8.100 PERSONAL FOUL BY TEAM A PRIOR TO TOUCHBACK
Second-and-goal on B5. At the snap, center A2 pulls B2 to the ground by his facemask. A1 runs around right end and fumbles at the B3. The ball rolls into the pylon.
Ruling: B’s ball, first-and-10 on B35. Touchback, and the personal foul is enforced from the 20-yard line.
A.R. 8.101 PERSONAL FOUL BY TEAM A FOLLOWED BY DOUBLE CHANGE OF POSSESSION
Second-and-10 on A40. While A1 drops back to pass, A2 grabs and twists the facemask of B1. A1 is hit and fumbles the ball at the A30. B1 recovers at the A26 and runs to the A20 where he fumbles the ball, and A2 recovers and is downed there.
Ruling: B’s ball, first-and-10 on A13. Enforcement is from the spot of B’s recovery of the fumble.
A.R. 8.102 PERSONAL FOUL BY TEAM A DURING FUMBLE—FOLLOWED BY CHANGE OF POSSESSION
Second-and-10 on B45. A2 is running at the B40 when he fumbles. During the fumble, A2 grabs and twists B2 by the facemask. B3 then recovers the fumble and runs out of bounds on the A45.
Ruling: B’s ball, first-and-10 on A30. The personal foul by Team A prior to B’s recovery of the fumble is enforced from the dead-ball spot.
BACKWARD PASS AND FUMBLE

A.R. 8.103 BACKWARD PASS—SNAP FROM CENTER
Third-and-6 on A30. With one-minute remaining in the first half, the snap goes off QB A1’s hands and is recovered by A2 at the A18 who runs for a touchdown.
Ruling: Touchdown Team A. Kickoff A35. Any legal snap from center is a backward pass.

A.R. 8.104 BACKWARD PASS—BALL MUDDIFIED FORWARD AND OUT OF BOUNDS
Fourth-and-5 on B20. With 1:52 left in the game, A1 throws a backward pass to back A2 who muffs the ball forward where it rolls out of bounds on the B14.
Ruling: A’s ball, first-and-10 on B14. Since this is a backward pass and not a fumble, it may be muffed forward and out of bounds. The clock starts on the ready-for-play signal.

A.R. 8.105 BACKWARD PASS ON FOURTH DOWN—RECOVERED BEYOND LINE BY TEAM A
Fourth-and-goal on B5. Quarterback A1 tosses a backward pass to back A3 who muffs the pass at the B10. The ball is muffed by several players until it rolls into the end zone and A5 recovers.
Ruling: Touchdown. Legal recovery by A5. The Try must be attempted.

A.R. 8.106 BACKWARD PASS—BATTED IN FLIGHT BY DEFENSE
First-and-10 on 50. Quarterback A1 pitches the ball backward, and it is batted (in flight) on the A45 by B6 to the A40 where B5 recovers the ball and runs for a touchdown.
Ruling: Touchdown Team B. Kickoff B35. A pass in flight (forward or backward) may be batted in any direction by any defensive player. (12-4-1)

A.R. 8.107 MUFFED SNAP ON KICK TRY
During a Try from the B15, holder A2 muffs the snap. A3 picks up the ball and completes a pass from the B18 to end A4 in the end zone.
Ruling: Try good. Award two points. Kickoff A35.

A.R. 8.108 MUFFED BACKWARD PASS—LEGAL PUSH IN BACK TO RECOVER
Second-and-4 on B40. A2 passes backward to A3 at the B44, who muffs the ball. B1 attempts to recover the ball, but A3 pushes him in the back, recovers the ball at the B42, and runs to the B30.
Ruling: A’s ball, first-and-10 on B30. Legal action by A3.

A.R. 8.109 BACKWARD PASS—DEFENSIVE HOLDING
Second-and-15 on A3. A1 flips a backward pass to A2 who is in the end zone. Before A2 can catch the ball, B2 tackles him, and the ball goes out of bounds in the end zone.
Ruling: A’s ball, first-and-10 on A8. The foul (holding) by B2 is enforced from the previous spot.

FUMBLES

A.R. 8.110 FUMBLE FORWARD—TOUCHED BY OUT OF BOUNDS PLAYER
Third-and-8 on B34. A2 fumbles near the sideline at the B28. B2, who was out of bounds, steps inbounds and recovers the fumble at the B25 with one foot touching the sideline.
Ruling: A’s ball, fourth-and-2 on B28. For a legal recovery, the player must have re-established with both feet (or body part down other than hands) inbounds prior to the recovery. Fumble forward out of bounds. The clock starts on the ready.

A.R. 8.111 FUMBLE FORWARD—SIMULTANEOUS RECOVERY—OUT OF BOUNDS
Third-and-6 on A40. Back A2 runs to the 50 and fumbles the ball to the B48 where B3 and A3 recover the ball simultaneously. B3’s right foot is touching the sideline.
Ruling: A’s ball, first-and-10 on 50. A simultaneous recovery belongs to the fumbling team, but B3 being out of bounds makes this a fumble forward out of bounds. The clock starts on the ready-for-play signal.

A.R. 8.112 FUMBLE—FOURTH-DOWN FUMBLE RULE
Fourth-and-7 on B17. A1 runs to the B16 and fumbles. The ball rolls back to the B21 where A2 picks it up and throws a completed pass to A3 in the end zone.
Ruling: B’s ball, first-and-10 on B21. Fourth-down fumble. Play should be blown dead immediately when ball is recovered by A2.

A.R. 8.113 FUMBLE—LAST TWO MINUTES
First-and-10 on 50. On the last play of the game with the score tied, end A2 catches a forward pass at the B10 and runs to the B1-yard line, is tackled, but before he is down the ball pops out of A2’s hands into the air. A3 catches the ball in the end zone.
Ruling: Go to overtime. Only A2 can recover and advance the ball.

A.R. 8.114 TEAM B FUMBLE—LAST TWO MINUTES
First-and-10 on B20. After the two-minute warning, A1 fumbles on the B18. B1 picks up the ball there and goes to the B20 where he fumbles. B2 recovers there and runs to the B30.
Ruling: B’s ball, first-and-10 on B20. The ball is dead when recovered by B2. B1 fumbled and is the only Team B player who can recover and advance in the last two minutes.

A.R. 8.115 FUMBLE—LAST TWO MINUTES—MUDDIED HANDOFF
First-and-10 on A20. After the two-minute warning, A1 attempts to hand the ball to A2 at the A18. A2 does not get the ball cleanly and bobbles the ball until he gets to the A21, at which point: (a) he gains full control of the ball without
FOUL DURING FUMBLE
A.R. 8.116 TEAM B FOUL DURING FUMBLE BEYOND LINE
Second-and-12 on A40. A2 runs to the B45, fumbles, and B5 recovers. B3 committed a personal foul at the 50 during the fumble.
Ruling: A's ball, first-and-10 on B30. When the foul occurs during the fumble, the basic spot of enforcement is the spot of the fumble.

A.R. 8.117 TEAM B FOUL DURING FUMBLE BEHIND LINE
Second-and-12 on A40. A2 fumbles at the A35. B6 holds A2 to allow B5 to recover the fumble at the A35.
Ruling: A's ball, first-and-10 on A45. When the fumble is behind the line of scrimmage, the enforcement spot for a foul during a fumble is the previous spot.

A.R. 8.118 TEAM A FOUL DURING FUMBLE
Third-and-6 on A44. A2 runs to the B45 where he fumbles. A3 recovers the ball on the B40. During the fumble, A4 holds on the 50.
Ruling: Third-and-10 on A40. Foul by Team A during the fumble. Since the foul occurred behind the spot of the fumble, the penalty is enforced from the spot of the foul.

A.R. 8.119 TEAM B FOUL DURING FUMBLE—ADVANCED BY TEAM A
First-and-10 on A40. A2 fumbles the ball at the A45, and during the fumble, B1 grabs and twists A3's facemask in an attempt to recover the fumble. A2 recovers the fumble at the 50 and runs to the B42 where he is tackled.
Ruling: First-and-10 on B40. Enforce from the spot of the fumble, since the foul happened during the fumble.

A.R. 8.120 FUMBLE BY TEAM B AFTER INTERCEPTION—OUTSIDE/INSIDE TWO MINUTES
Second-and-7 on B15. B1 intercepts a pass in the end zone, runs, and fumbles the ball in the end zone. The ball rolls out to the B3 where B2 recovers: (a) prior to the two-minute warning; or (b) after the two-minute warning.
Rulings:
(a) B's ball, first-and-10 on B3.
(b) B's ball, first-and-10 on B20.

MISCELLANEOUS PLAYS
A.R. 8.121 MUZZED FORWARD HANDOFF HITS GROUND
On the kickoff to start the second half, B1 catches the kick on the B4-yard line and runs to the B10 where he hands the ball forward to B2 who is in front of him. B2 muffs the handoff, the ball hits the ground on the B11, and A1 falls on the ball there.
Ruling: A's ball, first-and-10 on B11. This is an illegal forward handoff resulting in a fumble, so Team B would decline the foul and keep the ball.

A.R. 8.122 MUZZED FORWARD HANDOFF BEYOND LINE
Third-and-10 on B40. A1 scrambles, and when he is at the B39, attempts to hand the ball to A2 who is at the B38. A2 muffs the handoff, and the ball rolls to the B35 where B1 attempts to pick it up but accidentally kicks the ball, and it continues to roll to the B12 where B1 finally falls on it.
Ruling: B's ball, first-and-10 on B12 (decline), or A's ball, fourth-and-14 on B44.

A.R. 8.123 BATTING OF FORWARD PASS BY TEAM A PLAYER TO TEAMMATE
First-and-10 on A25. A1 throws a forward pass to A2 who, at the A40, bats the ball forward to eligible A3 at the A45, who catches the ball and runs for a touchdown.
Ruling: Touchdown Team A. Kickoff A35. Legal play.

A.R. 8.124 CONTROLLED BAT OF PASS BY TEAM A—FORWARD/BACKWARD
Third-and-10 on A40. Receiver A2 jumps in the air and controls the forward pass while still airborne at the B30. Before coming to the ground, A2 throws the ball: (a) forward; or (b) backward, to A3 who catches the ball and scores.
Rulings:
(a) Third-and-20 on A30. The illegal bat is enforced from the previous spot. This also applies if the pass is incomplete or intercepted.
(b) Touchdown Team A. Kickoff A35.

A.R. 8.125 BATTED PASS BY TEAM A CAUGHT BY INELIGIBLE
First-and-10 on A25. A1 passes forward to A2 who, at the A30, bats the ball forward to tackle A6 who was legally downfield. A6 catches the ball and runs for a touchdown.
Ruling: Touchdown Team A. Kickoff A35. Legal play. The touch by A2 makes A6 eligible to catch the pass.

A.R. 8.126 FORWARD HANDING BEHIND LINE—PASS TO SHOTGUN QB
Second-and-10 on A20. Quarterback A1, in a shotgun formation, hands off forward to back A2, who runs right on a sweep, stops, and passes from the A18 to A1 at the A26 who catches the pass and is tackled at the A31.
A.R. 8.127 NO GRASP-AND-CONTROL—PLAY REMAINS ALIVE
Third-and-2 on A27. Quarterback A1 scrambles to the A24 and is grabbed by B1 below the waist. No other Team B players are in the vicinity. B1 attempts to tackle A1, but before he hits the ground A1 throws a pass to A3 who catches the ball on the A45 and scores.

Ruling: Touchdown Team A. Kickoff A35. The quarterback’s safety is not in jeopardy. (12-2-9-h)

A.R. 8.128 GRASP-AND-CONTROL—PLAY IS DEAD
Second-and-5 on A25. Quarterback A1 is grabbed at the waist and controlled by B1 at the A20. B2 and B3 also are about to tackle A1. Prior to hitting the ground, A1 is able to throw the ball to A2 at the A48 who then scores.

Ruling: Third-and-10 on A20. The Referee should kill the play when the QB is in the grasp and there are other defenders bearing down on him. The quarterback’s safety is in jeopardy. (12-2-9-h)

A.R. 8.129 INTERCEPTION—FORWARD PROGRESS
Second-and-10 on B25. A1’s pass is intercepted by B1 in B’s end zone, and B1 is tackled from behind by A2. A2 drives B1 into the field of play (either while B1 is airborne or on his feet), causing B1 to fall to his knee on the B1.

Ruling: B’s ball, first-and-10 on B1. Since A2 drove B1 forward, there is no forward progress and the spot is where the ball is when B1 was down.

A.R. 8.130 NO PASS INTERFERENCE—ELIGIBILITY LOST
Third-and-10 on A40. Eligible receiver A1, near the sideline, is chucked out of bounds by B1 at the A42. Before he can come back inbounds, B2 puts an arm across his chest and restricts A1 from being able to reach for the pass on the A43. The pass falls incomplete.

Ruling: Fourth-and-10 on A40. No foul, as A1 is no longer eligible after he goes out of bounds.

A.R. 8.131 ACTION BY QUARTERBACK IMMEDIATELY AFTER SNAP—FAKE SPIKE/KNEEL DOWN
Second-and-10 on B25. Quarterback A1 takes the snap and then immediately: (a) fakes spiking the ball into the ground; or (b) fakes taking a knee at the B26. A1 then throws a complete pass to A2 in the end zone.

Rulings:
(a) Touchdown Team A. Legal play.
(b) Third-and-11 on B26. The Referee should kill the play immediately when the QB fakes taking a knee.

A.R. 8.132 QUARTERBACK MUFFS SNAP—SPIKE OF BALL
Third-and-10 on B25. Quarterback A1 muffs the snap, and: (a) pushes the ball to the ground in an attempt to spike it, and B3 falls on the ball at the B30; (b) regains possession of the ball before it hits the ground, and immediately spikes the ball which glances off A2’s foot and hits the ground; or (c) regains possession of the ball before it hits the ground, and immediately spikes the ball which glances off A2’s foot and bounces up (without hitting the ground) and is intercepted by B3 at the B30 where he is tackled.

Rulings:
(a) B’s ball, first-and-10 on B30. This is a muffed backward pass and a legal recovery by Team B.
(b) Fourth-and-10 on B25. Incomplete pass. There is no foul for intentional grounding or illegal touching.
(c) B’s ball, first-and-10 on B30. Interception since the ball never touched the ground. There is no foul for illegal touching. (3-22)

RULE 9 SCRAMMAGE KICKS—DEFENSIVE FORMATION

A.R. 9.1 DEFENSIVE ALIGNMENT OVER CENTER—PUNT
Fourth-and-10 on A20. Team A lines up in a standard punting formation, with B1 on the line of scrimmage and directly over snapper A2. The ball is snapped to the punter A1. (a) A1 muffs the snap, picks up the ball and runs to the A23 where he is downed; or (b) A1 shanks the punt out of bounds at the 50.

Rulings: (a) and (b) Fourth-and-5 on A25. Illegal formation. The foul happens at the snap, due to the scrimmage kick formation, and the ball does not need to be kicked.

A.R. 9.2 DEFENSIVE ALIGNMENT OVER CENTER—FIELD GOAL OR TRY ATTEMPT
Fourth-and-5 on B25. Team A lines up in a field-goal formation with B1 in a two-point stance directly over snapper A2. Before the snap, he takes a step back, but is still even with the feet of B3 who is in a three-point stance on the line of scrimmage.

Ruling: A’s ball, first-and-10 on B20. Illegal formation. B1 is deemed to be on the line of scrimmage because one of his feet is “within” the feet of a down lineman on the line of scrimmage.

A.R. 9.3 DEFENSIVE ALIGNMENT—FIELD GOAL/TRY ATTEMPT
Fourth-and-10 on B25. A1’s field-goal attempt from the B33 is wide right. At the snap Team B: (a) had seven men on the line of scrimmage to the left of the snapper, but only six rushed; or (b) had six men on the line of scrimmage to the left of the snapper.

Rulings:
(a) A’s ball, fourth-and-5 on B20. Illegal formation. Team B cannot have more than six players on the line on either side of the snapper at the snap, regardless of how many rush.
(b) B’s ball, first-and-10 on B33. No foul.
A.R. 9.4  DEFENSIVE ALIGNMENT—MOTION OR SHIFT
Fourth-and-5 on A25. Team A lines up in a punt formation, however personal protector A2 initially sets 7 yards deep, steps 3 yards forward to call signals, and then returns to a position 7 yards deep before the ball is snapped. B1 is lined up on the line of scrimmage directly over center A3. Punter A1 shanks the punt out of bounds at the A45.  
Ruling: B’s ball, first-and-10 on A45. On scrimmage kicks, motion or a shift by Team A removes the restrictions on Team B relative to its formation at the snap. It is a shift, if the personal protector moves both feet, after all 11 offensive players have come set for a full second.

A.R. 9.5  DEFENSIVE ALIGNMENT—UNBALANCED FIELD-GOAL FORMATION
Fourth-and-5 on B25. Team A lines up in an unbalanced field-goal formation. B3 is originally lined up up over guard A6, but just before the snap he slides over and covers up the snapper. The kick from the B33 is wide left.  
Ruling: B’s ball, first-and-10 on B33. If Team A does not present a standard scrimmage formation (tight, balanced), the restrictions on Team B relative to its formation at the snap no longer apply.

A.R. 9.6  DEFENSE PUSHING TEAMMATES—PUNT FIELD GOAL TRY FORMATION
Fourth-and-10 on B32. (a) A1’s field-goal attempt from the B40 is missed; or (b) A1’s punt goes out of bounds at the B15. At the snap, B1 and B2, who are both in two-point stances, push linemen B4 and B8 into the offensive formation.  
Rulings: (a) and (b) A’s ball, first-and-10 on B17. Unnecessary roughness. Team B players cannot push teammates into the offensive formation when Team A is lined up for a punt, field goal, or try attempt. The enforcement is from the previous spot and an automatic first down.

PUNT MUDDIED BY TEAM B IN FIELD OF PLAY

A.R. 9.7  BOUNCES IN END ZONE AND OUT OF BOUNDS IN FIELD OF PLAY
Fourth-and-10 on A40. The punt is muffed by B2 on the B5, where it bounces into the end zone and rebounds out to the B3-yard line, where it goes out of bounds.  
Ruling: B’s ball, first-and-10 on B3.

A.R. 9.8  BOUNCES IN END ZONE AND REBOUNDS TO FIELD OF PLAY—RECOVERED BY TEAM B
Fourth-and-10 on A40. The punt is muffed by B2 on the B5, where it bounces into the end zone and rebounds back into the field of play, where B4 recovers on the B2.  
Ruling: B’s ball, first-and-10 on B2.

A.R. 9.9  BOUNCES IN END ZONE AND REBOUNDS TO FIELD OF PLAY—RECOVERED BY TEAM A
Fourth-and-10 on A40. The punt is muffed by B2 on the B5, where it bounces into the end zone and rebounds back into the field of play, where A4 recovers on the B2.  
Ruling: A’s ball, first-and-goal on B2.

A.R. 9.10  BOUNCES INTO END ZONE WHERE TEAM B RECOVERS
Fourth-and-10 on A40. The punt is muffed by B2 on the B5. It bounces into the end zone, where B2 recovers.  
Ruling: B’s ball, first-and-10 on B20. Touchback.

A.R. 9.11  BOUNCES INTO END ZONE WHERE TEAM A RECOVERS
Fourth-and-10 on A40. The punt is muffed by B2 on the B5. It bounces into the end zone, where A4 recovers.  
Ruling: Touchdown Team A. Kickoff A35.

A.R. 9.12  BOUNCES INTO END ZONE AND TEAM B RUNS IT OUT
Fourth-and-10 on A40. The punt is muffed by B2 on the B5. It bounces into the end zone, where B2 recovers and runs it out to the B15.  
Ruling: B’s ball, first-and-10 on B15.

PUNT MUDDIED IN FLIGHT BY TEAM B IN END ZONE

A.R. 9.13  REBOUNDS BACK INTO FIELD OF PLAY AND OUT OF BOUNDS
Fourth-and-10 on A40. The punt is muffed in flight by B2 in the end zone, and before touching anyone else, it rebounds back into the field of play and goes out of bounds at the B5.  
Ruling: B’s ball, first-and-10 on B5.

A.R. 9.14  REBOUNDS BACK INTO FIELD OF PLAY—TEAM B RECOVERS
Fourth-and-10 on A40. The punt is muffed in flight by B2 in the end zone, and before touching anyone, it rebounds back into the field of play, where B3 recovers on the B5.  
Ruling: B’s ball, first-and-10 on B5.

A.R. 9.15  REBOUNDS BACK INTO FIELD OF PLAY—TEAM A RECOVERS
Fourth-and-10 on A40. The punt is muffed in flight by B2 in the end zone, and before touching anyone, it rebounds back into the field of play, where A4 recovers on the B5.  
Ruling: A’s ball, first-and-goal on B5.

A.R. 9.16  TEAM B TOUCHES IN END ZONE—TEAM A RECOVERS
Fourth-and-10 on 50. B1 muffs the punt in flight in the end zone. A1 recovers in the end zone.  
Ruling: Touchdown Team A. Kickoff A35.

A.R. 9.17  FIELD-GOAL ATTEMPT—TEAM B TOUCHES—TEAM A RECOVERS
Fourth-and-6 on B31. On a field-goal attempt, receiver B1 muffs the ball in flight in the end zone and the ball is recovered in the end zone by A7.
**Ruling:** Touchdown Team A. Kickoff A35.

**PUNT HITS IN END ZONE AND REBOUNDS TO FIELD OF PLAY**

**A.R. 9.18** TEAM B FALLS ON BALL

Fourth-and-10 on A40. The punt hits in the end zone and rebounds to the B5 where B2 falls on it and is downed.

**Ruling:** B’s ball, first-and-10 on B20. The ball is dead when it hits in the end zone, untouched by Team B.

**A.R. 9.19** TEAM A RECOVERS

Fourth-and-10 on A40. The punt hits in the end zone and rebounds out to the B5, where A6 recovers.

**Ruling:** B’s ball, first-and-10 on B20. On a punt the ball is dead when it hits in the end zone, untouched by Team B.

**TEAM A TOUCHES PUNT IN END ZONE OR FIELD OF PLAY**

**A.R. 9.20** TEAM A BATS BALL BACKWARD WHILE TOUCHING IN END ZONE

Fourth-and-10 on A40. The airborne punt is batted back into the field of play from the end zone by A5, while he is contacting the ground in the end zone. B2 recovers at the B5 and runs to the B25.

**Ruling:** B’s ball, first-and-10 on B20. Touchback. The ball is dead when it is touched by Team A in the end zone, as it has not previously been touched by Team B.

**A.R. 9.21** TEAM A FIRST TOUCHES IN FIELD OF PLAY AND BALL GOES OUT OF BOUNDS

Fourth-and-10 on A40. A4 touches the punt at the B5, and the ball then goes out of bounds at the B4.

**Ruling:** B’s ball, first-and-10 on B5, the spot of A’s first touching.

**A.R. 9.22** TEAM A FIRST TOUCHES IN FIELD OF PLAY AND TEAM B RECOVERS

Fourth-and-10 on A40. A4 touches the punt in the field of play at the B10, and B2 recovers the ball at the B4.

**Ruling:** B’s ball, first-and-10 on B10, the spot of A’s first touching.

**A.R. 9.23** TEAM A BATS BALL INTO END ZONE

Fourth-and-5 on A45. The punt hits on the B5 and bounces up and over the goal line. A2 jumps from the B2, and while airborne over the end zone, he bats the ball backward. The ball hits in the end zone and then rolls into the field of play where B1 picks it up, runs to the B30, fumbles, and A3 recovers.

**Ruling:** B’s ball, first-and-10 on B20. Touchback. The ball is dead when it hits in the end zone, untouched by B.

**A.R. 9.24** TEAM A BATS BALL FROM END ZONE OUT OF BOUNDS INSIDE PYLON

Fourth-and-5 on A45. The punt bounces from the field of play into the end zone but is still airborne and has not touched in the end zone. A1 leaps from the B1 and bats the ball back across the goal line. The batted ball crosses the goal line inside the pylon, crosses the sideline in flight at the B2, and first hits the ground out of bounds at the B3 (extended).

**Ruling:** B’s ball, first-and-10 on B2 (the spot where the ball crossed over the sideline prior to hitting out of bounds). The spot of the first touching is the B1 (the spot where A1 left his feet prior to batting the ball).

**A.R. 9.25** TEAM A BATS BALL FROM END ZONE OUT OF BOUNDS OUTSIDE PYLON

Fourth-and-5 on A45. The punt bounces from the field of play into the end zone but is still airborne and has not touched in the end zone. A1 leaps from the B1 and bats the ball back across the goal line (extended). The batted ball crosses the sideline in the end zone (and the goal line extended, outside the pylon), and first hits the ground out of bounds at the B2 (extended).

**Ruling:** B’s ball, first-and-10 on B20. Touchback since the ball was outside the pylon before hitting out of bounds.

(11-6-1)

**FIRST/ILLEGAL TOUCHING**

**A.R. 9.26** FIRST TOUCH—LAST PLAY OF PERIOD

Fourth-and-16 on A8. On the last play of the half, punter A1 gets off a poor punt, and A2 first touches the ball at the A30. B1 picks it up and runs to the A4 where he fumbles and A3 recovers in the end zone.

**Ruling:** B’s ball, first-and-10 on A30. B may choose to extend the period at the spot of the first touch by A2.

**A.R. 9.27** FIRST TOUCH—RECOVERY AND FUMBLE BY TEAM B

Fourth-and-5 on A30. A1’s punt bounces at the B48 and then is first touched by A2 at the B46. The ball rolls to the B40 where B1 picks it up and runs to the 50, fumbles, and A2 recovers.

**Ruling:** B’s ball, first-and-10 on B46, the spot of the first touch violation.

**A.R. 9.28** FIRST TOUCH—FOUL BY TEAM B DURING RETURN—FUMBLE

Fourth-and-10 on A48. A2 is the first to touch A1’s punt at the B14. The ball rolls to the B10, where B1 picks it up, runs to the 50, fumbles, and A3 recovers there. During B1’s run, B2 clipped on the B40.

**Ruling:** A’s ball, first-and-10 on B35. The personal foul by B2 can be carried over and enforced from the dead ball spot due to the fumble recovery by Team A. The enforcement of that foul eliminates the spot of first touching.

**A.R. 9.29** TEAM B FOUL—BATTING BALL INTO OPPONENT—RECOVERY BY TEAM A

Fourth-and-10 on B40. While the punt is in the air, B1 blocks A3 in the back or holds A3 at the B20. The punt lands at the B10 where A2 intentionally bats the ball backward into receiver B1. A3 then recovers at the B12.

**Ruling:** A’s ball, first-and-10 on B30. The enforcement of B1’s foul negates the first touching violation. Since the foul was not a post-possession foul, or a foul after Team B gained possession, it is enforced from the previous spot. It is an offensive foul, as Team B is deemed to have been the offensive team at the time of the foul. B1 is deemed to have touched the ball even though A2 batted the ball into him, so when A3 recovers the ball it belongs to Team A.
A.R. 9.30  **ILLEGAL TOUCH—PLAYER FROM OUT OF BOUNDS**  
Fourth-and-10 on 50. A1’s punt is rolling, (a) at the B5; or (b) at the B4, when it is recovered by A2; or (c) at the B4 when it is recovered by A2 and carried into the end zone. A2 had been blocked out of bounds at the B40 but returned immediately inbounds.  
**Rulings:**  
(a) Fourth-and-15 on A45, or B’s ball, first-and-10 on B10.  
(b) Fourth-and-15 on A45, or B’s ball, first-and-10 on B20. The illegal touching inside the five-yard line by a player who had been out of bounds gives Team B the additional option of a touchback.  
(c) Fourth-and-15 on A45, or B’s ball, first-and-10 on B25. The result of the play is a touchback so the five-yard penalty can be tacked on from the B20.

A.R. 9.31  **FIRST TOUCH—PLAYER FROM OUT OF BOUNDS**  
Fourth-and-10 on 50. A1 punts the ball deep to B3 at the 10-yard line. B3 lets the ball go, and flyer A2 bats the ball at the B1 back to the B5. As the ball is rolling at the B5, A3 who had been blocked out of bounds, comes in and re-establishes himself, and then falls on the ball at the B5.  
**Ruling:** B’s ball, first-and-10 on B5. Team B takes the ball at the most advantageous spot of first touching. The touch by A3, while a first touch, is not a foul, because the ball has previously been touched by another player (A or B on scrimmage kick plays).

A.R. 9.32  **MULTIPLE ILLEGAL TOUCH SPOTS—PLAYER FROM OUT OF BOUNDS**  
Fourth-and-10 on 50. Gunner A2 is blocked out of bounds as he covers the punt, but A2 returns and re-establishes inbounds and is then the first to touch the rolling punt at the B16. The punt continues to roll toward the goal line untouched by anyone else, until A2 downs the ball on the B4.  
**Ruling:** B’s ball, first-and-10 on B20, or fourth-and-15 on A45. Multiple fouls by A2. Team B can take the ball at the spot of the first illegal touch (B16), enforce the five-yard penalty from the dead-ball spot (also the spot of A2’s second touching), enforce the five-yard penalty at the previous spot and replay the down, or take a touchback due to the touching inside the 5-yard line. There is no option to enforce the five-yard penalty from the first illegal touch spot (B16), because that was not the dead-ball spot.

A.R. 9.33  **FIRST TOUCH—POSSSESSION BY TEAM A—RELEASES BALL**  
Fourth-and-8 on B48. The punted ball is coming down at the B4-yard line, where A2 catches it and his momentum carries him into the end zone; however, he releases the ball at the B1-yard line. The ball rolls into the end zone. No Team B player could have caught the ball.  
**Ruling:** B’s ball, first-and-10 on B4, the ball is dead at the spot where A2 first possessed the ball.

A.R. 9.34  **FIRST TOUCH—TEAM A PLAYER KEEPS TEAMMATE OUT OF END ZONE**  
Fourth-and-4 on 50. A1 punts the ball and A2 and A3 run downfield to cover it before it goes into the end zone. A2 recovers the ball at the B4, and his momentum takes him toward the goal line. A3, while his foot is in the end zone, grabs his teammate A2 and prevents him from going into the end zone or touching the goal line.  
**Ruling:** B’s ball, first-and-10 on B4.

**TOUCHBACK—TEAM A CARRIES BALL INTO END ZONE OR TOUCHES BALL IN END ZONE**

A.R. 9.35  **TEAM A RECOVERS BALL AND CARRIES IT INTO END ZONE**  
Fourth-and-10 on B40. After a punt, the ball bounces on the B8 and rolls to the B4, where A2 picks it up and scores.  
**Ruling:** B’s ball, first-and-10 on B20. Touchback.

A.R. 9.36  **TEAM A RECOVERS BALL AND CARRIES IT INTO END ZONE—FOUL BY A OR B**  
Fourth-and-10 on A45. A1 first touches and recovers the punt on the B4 and carries it into the end zone. Before A1 reaches the goal line: (a) A2 clips on B6; or (b) B1 clips on B6.  
**Rulings:**  
(a) B’s ball, first-and-10 on B35. The ball is technically not dead, but enforced from the succeeding spot.  
(b) B’s ball, first-and-10 on B3. Spot of the clip is inside B’s 20-yard line so it is enforced from the spot of the foul.

A.R. 9.37  **TEAM A RECOVERS BALL WHILE TOUCHING IN END ZONE**  
Fourth-and-5 on A45. The punted ball is untouched and rolling inside the B5. A2 dives on the ball at the B4 to prevent it from going into the end zone. A2’s right foot is touching the goal line at the B2 as he possesses the ball.  
**Ruling:** B’s ball, first-and-10 on B20. Touchback.

**IMPETUS**

A.R. 9.38  **TEAM A IMPETUS—TEAM A BLOCKS TEAM B INTO BALL**  
Fourth-and-5 on 50. The punted ball rolls to the B6. B1 steps aside and makes no attempt to field the ball. A2 blocks passive B1 into the ball, and the ball: (a) rolls over the end line; or (b) rolls to the B3 where A4 recovers.  
**Rulings:**  
(a) B’s ball, first-and-10 on B20. Touchback. A passive player blocked into a loose ball is deemed not to have touched it and does not create a new impetus.  
(b) B’s ball, first-and-10 on B3.

A.R. 9.39  **TEAM A IMPETUS—B BATS KICK IN END ZONE**  
Fourth-and-5 on B45. A’s punt is muffed at the B8 by B1 (no new impetus). The punt goes into B’s end zone, where there is a scramble for the ball. B2 bats the ball in the end zone backward over the end line.
Ruling: B’s ball, first-and-10 on B10. Illegal bat, but since A’s impetus put the ball in the end zone, and Team B did not run with the ball, enforcement is from B’s 20-yard line. (12-4-1)

POST-POSSESSION

A.R. 9.40 POST-POSSESSION FOUL IN TEAM B END ZONE—NO RETURN

Fourth-and-3 on A45. A1’s punt goes out of bounds at the B6. During the punt, B2 clips in the end zone.

Ruling: B’s ball, first-and-10 on B3. Post-possession foul and no return.

A.R. 9.41 POST-POSSESSION—TEAM B FOUL IN FIELD OF PLAY—TOUCHBACK

Fourth-and-8 on A40. A1 punts. During the punt, B2 blocks low at the B8. The punted ball goes over the end line.

Ruling: B’s ball, first-and-10 on B4. Since there was no return, it is considered a touchback, and the penalty is enforced from the spot of B’s foul if that spot is inside the 20-yard line. (3-26)

A.R. 9.42 POST-POSSESSION—FOUL IN TEAM B END ZONE—TEAM B RETURN

Fourth-and-2 on B45. A1 punts, and B1 catches the ball on the B5 and returns to the B22. During the punt, B2 clips in the end zone.


A.R. 9.43 NOT POST-POSSESSION—TEAM A IN POSSESSION AT END OF DOWN

Fourth-and-5 on A20. B1 clips A2 at the B45 while the punt is in the air. The ball bounces and touches A1’s foot at the B36. B1 then muff it, and A3 falls on the ball at the B30.

Ruling: A’s ball, first-and-10 on A35. Since Team A legally recovers the ball, this is not a post-possession foul. Foul is enforced from previous spot and negates the first touch.

A.R. 9.44 TEAM A FOULS DURING KICK—B TOUCHES PUNT—RECOVERED BY B

Fourth-and-16 on B38. B1 gives a valid fair-catch signal at the B8, steps aside, and the ball bounces at the B8, where it touches B1’s foot and rolls toward the sideline near the B2. A2 blocks B1 low, and A3 picks up the ball at the B2 and runs for a touchdown.

Ruling: Fourth-and-31 on A47. Previous spot enforcement. If Team B had maintained possession the low block could be enforced from the dead ball spot.

A.R. 9.45 NOT POST-POSSESSION—TEAM B DOES NOT MAINTAIN POSSESSION THROUGHOUT DOWN

Fourth-and-10 on A40. During the punt, B1 holds A1 at the B45. B2 fields the punt at the B10 and returns it to the B15 where he fumbles. A2 scoops up the ball there and runs to the B5 where he fumbles. B2 recovers and downs the ball at the B5.

Ruling: A’s ball, first-and-10 on 50. This is not a post-possession foul, as Team B did not retain possession of the ball throughout the down. It was an offensive foul at the time committed, and, thus, a 10-yard foul enforced from the previous spot, and the ball is returned to Team A. It is not an automatic first down, because it was an offensive foul.

A.R. 9.46 NOT POST-POSSESSION—TEAM B LOSES POSSESSION

Fourth-and-10 on B45. While the punt is in the air, B1 pulls A2 down by the facemask at the B20. B1 fields the punt at the B10, but he fumbles at the B26 where the ball is recovered and downed by A3.

Ruling: A’s ball, first-and-10 on B26. Since this is not a post-possession foul, the FMM would be enforced from the previous spot. In this case, however, Team A would decline the penalty and choose the result of the play.

SCRIMMAGE KICK CROSSES LINE OF SCRIMMAGE AND RETURNS BEHIND LINE

A.R. 9.47 PUNT OVER AND BACK—TOUCHED BY TEAM B

Fourth-and-12 on A20. B1 partially blocks the punt and the ball bounces to the A22 where B2 attempts to recover but muffs the ball to the A18 where A2 picks up the ball, runs, and is tackled at the A25.

Rulings: A’s ball, first-and-10 on A25. Team B touched the ball beyond the line of scrimmage.

A.R. 9.48 PUNT OVER AND BACK—SIMULTANEOUS RECOVERY

Fourth-and-5 on 50. B1 partially blocks the punt. The ball rolls to the B48 where it hits B2’s leg and rolls back to the A48 where A1 and B1 fall on it.

Ruling: B’s ball, first-and-10 on A48. The simultaneous recovery of a legal kick by eligible opposing players belongs to the receivers.

A.R. 9.49 PUNT OVER AND BACK—UNTOUCHED BEYOND LINE

Fourth-and-10 on A25. A1’s punt is partially blocked, hits on the A28, and then bounces back to the A22, untouched beyond the line. A2 recovers at the A22 and he: (a) is downed there; (b) runs with the ball to the A33; (c) runs with the ball to the A36; or (d) throws a pass from the A22, which is complete to A3 at the 50.

Rulings:
(a) B’s ball, first-and-10 on A22. If Team A recovers but does not attempt to advance, Team B gets the ball at the spot of recovery.

(b) B’s ball, first-and-10 on A33. If Team A recovers and advances, but does not reach the line to gain, Team B gets the ball at the dead ball spot.

(c) A’s ball, first-and-10 on A36. If Team A recovers and advances beyond the line to gain, A has a first down.

(d) A’s ball, fourth-and-15 on A20. Illegal pass, as the ball has been beyond the line, and Team B must accept the penalty or Team A would have a first down at the 50.

A.R. 9.50 PUNT OVER AND BACK—TOUCHED BEYOND LINE BY TEAM A

Fourth-and-8 on A15. A1’s punt is blocked and goes to the A17 where the ball deflects off A4’s leg and rolls to the A14. Back A3 recovers the ball at the A13 and runs to the 50, where he fumbles the ball. B8 recovers the ball at the
B48 and runs for a touchdown.

**Ruling:** Touchdown Team B. Kickoff B35. If Team B lost possession during its run, it could still take the ball at the A17 due to the first touch by A4.

**A.R. 9.51** ILLEGAL FORMATION BY TEAM A—BLOCKED PUNT AND FORWARD PASS

Fourth-and-9 on A10. A1’s punt is partially blocked and goes to the A13 where it rebounds, untouched, to the A8. A1 recovers the loose ball at the A8 and throws a pass to A2 at the A15. A2 catches the ball and is tackled: (a) at the A16; or (b) at the A26. Team A was in an illegal formation at the snap.

**Rulings:**
(a) B’s ball, first-and-10 on A11. The illegal formation penalty can be enforced from the dead ball spot, since it occurred during a scrimmage kick play and Team A did not make the line to gain. The illegal forward pass penalty can only be enforced from the previous spot, because it occurred after the scrimmage kick play ended.
(b) Fourth-and-14 on A5. Team B must accept the penalty for either the illegal formation or illegal forward pass at the previous spot since the result of the play was a first down for Team A.

**FIELD GOAL CROSSES LINE OF SCRIMMAGE AND RETURNS**

**A.R. 9.52** FIELD GOAL OVER AND BACK—UNTouched BEYOND LINE

Fourth-and-10 on B25. A1’s field-goal attempt from the B33 is partially blocked, hits on the B22, and then bounces back to the B27, untouched by anyone beyond the line. A2 recovers the ball at the B27 and he: (a) is downed there; (b) runs with the ball to the B17; (c) runs with the ball to the B14; or (d) throws a pass from the B27, which is complete to A3 at the B10.

**Rulings:**
(a) B’s ball, first-and-10 on B33
(b) B’s ball, first-and-10 on B17
(c) A’s ball, first-and-10 on B14
(d) A’s ball, fourth-and-15 on B30. Illegal pass, as the ball has been beyond the line. B must accept the penalty, since A2 made a first down.

**FAIR CATCH SIGNAL—INTERFERENCE WITH THE OPPORTUNITY—FAIR-CATCH KICK**

**A.R. 9.53** FAIR CATCH—EXTEND PERIOD FOR FAIR-CATCH KICK/SNAP

Fourth-and-10 on A6. The score is 28-26 in favor of Team A. On the last play of the game, a partially blocked punt goes to the A28 where B1 gives a valid fair-catch signal. No time remains on the clock. (a) B1 catches it on the A28; (b) A4 interferes on the A28, and the ball is then caught by B1; or (c) B1 muffs the ball on the A28 and it rolls out of bounds on A30.

**Rulings:**
(a) Only option is a fair-catch kick on A28. Extend period.
(b) Fair-catch kick or snap at the A14. Fair-catch interference. Extend period.
(c) Game over.

**A.R. 9.54** NO FAIR CATCH—NO EXTENSION

Fourth-and-5 on A10. There are four seconds remaining in the game, and the score is tied. B1 gives a valid fair-catch signal at the A35. The wind carries the ball to B2 who did not signal. B2 catches the ball on the A30 as time runs out.

**Ruling:** Go to overtime. Ball is dead when caught by B2, and there is no extension.

**A.R. 9.55** FAIR-CATCH INTERFERENCE—OPTION TO EXTEND PERIOD

Fourth-and-10 on A12. On the last play of the half, B1 signals for a fair catch at the 50. A1 tackles B1 before the ball arrives. The ball hits A1 in the back and rebounds to the A29 where: (a) B2 recovers; or (b) A2 recovers.

**Rulings:**
(a) Team B may extend the period with a snap or fair-catch kick at the A35.
(b) Team B may extend the period with a snap at the A29 (most advantageous spot of first touching), or receivers could elect a fair-catch kick at the A35 (enforcement of the fair-catch interference).

**A.R. 9.56** INTERFERENCE WITH OPPORTUNITY—NO SIGNAL

Fourth-and-7 on A11. With five seconds remaining in a tied game, B1 does not give a fair catch signal, and A2 contacts B1 at the A35 prior to B1 catching the ball. B1 is downed at the A35 as time expires.

**Ruling:** B’s ball, first-and-10 on A20. Extend for a scrimmage play only.

**A.R. 9.57** BLOCK IN BACK BY PUNTING TEAM—PUNT IN AIR OR ON THE GROUND

Fourth-and-10 on 50. As A2 is running downfield after a punt, he pushes B2 in the back at the B40. B2 is also running downfield in an effort to get in position to set up a block. The block happens: (a) while the kick is still in flight; (b) while the ball is rolling on the ground at the B10; or (c) after B3 has picked up the punt and is running with the ball at the B20. B3 is tackled at the B30.

**Rulings:**
(a) B’s ball, first-and-10 on B40 (or re-kick from A40). This foul can be tacked on to the end of the return, or it can be enforced at the previous spot. This is a 10-yard penalty.
(b) and (c) B’s ball, first-and-10 on B30. No foul.

**Note:** This rule applies to scrimmage kicks—field goals and punts—but not free kicks.

**A.R. 9.58** DOUBLE PUNT—BEHIND LINE OF SCRIMMAGE

Fourth-and-5 on A30. B1 blocks the punt, and the ball rolls to the A16. A2 picks it up there and punts it again. The
ball goes out of bounds at the B40.

**Ruling:** B’s ball, first-and-10 on B40. Legal punt from behind the line.

### A.R. 9.59 BLOCKED PUNT—PASS INTERFERENCE RULES IN EFFECT
Fourth-and-5 on A30. The punt is partially blocked, and the ball bounces to the A26 where A2 picks it up. A2 throws a pass to gunner A3 at the 50. B1 pushes A3 away from the ball, intercepts it, and scores.

**Ruling:** A’s ball, first-and-10 on 50. Defensive pass interference applies again once the ball is kicked. (8-5-2)

### A.R. 9.60 BLOCKED PUNT—SECOND PUNT—INELIGIBLES DOWNFIELD
Fourth-and-10 on A30. At the snap, A1 and A2 release legally to go downfield. The punt is blocked behind the line of scrimmage. The blocked punt never crosses the line of scrimmage, and it is picked back up by the punter and punted again. Prior to the second punt, several Team A players had gone downfield and are downfield at the time of the second punt. The punted ball goes out of bounds untouched at the B10.

**Ruling:** B’s ball, first-and-10 on B10. It is legal for all Team A players to go downfield after the first punt.

### A.R. 9.61 PUNT—PLAYER DOWNFIELD—NOT WIDEST MAN
Fourth-and-5 on A30. Back A2 goes in motion and is outside his tight end A3 by two yards when the ball is snapped. A3 goes downfield at the snap before the ball is kicked. B1 catches the punt at the B40, runs to the A10, is tackled, fumbles, and A4 recovers there.

**Ruling:** Fourth-and-10 on A25. A3 is not eligible to go downfield before the ball is kicked. There is no option to enforce the foul from the dead-ball spot, because Team B lost the ball. (9-1-2)

### A.R. 9.62 TEAM A FOULS AT SNAP—ENFORCEMENT OPTIONS—FOR TEAM B
Fourth-and-10 on A40. At the snap, tackle A3 is not on the line of scrimmage. B2 returns the punt to the B20.

**Ruling:** Fourth-and-15 on A35, or B’s ball, first-and-10 on B25. Team B has the option to enforce from the previous spot or the succeeding spot.

**Note:** All fouls by Team A prior to the receiving team securing possession include the option to enforce from the previous spot or the dead-ball spot, provided that the receiving team does not lose possession.

### A.R. 9.63 TEAM A OR B FOUL DURING PUNT
Fourth-and-10 on B40. While the punt is in the air, (a) A2 grabs B2, who was attempting to prevent A2 from getting downfield to cover the punt, and pulls him out of the way at the B36; or (b) B3 grabs A3 and pulls him to the ground at the B36. The punt rolls into the end zone for a touchback.

**Rulings:**
(a) Not a foul. B’s ball, first-and-10 on B20. Touchback. Kicking team player can use hands/arms to shed block.
(b) B’s ball, first-and-10 on B10.

**Note:** Foul by either team during a scrimmage kick are treated as offensive fouls.

### A.R. 9.64 TEAM A FOULS DURING PUNT—DOUBLE CHANGE OF POSSESSION
Fourth-and-10 on 50. A2 pulls B2 down by the facemask as A1 punts the ball. The ball is fielded at the B10 by B1, who runs to the B20 where he fumbles. A2 recovers at the B20 and runs to the B15 where he fumbles. B2 recovers and down the ball at the B12.

**Ruling:** B’s ball, first-and-10 on B12, or fourth-and-25 on A35. There is no option to carry Team A fouls over a double change of possession.

### A.R. 9.65 PUNT TOUCHED BY TEAM A PLAYER OUT OF BOUNDS IN END ZONE
Fourth-and-10 on 50. The punt is bouncing toward the pylon. A1 steps on the sideline at the B1 and then dives for the ball, which is still airborne one yard in the end zone, and bats it back to the B2. A2 recovers and falls to the ground at the B3.

**Ruling:** B’s ball, first-and-10 on B20. Touchback. The ball is out of bounds behind the goal line when touched by A1, because A1 has not re-established inbounds. The ball is therefore dead in the end zone for a touchback when it is touched by an out-of-bounds player. This is not a foul for A1 being out of bounds voluntarily since he was not attempting to avoid a block.

### A.R. 9.66 TEAM B SUBSTITUTES ENTER FIELD DURING PUNT PLAY—MULTIPLE TEAM B FOULS
Fourth-and-10 on 50. A1 punts the ball to the B10 where B2 picks up the ball and returns it to the B40. (a) While the ball was rolling at the B10 (before B2 picked it up); or (b) during the return, substitutes from Team B came onto the field at the B30, thinking the play was over, and then returned to the bench area without interfering in the play. During B2’s return, B3 blocks A4 in the back at the B26.

**Rulings:**
(a) B’s ball, first-and-10 on B5. Multiple fouls by Team B. The illegal substitution would be a post-possession foul enforced from the B10 to the B5. The block in the back would be enforced from the B26 to the B16. (14-1-3)
(b) B’s ball, first-and-10 on B16. Multiple fouls by Team B. The illegal substitution occurs during the return and would, therefore, be enforced from the spot of the foul (B30), five yards. The block in the back would be enforced from the B26. (14-1-3)

### A.R. 9.67 TEAM A SUBSTITUTES ENTER FIELD DURING PUNT PLAY—DOUBLE FOULS
Fourth-and-10 on 50. A1 punts the ball to the B10 where B2 picks up the ball and returns it to the B40. (a) While the ball was rolling loose at the B10 (before B2 picked it up); or (b) during the return, substitutes from Team A came onto the field at the B35, thinking the play was over, and then returned to the bench area without interfering in the
play. During B2’s return, B3 blocks A4 in the back at the B26.

**Rulings:**
(a) B’s ball, first-and-10 on B16, or fourth-and-10 on 50. Double foul with a change of possession. (14-5-2)
(b) B’s ball, first-and-10 on B10. Double foul after a change of possession. The enforcement spot for double fouls after a change of possession is the spot where possession changed. (14-5-2)

**A.R. 9.68 PUNT FROM BEYOND LINE**

Fourth-and-10 on 50. Punter A1 scrambles after a bad snap and runs to the B45 where he punts the ball out of bounds at the B25.

**Ruling:** B’s ball, first-and-10 on B25, or fourth-and-15 on A45. This is a punt, even though it is from beyond the line, and it is therefore B’s ball at the dead-ball spot. All rules on scrimmage kicks apply. Team A’s 10-yard penalty is a “spot foul” and can therefore only be enforced from the spot of the kick, with the down replayed.

**A.R. 9.69 PUNT FROM BEYOND LINE—INVALID FAIR-CATCH SIGNAL**

Fourth-and-22 on A40. Punter A1 picks up the poor snap on the second bounce. He runs to the A42 where he punts the ball. B1 tries to block the kick and runs into A1 at the A42, knocking him down. B2 gives an invalid fair-catch signal at the 50, and muff the ball up into the air at the A49. B3 catches it at the A48 and runs for a touchdown.

**Ruling:** B’s ball, first-and-10 on the B45, or fourth-and-22 on A40. Double foul with a change of possession. Although the scrimmage kick was from beyond the line, scrimmage kick rules remain in effect. Play should be blown dead when B3 gains possession due to the invalid fair catch signal.

**A.R. 9.70 PUNT—DOUBLE FOUL AFTER CHANGE OF POSSESSION**

Fourth-and-5 on A45. Receiver B1 holds kicker A4 on the B30 during the punt. B2 catches the punt at the B10 and runs to the B45 where he is tackled. During the return, A3 trips B2 at the B40.

**Ruling:** B’s ball, first-and-10 on B10. (14-5-2)

**A.R. 9.71 KICKING TEAM PLAYER OUT OF BOUNDS DURING PUNT**

Fourth-and-12 on A21. At the snap, A1, who is lined up wide on punt coverage, runs out of bounds untouched to avoid being blocked by B1 and B2. A1 returns to the field of play at the A26. B1 attempts to catch the punter ball at the B41 but muffs it and the ball rolls to the B19 where B3 and A4 simultaneously recover the ball.

**Ruling:** Fourth-and-17 on A16 or B’s ball, first-and-10 on B24. Team B has the option to enforce at the previous spot or the dead ball spot. Simultaneous possession of a kick belongs to Team B.

**A.R. 9.72 KICKING TEAM PLAYER OUT OF BOUNDS DURING PUNT—FORCED OUT**

Fourth-and-7 on A31. A1, who is attempting to cover the punt, is contacted and forced out of bounds by B3 at the A34. A1 returns to the field of play at the A39. B2 signals for and makes a fair catch at the B39.

**Ruling:** B’s ball, first-and-10 on B39. Contact by B3 is what caused A1 to run out of bounds. No foul.

**A.R. 9.73 BLOCKING OUT OF BOUNDS DURING PUNT/DURING RETURN**

Fourth-and-10 on A40. A1’s punt is fielded by B1 at the B10 and returned to the 50. B2 blocks A2 causing A2 to go out of bounds, and B3 then immediately goes out of bounds and blocks A2 again at the B40 while they are both out of bounds. The block by B3 occurs (a) during the kick; or (b) during the return.

**Rulings:**
(a) B’s ball, first-and-10 on B5. It is unnecessary roughness to go out of bounds to block an opponent during a punt. This is a post-possession foul.
(b) B’s ball, first-and-10 on 50. No foul. This action did not happen during the punt. (12-2-6-c)

**A.R. 9.74 TOUCHBACK—DOUBLE FOUL WITH CHANGE OF POSSESSION**

Fourth-and-3 on B36. During Kicker A1’s punt, B2 clips A2 at the B16. The ball lands at the B6 and A3 bats the ball at the B4 into the end zone where B2 recovers the ball and runs for a touchdown. Team A had six players on the line of scrimmage.

**Ruling:** B’s ball, first-and-10 on B8. This is a double foul with a change of possession, which results in a touchback. Enforcement is from the spot of the foul since it is behind the end of the kick (B20). B also can replay the down.

**A.R. 9.75 BALL TOUCHES OFFICIAL IN FIELD OF PLAY DURING SCRIMMAGE KICK**

Fourth-and-5 on A45. A1 punts the ball to the B2 where it bounces and hits the Back Judge who was straddling the goal line. The ball bounces back to the B2 where it is downed by A2. If the ball hit the Back Judge, it would have gone into the end zone.

**Ruling:** B’s ball, first-and-10 on B2. If the ball touches an official who is inbounds, the touching is ignored. (7-2-2)

**A.R. 9.76 TEAM A FIRST TOUCHES AND TEAM B ILLEGALLY KICKS PUNT**

Fourth-and-10 on 50. A1’s punt is first touched by A2 on the B2. The ball then bounces to the B6 where B5 kicks it into and out of the back of the end zone.

**Ruling:** B’s ball, first-and-10 on B2. The result of the play is a safety, but if Team A declines B’s illegal kicking foul to get the safety result, Team B would have the option to take the ball at the spot of first touching. If Team A accepts the illegal kicking foul, it would be enforced from the spot of the foul—the B6 to the B3. (This is not a 20-10, as B’s impetus put the ball in the end zone.) Therefore, A’s best option is to decline the penalty, forcing Team B to take the ball at the spot of first touching.

**A.R. 9.77 BLOCKED PUNT—ILLEGALLY KICKED BALL**

Fourth-and-10 on 50. A1’s punt is blocked at the A40, and the ball rolls loose on the ground at the A47, when A1 kicks it downfield. The ball hits B1 at the B45 and bounces out of bounds (a) at the B45 or (b) at the A45.

**Rulings:**
(a) B's ball, first-and-10 on A40. Illegally kicking the ball during a loose ball behind the line of scrimmage is enforced from the previous spot with a loss of down. (Option to enforce from the dead ball spot)
(b) B's ball, first-and-10 on A35. Because the ball was punted, and because it was B's ball at the end of the punt play, the yardage can be enforced from the dead ball spot.

A.R. 9.78 PUNT—ILLEGAL TOUCH
Fourth-and-4 on A45. During the punt, flyer A2 inadvertently steps on the sideline at the B30, (not making an effort to avoid a player and not blocked out), as he is running downfield to cover the punt. He continues to run, immediately re-establishing himself in bounds, and falls on the ball (a) at the B5; or (b) at the B2.
Rulings:
(a) Fourth-and-9 on A40 or B's ball, first-and-10 on B10 (decline). Illegal touch by A2. No kicking team player, who has been out of bounds, may touch or recover a punt beyond the line until it has been touched by another player from either team. If a punt team player goes out of bounds on his own to avoid an opponent, it is a foul. If he steps out inadvertently, it is not a foul for going out of bounds, but he still cannot be the first to touch the kick.
(b) Fourth-and-9 on A40, or B's ball, first-and-10 on B20. The foul for illegal touching after having been out of bounds if accepted has a touchback option, as the touching occurred inside the five-yard line.

A.R. 9.79 PUNT—MULTIPLE FOULS TEAM A—ILLEGAL TOUCH AND POP
Fourth-and-10 on 50. A1’s punt is at the B17 when A2, who had re-established back inbounds after having gone out of bounds on his own to avoid a block, touches the rolling punt there. The punt then rolls out of bounds at the B14.
Ruling: B's ball, first-and-10 on B19, or fourth-and-15 on A45. Multiple fouls by A2 for POP and ITK. There is no option to move the ball to the spot of the first touch and also enforce the penalty from that spot.

A.R. 9.80 DOUBLE CHANGE OF POSSESSION—FOUL DURING RETURN
Fourth-and-10 on A40. B1 catches the punt on the B25 and runs to the B35 where he fumbles. A2 recovers the fumble at the B34 and runs to the B33 where he fumbles, and B2 recovers and is downed at the B30. During B1's run, (a) B4 illegally blocks in the back at the B37; (b) illegally blocks in the back at the B33; or (c) blocks A4 below the waist at the B32.
Rulings:
(a) B's ball, first-and-10 on B25. Declining B's foul results in B's ball at the B30. When accepted, it is enforced from the B35 as a foul on a running play. There is no option to enforce B's foul from the dead-ball spot.
(b) B's ball, first-and-10 on B23. Enforcement is from the spot of foul since it was behind the spot of the fumble.
(c) A's ball, first-and-10 on B19. Enforcement is from the spot at which A recovered the first fumble because of the low block.

RULE 10 FAIR CATCH—SIGNALS/INTERFERENCE

A.R. 10.1 NO FAIR-CATCH SIGNAL—NO PROTECTION
Fourth-and-5 on 50. B1 gives a valid fair-catch signal at the B10. The punted ball hits B1 in the hands and goes up in the air as B1 falls at the B12. A2 pushes B2 out of the way at the B10, catches the ball, and scores. B1 could not have caught the ball.
Ruling: A's ball, first-and-goal on B10. Ball is dead where caught. B2 does not have protection, as he did not signal.

A.R. 10.2 FAIR-CATCH SIGNAL—BLOCKED INTO PUNT
Fourth-and-5 on 50. B1 signals for a fair catch at the B10. B1 then steps forward to the B13 allowing the ball to hit the ground behind him. A1 then blocks passive B1 (high) into the ball forcing it into the end zone. A2 recovers there.
Ruling: B's ball, first-and-10 on B20. Touchback. No foul by A1 as a fair catch is no longer possible once the ball hits the ground. B1 is deemed not to have touched the ball.

A.R. 10.3 NO FAIR CATCH—CATCH COMPLETED OUT OF BOUNDS
Fourth-and-12 on A12. The punt is shanked off the side of the kicker's foot. B1 is running toward the sideline at the B48 and gives a valid fair-catch signal. He catches the ball with one foot inbounds but his second step is out of bounds. Time in the game expires on the play.
Ruling: Game over. No option for a fair-catch kick, as the fair catch was not completed inbounds.

A.R. 10.4 FAIR-CATCH SIGNAL—LEGAL ADVANCE BY TEAM B
Fourth-and-10 on A40. B1 gives a legal fair-catch signal at the B15 as the ball goes over his head. The ball in flight hits A2 at the B10, who is not near a Team B player. The ball bounces into the air toward B1, who catches it at the B12 and runs for a touchdown.
Ruling: Touchdown, Team B. Kickoff B35. Legal advance since A2 touched the ball after the signal. No foul by A2.

A.R. 10.5 ADVANCE AFTER GIVING FAIR-CATCH SIGNAL
Fourth-and-10 on A40. B1 gives a valid fair-catch signal at the B10 and the ball hits (a) the ground; (b) A2 at the B10 while in the air; or (c) the ground and then bounces off A2's leg. B1 or B2 then recovers the ball at the B15 and runs to the 50 where he is tackled.
Rulings:
(a) B's ball, first-and-10 on B15. The ball is dead when recovered by Team B.
(b) B's ball, first-and-10 on 50. Legal return by Team B because the ball was touched by Team A. (Decline Fair Catch Interference)
(c) B's ball, first-and-10 on 50. Legal return by Team B because the ball was touched by Team A.
INVALID SIGNAL

A.R. 10.6 INVALID FAIR- CATCH SIGNAL—PUNT HITS GROUND
Fourth-and-5 on A35. The punt is short and B1 gives a fair-catch signal at the B40 after the ball hits the ground at the B44. B2 picks up the ball at the B44 and scores.
Ruling: B’s ball, first-and-10 on B35. Five-yard penalty enforced from the spot of the foul for giving a signal after the ball hit the ground.

Note: The ball is dead when recovered by B2 after the ball hits the ground.

A.R. 10.7 INVALID FAIR- CATCH SIGNAL—KICKOFF HITS GROUND
On an onside kick from the A35, A1 “tops” the ball causing it to go down into the ground and then bounce high in the air to the A46 where it comes down to waiting B1. B1 signals for a fair catch, but just before B1 catches the ball, A2 blocks him aside and the ball hits the ground and is recovered by B3 at the A45.
Ruling: B’s ball, first-and-10 on B49. Invalid fair-catch signal as the ball had hit the ground before the signal, so the action by A2 was legal. Spot enforcement.

A.R. 10.8 INVALID FAIR- CATCH SIGNAL—ANOTHER TEAM B PLAYER CATCHES
Fourth-and-5 on A40. B1 gives an invalid fair-catch signal at the B14. The wind carries the punted ball in the air to the B8 where B2 catches the ball.
Ruling: B’s ball, first-and-10 on B8. Team A would take the result of the play since the penalty would place the ball at the B9.

A.R. 10.9 INVALID FAIR- CATCH SIGNAL—INTERFERENCE WITH OPPORTUNITY TO CATCH KICK
Fourth-and-10 on A40. A1 punts and B1 gives an invalid fair-catch signal at the B25. A2 contacts B1 prior to the catch. B1 muffs the ball and it rolls to the B15 where: (a) B2 recovers, or (b) A3 recovers.

Rulings:
(a) B’s ball, first-and-10 on B20, or Team B has the option to replay. Double foul with a change. (14-5-2)
(b) Fourth-and-10 on A40. Replay. Double foul. (14-5-1)

A.R. 10.10 INVALID FAIR- CATCH SIGNAL—MUFF BY TEAM B
Fourth-and-10 on A40. A1 punts and B1 gives an invalid fair-catch signal and muffs the ball up into the air. B1 could have caught the muff, but A2 hits B1 at the B18, and B1 muffs the ball again. A2 then recovers at the B15.
Ruling: A’s ball, first-and-10 on B15. Legal contact after the invalid signal.

A.R. 10.11 INVALID FAIR- CATCH SIGNAL—MUFF BY TEAM B
Fourth-and-5 on B45. B1 makes an invalid fair-catch signal at the B6, but the wind carries the ball toward B2 who is at the B5. B2 muffs the ball up into the air. B2 is about to catch the muff when A2 pushes him away and catches the ball on the B5.
Ruling: A’s ball, first-and-goal on B5. Legal contact since B2 did not give a valid fair-catch signal. Team A would decline the foul for invalid signal.

A.R. 10.12 FAIR- CATCH SIGNAL—BEHIND LINE OF SCRIMMAGE
Fourth-and-6 on A45. The punt is partially blocked, and B1 gives a valid or invalid fair-catch signal at the A40. B1 catches the ball there and runs to the A10.
Ruling: B’s ball, first-and-goal on A10. Not an invalid signal as ball was behind the line of scrimmage. The advance is legal. (10-2-2-Note)

A.R. 10.13 INVALID FAIR- CATCH SIGNAL—CONTACT BY TEAM A AFTER CATCH IS MADE
Fourth-and-10 on B45. B1 gives an invalid fair-catch signal at the B6. B1 catches the punt there and is immediately tackled by A2.
Ruling: B’s ball, first-and-10 on B3. There is no foul by A2 for fair catch interference since B1’s signal was invalid.

SIGNAL AND LEGAL/ILLEGAL BLOCK

A.R. 10.14 VALID FAIR- CATCH SIGNAL—LEGAL BLOCK BY SIGNALER
Fourth-and-5 on B45. B1 signals for a fair catch at the B10 and lets the ball go over his head. A1 touches the ball at the B4, and B1 then blocks A1. A1 falls on the ball at the B2.
Ruling: B’s ball, first-and-10 on B4. Team B can take the ball at the spot of the first touch by A. It is legal for the signaler to block after the ball is touched by another player.

A.R. 10.15 VALID FAIR- CATCH SIGNAL—ILLEGAL BLOCK
Fourth-and-10 on A20. B1 gives a valid fair-catch signal at the B35, steps aside, and lets the punt go over his head. The ball bounces at the B32, and while it is rolling at the B30, B1 blocks A2 above the waist from the side at the B32, which allows B1 to recover the ball at the B30.
Ruling: B’s ball, first-and-10 on B17. Enforce from the spot of the foul.

A.R. 10.16 VALID FAIR- CATCH SIGNAL—ILLEGAL BLOCK
On a kickoff, B3 gives a valid fair-catch signal at the B25-yard line. The ball goes over B3’s head and is caught by B4 at the B22 and advanced to the B30. Prior to B4 catching the ball, B3 blocked an opponent at the B20.
Ruling: B’s ball, first-and-10 on B10. The ball is dead when B4 catches it. The penalty for blocking after giving a fair catch signal is enforced from the spot of the foul.

A.R. 10.17 INVALID FAIR- CATCH SIGNAL—PUNT INTO END ZONE—DEAD BALL FOUL BY B
Fourth-and-4 on B40. B1 gives an invalid fair-catch signal at the B10 and allows the punt to go over his head and
roll into and out of the end zone, after which B2 clips in the end zone.

**Ruling:** B’s ball, first-and-10 on B5. Invalid signal is a spot foul. The dead-ball clip would be declined as it would be enforced from the B20.

**A.R. 10.18 VALID FAIR-CATCH SIGNAL—FIRST TOUCH—LEGAL RECOVERY AND ADVANCE**

Fourth-and-8 on A45. B1 signals for a fair catch on the B10, but allows the ball to hit the ground behind him. At the B1, A1 bats the ball back to B4. B1 pushes A2 from behind to recover the ball and advances to the B12.

**Ruling:** B’s ball, first-and-10 on B12. No foul for unnecessary roughness or block in the back since a player may push an opponent in the back in a personal attempt to recover a loose ball.

**A.R. 10.19 VALID FAIR-CATCH SIGNAL—TEAM A RECOVERY OF TEAM B’S MUFF**

Fourth-and-5 on A35. B1 gives a valid fair-catch signal at the B25. B1 attempts to make the catch, but muffs the ball. A2, who had been out of bounds, re-establishes and recovers the muffed punt at the B23.

**Ruling:** A’s ball, first-and-10 on B23. Legal recovery because the punt had been touched by a Team B player first.

**A.R. 10.20 INVALID FAIR-CATCH SIGNAL—ILLEGAL BLOCK**

Fourth-and-4 on A34. B1 gives an invalid fair-catch signal at the B35, steps aside, and blocks A2 at the B36. The punt rolls to the B18 where A3 and B2 simultaneously recover the ball with B2 touching the sideline.

**Ruling:** B’s ball, first-and-10 on B18. Team A can decline both penalties, since they are spot fouls, and take the result of the play. (14-1-3)

**A.R. 10.21 INVALID FAIR-CATCH SIGNAL—ILLEGAL BLOCK**

Fourth-and-12 on B38. B1 gives an invalid fair-catch signal at the B8. B1 allows the punt to bounce, and it rolls toward the end zone. B1 then blocks A2 above the waist from the side at the B6 when the ball is at the B4. A4 falls on the ball in the end zone.

**Ruling:** B’s ball, first-and-10 on B3. Accept the penalty for blocking after giving a signal (valid or invalid). (14-1-3)

**A.R. 10.22 VALID FAIR-CATCH SIGNAL—LEGAL BLOCK/ILLEGAL ADVANCE**

Fourth-and-4 on B45. A1 punts, and B1 gives a valid fair-catch signal at the B10, but muffes the ball, and it hits the ground. B2 then muffs the ball, after which B1 pushes A1 out of the way at the B8. B2 picks up the ball at the B6, and runs to the B30.

**Ruling:** B’s ball, first-and-10 on B6. B1 can block after the ball has touched another player, but Team B cannot advance until the ball is touched by a kicking team member. Play should be blown dead when B2 recovers the ball.

**FAIR-CATCH INTERFERENCE**

**A.R. 10.23 FAIR-CATCH INTERFERENCE—PUNT HITS TEAM A PLAYER**

Fourth-and-5 on B40. B1 gives a valid fair-catch signal at the B5. The punt hits A2 on the shoulder at the B6, while he is standing directly in front of B1. B1 catches the ball at the B6 and runs to the 50. B1 fumbles at the 50 and A2 recovers there.

**Ruling:** B’s ball, first-and-10 on B21. Penalize 15 yards from the spot of the foul. Fair-catch interference.

**A.R. 10.24 FAIR-CATCH INTERFERENCE—PUNT MUFFED**

Fourth-and-5 on S0. B1 gives a valid fair-catch signal at the B10. The punt hits B1 in the hands and goes in the air. A2 pushes B1 out of the way and catches the ball at the B10 as B1 was going to catch the ball. A2 scores.

**Ruling:** B’s ball, first-and-10 on B10. Fair-catch interference. There is no distance penalty in this situation. B is awarded a fair catch at the spot of the foul. (10-2-2-Item 3-Penalty)

**A.R. 10.25 FAIR-CATCH INTERFERENCE—PERSONAL FOUL**

Fourth-and-2 on A16. B1 gives a valid fair-catch signal at the A40. B1 is about to catch the punted ball at the A40 when A2 grabs B1’s facemask prior to the catch and flips him to the ground. The ball goes over B1’s head to the A45 where B2 picks it up and scores.

**Ruling:** Team B first-and-10 on A25, or fourth-and-10 on A8. The ball is dead when Team B recovers it since B1 gave a fair catch signal. The foul for fair-catch interference is enforced from the spot of that foul, and Team B can fair-catch kick or snap. The facemask foul is a multiple foul which would be enforced from the previous spot or the dead-ball spot (A45), as it is a foul by the kicking team during the kick. (14-1-3)

**A.R. 10.26 FAIR-CATCH INTERFERENCE—MUFF—PERSONAL FOUL**

Fourth-and-10 on A30. Punter A1 kicks the ball toward the sideline at the B15. B2 signals for a fair-catch at the B14. B2 muffs the airborne kick at the B14 and attempts to catch the muffed ball at the B15. A5 hits B2 helmet to helmet before he can complete the catch at the B15. The ball rolls out of bounds at the B18.

**Ruling:** B’s ball, first-and-10 on B33 or A’s ball, fourth-and-25 on A15. Accepting the foul for fair catch interference would give B the ball at the B15. The UNR occurred during a scrimmage kick and would be enforced from the previous spot or the dead ball spot.

**A.R. 10.27 FAIR-CATCH INTERFERENCE—TEAM A BLOCKS PASSIVE TEAM B PLAYER INTO SIGNALER**

Fourth-and-10 on A40. A1 punts and B1 signals for a fair catch at the B20. B2 is standing in front of B1 (not blocking) and is driven back into him by A4, causing B1 to muff the ball. A6 recovers the loose ball at the B25.

**Ruling:** B’s ball, first-and-10 on B35. Fair-catch interference by A4.

**A.R. 10.28 NO FAIR-CATCH INTERFERENCE—TEAM A BLOCKS ACTIVE TEAM B PLAYER INTO SIGNALER**

Fourth-and-10 on A40. A1 punts and B1 signals for a fair catch at the B20. B2 is blocking in front of B1 and is driven back into him by A5, causing B1 to muff the ball. A6 recovers the loose ball at the B25.
**RULE 11 SCORING**

**TOUCHDOWN**

A.R. 11.1 **TOUCHDOWN—CONTROL IN AIR IN END ZONE AND DRIVEN BACK INTO FIELD OF PLAY**
First-and-goal on B8. Tight end A2 goes into the end zone and leaps to catch a pass from A1. While he is airborne in the end zone, A2 controls the ball and is driven back to the 1-yard line by B2 and retains the football.  
*Ruling:* Touchdown Team A. Kickoff A35.

A.R. 11.2 **TOUCHDOWN—BATTED PASS IN END ZONE**
Third-and-3 on B16. A1 throws a forward pass to end A2 along the end line. A2 bats the ball toward end A3 who catches it in the end zone.  
*Ruling:* Touchdown Team A. Kickoff A35. A forward pass can be batted in any direction by either team in the end zone. (12-4-1)

A.R. 11.3 **TOUCHDOWN—TEAM A BATS BALL INTO OWN END ZONE**
Fourth-and-12 on A14. The punt is partially blocked and the ball rolls to the A4 where A2 bats it toward his goal and B1 falls on it in the end zone.  
*Ruling:* Touchdown Team B. Kickoff B35. No foul.

**TRY**

A.R. 11.4 **TRY ATTEMPT—SUCCESSFUL CONVERSION BY TEAM B**
On a Try attempt from the 15-yard line, the kick is blocked and returned by B2 across Team A’s goal line.  
*Ruling:* Two points for Team B, Team A kicks off from A35. The Try is not over when Team B gains possession of the ball. Any time either team scores what would normally be a touchdown during a Try, it is worth two points.

A.R. 11.5 **TRY ATTEMPT—SUCCESSFUL AFTER CHANGE OF POSSESSION**
On a Try attempt from the 2-yard line, QBA1’s pass is intercepted by B2 in Team B’s end zone. B2 attempts to run it out, but is hit and fumbles, with A4 recovering the ball in the end zone.  
*Ruling:* Two points for Team A. Team A kicks off from A35. The Try is not over when Team B gains possession.
A.R. 11.6  **TRY ATTEMPT—SUCCESSFUL—TEAM B FOUL**
On a Try attempt from the 15-yard line, the kick is good. B2 is offside.
**Ruling:** One-point try successful, kickoff A40; or retry at the B1 (run or pass), kickoff A35. All Team B fouls that do not result in a retry or negate a score are enforced on the ensuing kickoff.

A.R. 11.7  **TRY ATTEMPT—BLOCKED—TEAM B KICKS BALL INTO OWN END ZONE**
On a Try from the B15, holder A2 muffs a poor snap, and the ball rolls to the B17. Kicker A1 recovers and runs to the B4, where he fumbles to the B3. A3 reaches down to pick up the ball and B3 deliberately kicks it away from him. The ball hits the pylon.
**Ruling:** Option for Team A: Retry from B1 (run or pass); or one-point safety awarded to Team A. Kickoff A45. The result of the play is a safety, so if accepted, the Team B foul is enforced on the kickoff. If A3 had recovered the ball at the B3, the play would have been blown dead.

A.R. 11.8  **TRY ATTEMPT—DEFENSIVE PASS INTERFERENCE**
On a Try attempt from the 2-yard line, B3 pushes receiver eligible A3 out of the way in the end zone, intercepts the pass intended for A3, and falls to the ground.
**Ruling:** Retry from the one-yard line. The defensive pass interference foul is a spot foul and does not carry-over to the kickoff. Team A can elect to kick an extra point, or attempt a two-point try from the one-yard line after enforcement of the foul.

A.R. 11.9  **UNSUCCESSFUL TRY—DEFENSE FOULS**
On a Try attempt from the 15-yard line, the kick is blocked. B6 was offside on the play.
**Ruling:** Retry from B10 (kick) or B1 (run or pass). The foul does not carry-over to the kickoff, since the Try was unsuccessful.

A.R. 11.10  **TRY ATTEMPT—5 VS. 15**
During a successful Kick-Try from the B15, B2 is called for leverage. A1 was illegally in motion at the snap.
**Ruling:** Retry at B7½ (kick) or B1 (run or pass) (A’s option). This is a 5 vs. 15, as there was no change of possession. There is no option to enforce the yardage on the ensuing kickoff. (14-5-1)

A.R. 11.11  **BEFORE SNAP FOR TRY ATTEMPT—5 VS. 15**
Before the ball is snapped on a Try from the B15, A5 false starts, and B2 comes across the line and knocks A6 to the ground. Unnecessary roughness is called on B2.
**Ruling:** Retry at B1 (run or pass) or B7½ (kick), kickoff at A35, or Retry at B15 (kick) or B2 (run or pass), kickoff at 50. (A’s option). This is a 5 vs. 15, as there was no change of possession. Since the ball was not snapped and no kick made, the “double foul” need not be enforced on the Try to allow the re-kick, so Team A could choose to enforce the yardage on the ensuing kickoff. (14-5-1)

A.R. 11.12  **TRY ATTEMPT—5 VS. 15—CLEAN HANDS SCORE**
During a successful Try from the B15, B2 is offside, and after the ball is dead, A2 is called for unnecessary roughness.
**Ruling:** The Kick-Try is good. Kickoff A20. This is a clean hands score, so the score counts, and the foul against A2 is enforced on the kickoff. (14-4-9-Item 3-Exc. 2)

A.R. 11.13  **TRY ATTEMPT—UNSUCCESSFUL—TEAM B FOUL**
On a Try attempt from the B2 (right hash), A2 takes a handoff and runs around left end. B1 tackles A2 by the facemask at the B1.
**Ruling:** Retry from the B1 (run or pass), or B7½ (kick). Any foul during a Try that results in a retry will be enforced from the previous spot (or the yard line for other Try option). Any time the Try is replayed, Team A will have the option to choose the position of the ball anywhere between the hash marks.

A.R. 11.14  **TRY ATTEMPT—FOUL BY TEAM A WITH A CHANGE OF POSSESSION**
On a Try attempt from the 2-yard line, QBA1’s pass is intercepted by B4 in the end zone. B4 returns the ball to the 50. During the Try: (a) Tackle A7 was not on the line of scrimmage at the snap; (b) Center A6 and Back A2 chop blocked B7 prior to the interception; or (c) A5 tripped B4 during the return.
**Rulings:**
(a) Try no good, KO A35. Only personal or unsportsmanlike conduct fouls by Team A prior to a change of possession will carry over to the kickoff.
(b) Try no good, KO A20. The chop block foul is enforced on the kickoff, since it is a personal foul.
(c) Try no good, KO A25. All Team A fouls after a change of possession, that are not part of a double or multiple foul, will carry over to the kickoff.

A.R. 11.15  **TRY ATTEMPT—FOUL BY TEAM B WITH A CHANGE OF POSSESSION**
On a Try attempt from the 2-yard line, QBA1’s pass is intercepted by B4 in the end zone. B4 returns the ball to the 50. During the Try: (a) B5 held receiver A2 prior to the pass; (b) B6 blocked A7 low at the B35 during B4’s run; or (c) B2 held A8 at the B35 during B4’s run.
**Rulings:**
(a) Retry B1 (run or pass) or B10 (kick).
(b) Try no good, KO 50. The foul for a low block is enforced on the kickoff, since it is a personal foul.
(c) Try no good, KO A45. All Team B fouls during a try that do not result in a retry or negate a score by Team B will be enforced on the ensuing kickoff.
A.R. 11.16 TRY ATTEMPT—FOULS BY BOTH TEAMS WITH A CHANGE OF POSSESSION
On a Try attempt from the 2-yard line, QBA1's pass is intercepted by B4 in the end zone. B4 returns the ball to the 50. During the Try: (a) B5 held receiver A2 prior to the pass and A5 blocked B3 low at the B35 during B4's run; or (b) Tackle A7 was not on the line of scrimmage at the snap and B6 blocked A7 low at the B35 during B4's run; or (c) during B4's run, B2 held A8 at the B35 and A1 blocked B9 low at the B30 during B4's run.

Rulings:
(a) Retry B2 (run or pass) or B15 (kick). If Team B fouls prior to the initial change of possession, then the Try is replayed, regardless of subsequent fouls by either team.
(b) Try no good, KO A35. This is not a 5 vs. 15 as there was a change of possession and neither foul is enforced on the kickoff.
(c) Try no good, KO A35. Since both teams fouled after the change of possession, the fouls offset and are not enforced on the kickoff.

A.R. 11.17 TRY ATTEMPT—A FOULS ON SUCCESSFUL TRY—B FOULS ON RETRY
On a 2-point Try from the B2, runner A3 scores, but tackle A8 is called for holding. Team A elects to have the 10-yard penalty enforced from the B15 and attempt a kick-try from the B25. Before the snap for the kick, B3 encroaches.

Ruling: Retry from the B20 (kick) or B1 (run or pass). Team A always has the option to enforce a Team B foul from the previous spot or the other try spot. The other try spot does not change, regardless of any penalty enforced during previous try attempts. Team A, after enforcement, can also choose where the ball is spotted between the hash marks.

A.R. 11.18 TRY ATTEMPT—DPI/FMM
On a try-kick from the B15, holder A2 muffles the snap at the B23 and kicker A1 recovers at the B25 where he throws a forward pass to eligible receiver A4 who is grabbed and pulled down by the facemask before the ball arrives at the B4. The pass falls incomplete.

Ruling: Retry B1's (run/pass), or retry B2 (kick). If Team A chooses to attempt a 2-point try, the pass interference puts the ball at the B1, and the facemask is then enforced half the distance to the B1½. If it decides to attempt a 1-point try, the pass interference puts the ball at the B4, and the facemask is enforced half the distance to the B2. Either foul or both fouls could also be declined.

SAFETY
A.R. 11.19 SAFETY—ENTIRE BALL NOT OUT OF END ZONE
Second-and-10 on A2. Receiver A1 is tackled in his end zone with part of the ball on the goal line and part in the field of play.

Ruling: Safety. Safety kick A20. The entire ball must be out of the end zone.

A.R. 11.20 SAFETY—TEAM A BATS BALL INTO OWN END ZONE
Fourth-and-12 on A14. A's punt is blocked and the ball rolls to the A4 where A2 bats the ball toward his goal. A3 falls on the ball in the end zone.


A.R. 11.21 FUMBLE IN TEAM B END ZONE—FOUL IN FIELD OF PLAY—TEAM A'S IMPETUS
Third-and-6 on B22. B2 intercepts a pass in the end zone, and while running in the end zone, fumbles the ball which rolls to the B3. B4 then bats the loose ball forward to the B7-yard line where B5 recovers.

Ruling: B's ball, first-and-10 on B1½.

Note: Since A's impetus put the ball in the end zone, the B20 is considered the spot of the fumble. The B foul is therefore enforced from the spot of the foul, because it's behind the spot of the fumble. If B's impetus had put the ball in the end zone, the spot of the fumble would be in the end zone, so the result would be safety.

A.R. 11.22 SAFETY—PERSONAL FOUL ON PLAY
On a kickoff from the A35, B2 catches the ball in the end zone and runs to the B4. B2 then fumbles the ball at the B4, and it rolls into the pylon on the goal line. During the fumble, B5 pulled A2 down by the facemask at the B2.

Ruling: Safety. Safety kick B10. The result of the play is a safety, so the personal foul is enforced on the safety kick. (14-4-4)

A.R. 11.23 SAFETY—B COMMITS PERSONAL FOUL AND BATS BALL INTO TEAM B END ZONE
Fourth-and-6 on A45. A's punt is at the B5 when B3 bats the ball backward over the end line, creating new impetus. Immediately after the snap, B3 head slaps A2 on the line of scrimmage.

Ruling: Safety. Safety kick B10. A bat (legal or illegal) creates a new impetus.

A.R. 11.24 MOMENTUM—ILLEGAL FORWARD PASS—SAFETY
Third-and-goal on B6. A1 throws to A3 in the end zone near the goal line. B2 intercepts at the B1-yard line with one foot at the B1-yard line and the other on the B1½-yard line. His momentum carries him into the end zone where he attempts a backward pass which goes forward. A3 muffes the pass at the B1½-yard line, and it falls incomplete.

Ruling: Safety. Safety kick B20. Although B2's momentum took him into his end zone, his foul for an illegal forward pass in the end zone creates a safety.

A.R. 11.25 SAFETY—NOT MOMENTUM EXCEPTION—FOUL AGAINST AN OFFICIAL
Third-and-25 on B40. The score is tied 21-21 at the two-minute warning of the fourth quarter. On a long pass thrown toward the goal line, B2 dives in front of receiver A2 and intercepts the ball at the B4. He slides untouched to a stop.
on the B1, gets to his feet, and to avoid tackler A3, loops into the end zone where he is tackled by A4. The Field Judge signals safety. B2 is infuriated by the ruling and slams the ball at the officials’ feet.

**Ruling:** Safety. Safety kick B10. B2’s momentum did not take him into the end zone. (14-4-4)

**A.R. 11.26** PUNT—TEAM A FOULS IN OWN END ZONE—OPTIONS FOR TEAM B

Fourth-and-9 on A2. Prior to A1 punting the ball from the end zone, A3 holds B2 on a block initiated in the end zone. The punt is then shanked out of bounds at the A16.

**Ruling:** Option: Safety. Safety kick A20, or B’s ball, first-and-10 on A8.

**A.R. 11.27** NO SAFETY—MOMENTUM EXCEPTION

Fourth-and-6 on B45. On the last play of the first half, B1 catches a punt on the B2-yard line and the momentum of the kick forces him back into the end zone. B1 is then tackled by A2 in the end zone.

**Ruling:** Half over. The ball would be spotted on the B2-yard line because of the momentum exception; however, the time expired on the play.

**A.R. 11.28** SAFETY—ERRONEOUS WHISTLE—TEAM A FOUL IN ITS END ZONE

Second-and-15 on A6. Quarterback A1 attempts to hand off to back A2, who drops the ball. It rolls into the end zone and the Line Judge erroneously blows the whistle while the ball is in the end zone. A2 clips in the end zone before the whistle blew.

**Ruling:** Safety. Safety kick A20. Foul that happens before the erroneous whistle are enforced as normal.

**A.R. 11.29** SAFETY KICK—OUT OF BOUNDS—POTENTIAL EXTENSION OF PERIOD

Third-and-8 on A5. Quarterback A1 is sacked in his own end zone. On the ensuing safety kick, A3 punts the ball out of bounds at the B30.

**Ruling:** B’s ball, first-and-10 on 50. The penalty for a safety kick kicked out of bounds is 30 yards from the spot of the kick, or the out-of-bounds spot. If this occurred with no time left on the last play of either half, Team B has the option to extend for an untimed down.

**MOMENTUM EXCEPTION**

**A.R. 11.30** MOMENTUM EXCEPTION—FUMBLE IN END ZONE

Third-and-6 on B23. A1 throws a pass toward A2 near the goal line. B1 intercepts the ball on the B3-yard line. His momentum carries him into the end zone where he fumbles the ball while being tackled, and: (a) B3 recovers and is downed in the end zone; (b) B3 recovers in the end zone; (c) the ball goes over the end line; or (d) the ball rolls out of bounds at the B4.

**Rulings:**

(a) B’s ball, first-and-10 on B3. Momentum exception. The ball is dead in the end zone in B’s possession.
(b) Touchdown Team A. Kickoff A35. There is no momentum exception because the ball was not dead in the end zone in B’s possession.
(c) B’s ball, first-and-10 on B3. Momentum exception. The ball is dead in Team B’s possession.
(d) B’s ball, first-and-10 on B3. Momentum exception. The fumble forward out of bounds returns to the spot of the fumble, and the ball is then dead in Team B’s possession.

**A.R. 11.31** MOMENTUM EXCEPTION—TEAM B FOUL DURING FUMBLE IN END ZONE

Second-and-10 on B20. B1 intercepts A1’s pass on the B6, and his momentum takes him into the end zone. While B1 is running in the end zone, he fumbles the ball and it rolls into the field of play where (a) it is recovered by B2 at the B4; or (b) it is recovered by B2 at the B2; or (c) it rolls out of bounds at the B6. During the loose ball, B3 grabs and twists A2’s facemask at the B5.

**Rulings:**

(a) B’s ball, first-and-10 on B2½. When a fumble in the end zone occurs on a momentum play, the spot of the fumble is deemed to be the momentum spot (B6). B3’s foul is therefore enforced from the spot of the foul, which is behind the spot of the fumble. (Dead ball spot is not an enforcement spot on fouls during a loose ball).
(b) B’s ball, first-and-10 on B2. Decline the foul, which would be enforced from the B5.
(c) B’s ball, first-and-10 on B2½. The fumble forward out of bounds returns the ball to the spot of the fumble in the end zone. The ball is therefore dead in B’s possession in the end zone, thus giving B the ball at that spot of interception momentum (B6). B’s foul is enforced from the spot of the foul, which is behind the momentum spot.

**A.R. 11.32** MOMENTUM EXCEPTION—FOUL IN FIELD OF PLAY

First-and-10 on B16. B1 intercepts a pass at the B6, and his momentum carries him into the end zone. While still in the end zone, B1 throws a backward pass to B2, which goes over the end line. During B1’s run in the end zone, B4 tripped A3 at the B8.

**Ruling:** B’s ball, first-and-10 on B3. Enforce B’s foul from the spot of the interception momentum rather than from the spot of the foul, as the ball is dead in the end zone in Team B’s possession. (The result of the play would be B’s ball, first-and-10 on B6.)

**A.R. 11.33** MOMENTUM—FOUL BY TEAM B IN END ZONE—TOUCHDOWN FOR TEAM A

First-and-10 on B16. B1 intercepts a pass or recovers a fumble or backward pass by A1 at the B6, and his momentum carries him into the end zone. B1 tries to run the ball out, sees that he will be tackled, and throws an illegal forward pass to B2 which is intercepted by A3 at the B2-yard line and carried into the end zone.

**Ruling:** Touchdown Team A. Kickoff A35. If the pass had fallen incomplete, the result of the enforcement for the illegal forward pass would be a safety.
A.R. 11.34  **MOMENTUM—FUMBLE RECOVERY**
On a kickoff from the A35, B2 returns the ball to the A15-yard line where the ball is punched out of his hands from behind by A1. The ball is scooped up by A1 on the run at the A6, and his momentum carries him forward into his end zone, where (a) A1 is tackled; or (b) A1 fumbles the ball and B2 recovers it in A’s end zone.

**Rulings:**
(a) A’s ball, first-and-10 on A6. Team A was the defensive team when the fumble occurred so the momentum exception applies.
(b) Touchdown Team B. Kickoff B35. The ball was not dead in the end zone in A’s possession; therefore, there is no momentum exception.

**Note:** Momentum only applies to the defensive team. In this case, it would be Team A after a fumble recovery of a fumble by Team B.

A.R. 11.35  **NOT MOMENTUM—PROGRESS STOPPED**
Third-and-6 on B16. A1 throws a pass toward A3 in the end zone. B2 intercepts the ball with both feet down at the B1-yard line and is driven back into the end zone by A6. B2 fumbles over the end line as he is tackled by A6.

**Ruling:** B’s ball, first-and-10 on B1. Forward progress at the B1-yard line. For the momentum exception to apply, B2’s own momentum must cause him to go into the end zone.

A.R. 11.36  **NOT MOMENTUM—BALL NOT DEAD IN THE END ZONE—FORWARD PROGRESS**
First-and-10 on B16. B1 recovers a fumble by A1 at the B6, and his momentum causes him to slide feet first into the end zone where he is touched down by A2. Both B1’s feet are in the end zone, but the ball is at the B½-yard line.

**Ruling:** B’s ball, first-and-10 on B½. The ball must get into the end zone for the momentum exception to apply. In this case, B1’s forward progress is deemed stopped at the B½.

A.R. 11.37  **MOMENTUM—PASS INTERCEPTED AT GOAL LINE**
First-and-10 on B25. A1 throws a pass to end A2 at the B2. B1 intercepts while airborne, and his first foot hits at the B1, then (a) his second foot lands on the goal line with the ball in the field of play at the B½-yard line; (b) his second foot hits at the ½-yard line with the ball over the goal line; or (c) both feet land in the field of play with the ball at the ½-yard line. B continues into the end zone where he is tackled.

**Rulings:**
(a) B’s ball, first-and-10 on B20. Touchback, as the second foot landed in the end zone.
(b) B’s ball, first-and-10 on B1. Momentum exception. The key is where the feet are when the pass is intercepted, not the position of the ball in relation to the goal line.
(c) B’s ball, first-and-10 on B1. Momentum exception, as both feet landed in the field of play.

A.R. 11.38  **MOMENTUM—MUFFED PUNT—DEAD BALL FOUL**
Fourth-and-5 on B45. B2 attempts to catch a punt at the B5 but muffs the ball, and it rolls to the B2. B3 recovers at the B2, and his momentum carries him into the end zone, where he is tackled. After the play, B5 taunts A4.

**Ruling:** B’s ball, first-and-10 on the B1. Enforce the taunting from the momentum spot. Since the punt was muffed, it is still considered a kick and momentum applies.

A.R. 11.39  **MOMENTUM—FOUL IN END ZONE DURING RUN**
Fourth-and-10 on 50. B1 fields the punting ball on the B5, and his momentum takes him into the end zone, where he runs to the other side of the end zone in an effort to run the ball out, but he is tackled in the end zone (or the field of play). During the run, B2 blocks A2 in the back, in the end zone.

**Ruling:** Safety B. KO B20.

A.R. 11.40  **MOMENTUM—FOUL IN END ZONE DURING RUN**
Third-and-10 on B40. A1’s pass is intercepted by B1 at the B5, and his momentum carries him into the end zone where he falls to the ground and is touched down. While B1’s momentum was taking him into the end zone, B3 blocked A3 low in the end zone.

**Ruling:** Safety. Safety kick B20. Even though his momentum takes him into the end zone, Team B fouled in its own end zone during the run which results in a safety. It would also be a safety if B1 was downed in the field of play. (14-4-4)

A.R. 11.41  **MOMENTUM—FUMBLE IN END ZONE—FOUL IN END ZONE OR FIELD OF PLAY**
Third-and-10 on B40. A1’s pass is intercepted by B1 at the B6, and his momentum carries him into the end zone where he scrambles to try and run it out. While he is running in the end zone, B1 fumbles, and the ball rolls out to the B5 where it is recovered by B1. During the fumble, while the ball was rolling in the field of play, B2 holds A2 (a) at the B4; or (b) in the end zone, to prevent him from recovering the ball.

**Rulings:**
(a) B’s ball, first-and-on B2. When a fumble in the end zone occurs on a momentum play, the spot of the fumble is deemed to be the momentum spot (B6). Therefore, the penalty during the fumble is enforced from the spot of the foul or the momentum spot, whichever hurts B the most.
(b) Safety. Safety kick B20.

**FIELD GOAL**

A.R. 11.42  **MISSED FIELD GOAL—DOWNED OR ADVANCED BY TEAM A**
Fourth-and-4 on B36. Team A’s field-goal attempt from the B44 is partially blocked, and the ball (a) bounces in the end zone and rolls over the end line; (b) hits on the B33 and then bounces to the B37 where Team A recovers and
downs it; or (c) hits on the B33 and then bounces back to the B37 where A2 recovers the ball and advances to the B34.

**Rulings:**
(a) B’s ball, first-and-10 on B44.
(b) B’s ball, first-and-10 on B44.
(c) B’s ball, first-and-10 on B34.

**Note:** If either Team A or B recovers the ball behind the line and advances, the option to return to the spot of the kick (or 20) is lost. If the kicked ball has been beyond the line and returns behind the line, and either Team A or Team B recovers the ball behind the line and downs it immediately, the option to return to the spot of the kick (or 20) is available, unless Team B has touched the ball beyond the line.

**A.R. 11.43 MISSED FIELD GOAL—TEAM A PLAYER STEPS OUT OF BOUNDS—TEAM A FOUL**
Fourth-and-10 on B24. A1 attempts a field goal from the B32 which is partially blocked and is rolling on the ground, when it is touched by A2 at the B8 and recovered by A3 at the B3. During the field-goal attempt, A3 stepped on the sideline at the B15 to avoid B7’s block (no contact by B) before recovering the ball. Center A5 pulled the nose guard down to the ground by his facemask right after the snap.

**Ruling:** B’s ball, first-and-10 on B32. The only foul is the facemask. A foul for a kicking team player voluntarily going out of bounds only applies on punts, and A3 was not the first to touch so there is no foul for illegal touching. If Team B does not take the ball at the spot of the kick, their options would be to take the ball at either spot of first touching—the B8 or the B3, or enforce the foul from the previous spot (B24) and replay the down.

**A.R. 11.44 TEAM A FOUL PRIOR TO/DURING MISSED FIELD GOAL**
Fourth-and-10 on B18. A1’s field-goal attempt from the B26 is short and rolling toward the end zone, when A2 grabs and twists the facemask of B1. The untouched kick then rolls into the end zone. A3 was illegally in motion when the ball was snapped.

**Ruling:** B’s ball, first-and-10 on B26, or fourth-and-25 on B33. There is no option to enforce either foul from the succeeding spot or the spot of the kick.

**A.R. 11.45 TEAM A FOUL DURING MISSED FIELD GOAL—RETURNED FOR TOUCHDOWN**
Fourth-and-10 on B38. A1 attempts a field goal from the B46 which is short and caught in the end zone by B1. B1 returns the kick for a touchdown. Before the kick, A5 pulled B2 down to the ground by his facemask.

**Ruling:** Touchdown Team B. Kickoff 50. Even on missed field goals, personal fouls or unsportsmanlike conduct penalties by the kicking team are enforced on the kickoff, if the receiving team scores a touchdown.

**A.R. 11.46 MISSED FIELD GOAL—KICK INSIDE 20**
Fourth-and-6 on B11. A field-goal attempt from the B19 is wide and goes over the end line.

**Ruling:** B’s ball, first-and-10 on B20.

**A.R. 11.47 MISSED FIELD GOAL—TEAM B TOUCHES IN FIELD OF PLAY**
Fourth-and-9 on B39. A1’s field-goal attempt from the B47 is missed, and the ball is rolling at the B11 where B5 picks it up and returns it to the B18.

**Ruling:** B’s ball, first-and-10 on B18. When Team B touches the missed field goal in the field of play, B loses the right to take the ball at the spot of the kick.

**A.R. 11.48 MISSED FIELD GOAL—THIRD DOWN—RECOVERED OR GOES OUT OF BOUNDS BEHIND THE LINE**
Third-and-2 on B9. A field-goal attempt from the B17 is blocked and: (a) goes out of bounds at the B18; (b) is recovered by A2 at the B15 who runs for a touchdown; (c) is recovered simultaneously by A3 and B3 at the B21; (d) is recovered by A4 at the B19; (e) is recovered and downed by B2 at the B15; or (f) goes beyond the line and then returns behind the line, untouched by Team B beyond the line in the field of play, and goes out of bounds at the B16 or is recovered by A2 at the B16.

**Rulings:**
(a) B’s ball, first-and-10 on B18.
(b) Touchdown Team A. Kickoff A35.
(c) B’s ball, first-and-10 on B21.
(d) A’s ball fourth-and-12 on B19.
(e) B’s ball, first-and-10 on B15.
(f) B’s ball, first-and-10 on B20.

**A.R. 11.49 MISSED FIELD GOAL—TOUCHED/UNTouched BY TEAM B BEYOND LINE**
Fourth-and-10 on B34. A field-goal attempt is kicked from the B42 and is missed, and (a) the ball is touched by B1 at the B5 and then rolls into the end zone where B2 downs it; or (b) the untouched kick rolls into the end zone where it isdowned by B2.

**Rulings:**
(a) B’s ball, first-and-10 on B20. Touchback.
(b) B’s ball, first-and-10 on B42. The ball is dead immediately when it hits in the end zone, untouched by Team B in the field of play.

**A.R. 11.50 BLOCKED FIELD GOAL—TOUCHED BY B BEYOND LINE AND RETURNS BEHIND LINE—ILLEGAL PASS**
Fourth-and-2 on B6. A field-goal attempt from the B14 is partially blocked, hits B1 at the B3, and bounces back to the B8. A1 picks it up and from the B8 throws a forward pass to A2 who scores.
Ruling: A’s ball, first-and-10 on B13. Legal recovery by A1, but this is an illegal forward pass, because B’s touching beyond the line causes a change of possession by rule. Five-yard penalty from the spot of the pass.

A.R. 11.51 MISSED FIELD GOAL—FIRST TOUCH
Fourth-and-5 on B35. A1 attempts a field goal from the B43 that is partially blocked at the line of scrimmage. The ball rolls to the B22 where A2 touches it. The ball then touches B3 at the B18 and is finally recovered by A4 at the B15.
Ruling: B’s ball, first-and-10 on B22. B’s ball at the spot of A’s first touching.

A.R. 11.52 MISSED FIELD GOAL—POST-POSSESSION FOUL
Fourth-and-4 on B35. A1’s field-goal attempt from the B43 is partially blocked at the line of scrimmage. The ball rolls out of bounds at the B15. While the ball was loose, B2 clips at the B12.
Ruling: B’s ball, first-and-10 on B6.

A.R. 11.53 MISSED FIELD GOAL—DOUBLE FOUL WITH CHANGE OF POSSESSION
Fourth-and-10 on B20. A field-goal attempt from the B28 is partially blocked and rolls out of bounds at the B30. Team A had only six men on the line. After the kick is out of bounds, B1 clips at the B10.
Ruling: B’s ball, first-and-10 on B15, or A’s ball fourth-and-10 on B20. Double foul with a change of possession. (14-5-2)

A.R. 11.54 MISSED FIELD GOAL—DOUBLE FOUL WITH CHANGE OF POSSESSION
Fourth-and-5 on B30. A1’s field-goal attempt from the B38 is blocked behind the line of scrimmage. B3 picks up the loose ball and runs for a touchdown. During B3’s run, B4 blocks low at the A15. A2 was illegally in motion at the snap.
Ruling: B’s ball, first-and-10 on A30. Double foul with a change of possession. (14-5-2)

A.R. 11.55 MISSED FAIR-CATCH KICK—TREATED AS A MISSED FIELD GOAL
Fourth-and-10 on A5. A1 punts a short high kick to B2 standing on the A40. B2 makes a valid fair-catch signal and catches the ball. Team B elects the option of a fair-catch kick from the A40 and kicks the ball wide and short, hitting in the end zone and bouncing back and out of bounds at the A2-yard line without touching any player.
Ruling: A’s ball, first-and-10 on A40. Treated as a missed field goal.

A.R. 11.56 FIELD GOAL GOOD—FOUL BY TEAM B
Fourth-and-5 on B22. A1’s field-goal attempt from the B30 is good. On the play, B3 head slaps A2 on the line of scrimmage immediately after the snap.
Ruling: Option: Award three points and kickoff 50, or A’s ball, first-and-10 on B11. This is not a post-possession foul. (14-4-8)

A.R. 11.57 FIELD GOAL GOOD—ATTEMPT HITS OFFICIAL
Fourth-and-5 on B15. A’s field-goal attempt from the B23 is low and the ball hits the Umpire prior to going over the upright.
Ruling: The field goal is good. Kickoff A35.

A.R. 11.58 FIELD-GOAL ATTEMPT—LAST PLAY OF GAME—(5 VS. 15)—MAJOR FOUL ON TEAM B
Fourth-and-6 on B22. Team B leads 33-32. A1 attempts a field goal from the B30 that is good. Team A has six men on the line of scrimmage, and B2 head slaps A2 at the line of scrimmage immediately after the snap. Time in the game expires on the play.
Ruling: A’s ball, first-and-10 on B11. Extend for one down; 5 vs. 15 with the major live ball foul by the defense. (14-5-1-Exc. a)

Note: If B2’s foul had been a dead ball penalty after the kick went through the uprights, the game would be over with Team B winning 33-32, with no enforcement of the penalty and no extension.

A.R. 11.59 FIELD-GOAL ATTEMPT—5 VS. 15—MAJOR FOUL ON TEAM A
Fourth-and-5 on B16. Kicker A1 attempts a field goal from the B24 that is good. On the play, A2 leg wipes B2 on the line of scrimmage. B3 was offside at the snap. Time in the game expires on the play with Team B leading 21-20.
Ruling: No score. Game over. (5 vs. 15 with the major foul by the offense.) (14-5-1-Exc. a, 4-8-2-Exc. 2)

A.R. 11.60 FIELD-GOAL ATTEMPT—DROP KICK—ON OR BEHIND THE LINE OF SCRIMMAGE
Fourth-and-Seven on B10. Team A trails 23-20 and lines up for a field goal from the B18 with 0:42 remaining in the game. Holder A2 muffts the snap and Kicker A1 recovers the ball at the B16 and runs to the B10 where he dropkicks the ball through the uprights with 0:35 remaining. The ball is dropped just inside the B10, but part of A1’s body is still on or behind the B10.
Ruling: Field goal good. Kickoff A35. (On a scrimmage kick, the kicker’s entire body must be beyond the line of scrimmage for this to be illegal).

TOUCHBACK
A.R. 11.61 TOUCHBACK—KICKOFF—FUMBLE OVER END LINE
On a kickoff, B1 catches the ball in the end zone, and while running there, he fumbles the ball over the end line.
Ruling: B’s ball, first-and-10 on B25. Impetus from the kick.

A.R. 11.62 TOUCHBACK—PUNT—TEAM A DOES NOT RE-ESTABLISH IN FIELD OF PLAY
Fourth-and-4 on A45. A1 punts the ball which bounces on the B2. Kicking-team member A3 goes into the end zone and jumps from the end zone and controls the ball while airborne and lands on the B1-yard line.
Ruling: B’s ball, first-and-10 on B20. Touchback. The kicking team member must re-establish himself in the field of play prior to touching the ball, to prevent the touchback.

A.R. 11.63 TOUCHBACK AND PERSONAL FOUL—IMPEATUS BY TEAM B
Third-and-8 on A5. A1 takes the snap and hands the ball forward to back A2 at the A4. A2 muffs the handoff, accidentally kicks the ball, and the ball rolls toward the sideline where it comes to a stop at the A4. B2 attempts to scoop the ball, but instead muffs it into A’s end zone. A4 recovers and is tackled in the end zone by his mask.
Ruling: A’s ball, first-and-10 on A35. Touchback since B’s impetus put the ball in the end zone, and the personal foul is enforced from the 20-yard line.

MISCELLANEOUS
A.R. 11.64 FAIR-CATCH KICK—FOUL BY KICKING TEAM—DURING EXTENSION OF PERIOD
On the last play of the fourth quarter of a tied game, B1 signals for a fair catch and catches the punt on the A33. Team B elects to extend the period by a fair-catch kick. On the fair-catch kick from the A33, B3 (the kicking team) is offside. The ball goes through the uprights.
Ruling: Go to overtime. No score. Since this is an offensive foul, the penalty is not enforced, and the score is negated.

A.R. 11.65 MUFFED SNAP ON FIELD GOAL—INTENTIONAL GROUNDING OR NOT
Third-and-10 on B15. With 15 seconds remaining in the game, Team A lines up to attempt a game-winning field goal from the B23. Holder A2 muffs the snap, picks the ball up off the ground, and realizes that the field-goal attempt would now be blocked. Therefore, while still on his knees at the B22, A2: (a) shovel kicks the ball toward his wingback where it hits the ground behind the wingback who is not looking; or (b) spikes the ball into the ground.
Rulings:
(a) Fourth-and-10 on B15. Incomplete pass. No foul.
(b) Fourth-and-20 on B25. Intentional grounding. Run 10 seconds, if Team B chooses, in which case, the game clock starts on the ready-for-play signal.

A.R. 11.66 FAIR-CATCH KICK GOOD—ILLEGAL FORMATION BY KICKING TEAM
On a fair-catch kick from the A40, Team B (kicking team) does not have a player outside the numbers on either side of the formation as the kick is made. The kick is good.
Ruling: Fair-catch kick from A45. Illegal formation. Although not a free kick, the rules for a free-kick formation apply.

RULE 12 PLAYER CONDUCT

USE OF HANDS, ARMS, AND BODY
A.R. 12.1 INTERLOCKING INTERFERENCE
Fourth-and-10 on B20. On a successful field-goal attempt from the B28, guard A1 and tackle A2 grasp one another’s arms to prevent rushing defenders from blocking the successful kick.
Ruling: Fourth-and-20 on the B30. Ten-yard penalty for interlocking interference on contact with the opponent(s).

A.R. 12.2 USE OF HANDS DURING LOOSE BALL—PERSONAL ATTEMPT TO RECOVER
Second-and-5 on 50. Runner A1 goes to the B40 where he fumbles. A2 in an attempt to recover the ball: (a) pushes B2 in the back; or (b) grabs B2 from behind and pulls him out of the way at the B40 and recovers the ball at B38.
Ruling: In both (a) and (b). A’s ball, first-and-10 on B38. Legal play, since A2 is making a personal attempt to recover a loose ball which he is eligible to touch.

A.R. 12.3 USE OF HANDS—KICKING TEAM—PUNT
Fourth-and-10 on 50. A2, flanked wide on a punt, is double teamed by B1 and B2 as he moves five yards downfield. A2 pulls B2 out of the way at B40, runs downfield, and makes the tackle on the punt return man B3 at B10. B3 fumbles and A3 recovers and is downed at the B15.
Ruling: A’s ball, first-and-10 at B15. Kicking team player may use his hands or arms to ward off, or push/pull an opponent attempting to block him.

A.R. 12.4 HANDS TO THE FACE—DEFENSE—CLOSE-LINE PLAY
Second-and-10 on B40. A1’s pass falls incomplete. During the pass rush, B1 puts his hand on blocker A2’s facemask and pushes A2’s head back. (a) A2’s head is pushed halfway back with force, and B1 maintains that position without immediately releasing the head; or (b) A2’s head is pushed back without force and B1’s hand slides off the mask with little delay; or (c) B1 pins A2’s head all the way back, but does not maintain the position for any length of time.
Rulings:
(a) First-and-10 on B35. Illegal hands to the face.
(b) Third-and-10 on B40. No foul.
(c) First-and-10 on B35. Illegal hands to the face.

Note: If the contact is direct and forcible, it is a foul, even without pinning the head back for a period of time. This standard applies to both offensive and defensive players.

A.R. 12.5 HANDS TO THE FACE—DEFENSE AGAINST WIDE RECEIVER
Second-and-10 on B40. B2 is playing wide receiver A2 tight at the line of scrimmage and immediately following the snap: (a) B2 puts his hand on A2’s facemask and pushes A2’s head back, but immediately releases it; or (b) B2
delivers a blow to A2's facemask or helmet with an open hand. A1's pass is incomplete.

**Rulings:**
(a) First-and-10 on B35. Illegal hands to the face by B2 against the wide receiver. This is a foul regardless of whether the play is a run or a pass. This same action by a defensive/offensive lineman against an opponent would not be a foul in close-line play. (12-1-7)
(b) First-and-10 on B25. Unnecessary roughness.

**A.R. 12.6 DEFENSIVE HOLDING—PULL-AND-SHOOT**
Fourth-and-7 on B16. At the snap, B1 grabs Tackle A5 at the line of scrimmage and pulls him back to the B14. This allows B2 to shoot the gap in an attempt to block Kicker A1's field goal attempt from the B24. However, (a) B2 stops at the line of scrimmage and does not continue through the opening; or (b) B2 is blocked at the line of scrimmage by the wingback who slides over to block him. The field goal is good.

**Ruling:**
(a) Field goal is good. Kickoff A35. There is no foul for “pull-and-shoot” if no one attempts to “shoot.” (12-1-6-b)
(b) Field goal is good. Kickoff A35 or A's ball, first-and-10 on B11. Defensive holding is called even if the “shooter” is blocked by someone else. On a FG, there is no option for Team A to take the score and enforce the 5-yard penalty on the kickoff. (12-1-6-b)

**A.R. 12.7 DEFENSIVE HOLDING—NOT TRIPPING**
Second-and-9 on B45. A1 runs to the B41 where he is tackled. During the run, B2 reaches out and grabs blocker A2 by the ankle at the B43, causing A2 to go down.

**Ruling:** A's ball, first-and-10 on B36. Defensive holding. Not tripping. (12-1-6)

**A.R. 12.8 BLOCK IN THE BACK—INTO THE TACKLE**
Fourth-and-10 on A40. A1's punt is fielded by B1 at the B10, and during the return, B2 pushes A2 squarely in the back at the B15, but the push actually pushes A2 into B1 at the B12 where he makes the tackle.

**Ruling:** B's ball, first-and-10 on B6. This is a foul for a block in the back. (12-1-3-b)

**A.R. 12.9 PASS BLOCKING—BLOCK IN THE BACK**
Second-and-10 on B40. As quarterback A1 is in the pocket, lineman A2 is attempting to block defensive end B2. B2 gets completely past A2, and (a) A2; or (b) A3 (another lineman) pushes B2 directly in the back, pushing him past A1. A1 then completes the pass for a touchdown.

**Rulings:** In both (a) and (b): Touchdown. This is a legal block because the quarterback was inside the pocket. (12-1-3-b)

**A.R. 12.10 PASS BLOCKING—QB OUT OF THE POCKET—BLOCK IN THE BACK**
Second-and-10 on B40. After quarterback A1 has scrambled out of the pocket, lineman A2 loses contact with defensive end B2. B2 has an unrestricted path to A1, but A2 pushes B2 directly in the back, causing him to miss the tackle. A1 passes to A2 for a touchdown.

**Ruling:** Second-and-20 on 50. The illegal block in the back should be called, because the quarterback was out of the pocket. (12-1-3-b)

**A.R. 12.11 BLOCK IN THE BACK—PUNT IN THE AIR—TEAM A OR B**
Fourth-and-10 on 50. While A1’s punt is in the air: (a) B1 blocks flyer A2 in the back at the B18 and then B1 fair catches the punt at the B12; (b) B1 blocks flyer A2 in the back at the B18 and then the untouched punt rolls into the end zone; or (c) A3 blocks B4 in the back at the B40 and after hitting the ground, the untouched punt rolls into the end zone.

**Rulings:**
(a) B’s ball, first-and-10 on B6. Post possession enforcement. (12-1-3-b)
(b) B’s ball, first-and-10 on B9. If the ball is still alive at the time of the block, a foul should be called.
(c) Fourth-and-20 on A40 or B’s ball, first-and-10 on B30. (12-1-3-b-Note)

**A.R. 12.12 OFFENSIVE HOLDING AT TIME OF TACKLE**
As B1 is returning the opening kickoff, (a) B2 holds A2 as A2 is making the tackle at the B30; or (b) B2 holds A2 at the B30, five yards away from the runner, as B1 is being tackled by A3 at the B35.

**Rulings:**
(a) B’s ball, first-and-10 on B20. Offensive holding should always be called when the tackler is held into the tackle. (b) B’s ball, first-and-10 on B35. No foul. (12-1-3)

**A.R. 12.13 TRIPPING OR LEG WHIP**
Second-and-10 on B40. As QBA1 drops back to pass, blocker A2 is beaten by B2 on the pass rush. A2 falls to the ground and (a) throws his leg out (no whipping motion); or (b) whips his leg around in an attempt to keep B2 from sacking the quarterback. A2's leg makes contact with B2 either above or below the knees. A1 runs to the B15.

**Rulings:**
(a) Second-and-20 on 50. Tripping. (12-1-8)
(b) Second-and-25 on A45. Unnecessary roughness (leg whip). In both situations, if there is a whipping motion, it is a personal foul for a leg whip, regardless of where the contact occurs. (12-2-6-a)

**A.R. 12.14 ILLEGALLY KICKING THE BALL BEHIND LINE—RUNOFF AFTER TWO-MINUTE WARNING**
Third-and-5 at B40. There is 1:35 remaining in the fourth quarter, and Team B is ahead in the score, 22-20. QB A1 muffs a hand to hand snap, and while the ball is loose on the ground at the B41, A1 deliberately kicks it out of bounds
ROUGHING/RUNNING INTO THE PASSER

A.R. 12.15 RUNNING/NOT RUNNING INTO KICKER—BALL TOUCHED BY B
Fourth-and-10 on A40. Team B puts a strong rush on the punter, and after B4 deflects the kick: (a) he runs into the kicker; or (b) B5 runs into the kicker. The punt goes out of bounds at the B6.

Rulings:
(a) B’s ball, first-and-10 on B6. No foul. (12-2-10-a)
(b) Fourth-and-5 on A45 or B’s ball, first-and-10 on B6 (decline). Since B5 did not touch the punt, he cannot run into or rough the kicker.

A.R. 12.16 NOT RUNNING INTO KICKER—BALL HITS GROUND
Fourth-and-4 on A40. Punter A1 muffs the snap at the A33 where it hits the ground. A1 recovers the ball at the A30, and is run into by B1 while punting the ball. B2 recovers the ball at the B25.

Ruling: B’s ball, first-and-10 at B25. No foul. Once the ball hits the ground on a punt, there can be no roughing or running into the kicker. Normal unnecessary roughness protection applies. (12-2-10-e)

A.R. 12.17 RUNNING INTO OR ROUGHING THE KICKER
Fourth-and-6 on A45. A1 punts the ball which goes out of bounds at the B10. B1, attempting to block the punt: (a) brushes A1 with his right shoulder, but A1 remains upright; (b) hits A1’s kicking leg while it is extended, knocking A1 to the ground; (c) slides into A1’s plant leg, knocking him to the ground; (d) hits A1’s plant leg directly, knocking A1 to the ground; or (e) collides with A1 in the inner-thigh area or torso of his body, knocking A1 to the ground.

Rulings:
(a) B’s ball, first-and-10 on B10. No foul. (12-2-10-a)
(b) Fourth-and-1 on 50, or B’s ball first-and-10 on B10. Running into the kicker. (12-2-10-Item 2-a)
(c) A’s ball, first-and-10 on B40. Roughing the kicker. (12-2-10-Item 1-a)
(d) A’s ball, first-and-10 on B40. Roughing the kicker. (12-2-10-Item 1-a)
(e) A’s ball, first-and-10 on B40. Roughing the kicker. (12-2-10)

A.R. 12.18 RUNNING/ROUGHING/UNNECESSARY ROUGHNESS—BALL SKIPS OFF GROUND
Fourth-and-3 on A45. The snap to punter A1 is low and skips off the ground once, but is fielded cleanly by A1, and A1 is able to begin his normal punting motion. (a) B2 runs into A1 (not roughing); (b) B2 collides with A2 squarely in the torso (normally enough for roughing); or (c) B2 throws a forearm into A2’s helmet. B2 does not block the punt. The punt is shanked out of bounds on the B45.

Rulings:
(a) B's ball, first-and-10 on B45. No foul for running into the kicker, since the snap hit the ground. (12-2-10-e)
(b) B's ball, first-and-10 on B45. No foul for roughing the kicker, since the snap hit the ground. (12-2-10-e)
(c) A's ball, first-and-10 on B40. Unnecessary roughness. If the snap skips off the ground, only unnecessary roughness protection still applies. (12-2-11-S.N. 1)

A.R. 12.19 CONTACT WITH KICKER—SECOND FOOT JUST HITS GROUND
Fourth-and-10 on B30. Field-goal kicker A1 kicks the ball at the B38 and his second foot just comes down to the ground when: (a) B1 slides into A1 taking his feet out from under him and causing A1 to go to the ground; or (b) B1 bumps A1 on his feet causing A1 to stumble. The field goal is no good.

Rulings:
(a) A’s ball, first-and-10 on B15. Roughing the Kicker. (Running into the kicker is not an option when the second foot has come back to the ground. If the contact is significant, this is roughing the kicker.)
(b) B’s ball, first-and-10 on B38 (the spot of the kick). No foul. Once the second foot has come back to the ground the only potential fouls are roughing the kicker or unnecessary roughness.

A.R. 12.20 ROUGHING/NOT ROUGHING THE HOLDER
Fourth-and-12 on B30. B2 leaves his feet in an attempt to block A1’s field goal attempt from the B38. He misses the kick and: (a) lands in front of holder A2 and slides into him knocking him off his knees and to the ground; or (b) makes slight contact with A2 and does not knock him over. The field goal is good.

Rulings:
(a) Field goal good, kickoff 50 or first-and-10 on B15 (take points off board). (12-2-11)
(b) Field goal good, kickoff A35. No foul. There is no foul for running into the holder. Roughing is the only option against the holder. (12-2-11)

ROUGHING THE PASSER

A.R. 12.21 ROUGHING THE PASSER
Second-and-10 on B35. Quarterback A1 rolls out of the pocket, and while moving, throws a pass to A2 who runs out of bounds at the B12. Just after A1 released the ball, B1 launches and hits A1 in the chest area with the hairline part of the helmet and then continues to rip up and contact A1 under the chin with his helmet.

Ruling: A’s ball, first-and-goal on B6. Roughing the passer. (12-2-9-c)

A.R. 12.22 ROUGHING THE PASSER
Third-and-5 on 50. Quarterback A1, in the pocket, throws a pass to A2, who runs for a touchdown. Just after A1 released the ball, B1 lowers his head and hits A1 with the hairline part of his helmet in the chest area.

Ruling: Touchdown Team A. Kickoff 50. Roughing the passer. (12-2-9-c)
A.R. 12.23 ROUGHING/NOT ROUGHING THE PASSER (NO PASS THROWN)
Second-and-10 on B35. Quarterback A1 drops back to pass, and while he is standing in the pocket at the B46, B1 tackles him from behind by (a) driving the crown of his helmet into the back of A1; (b) contacting A1’s head with his forearm; (c) forcibly tackling A1 below the knees; or (d) diving and landing on the ground while swiping with his arm and catching A1 around the calf. A1 lands on the ground at the B45.
Rulings:
(a), (b), and (c): First-and-10 on B20. Roughing the passer. (12-2-9)
(d) Third-and-20 on B45. No foul. Not forcible contact. (12-2-9-e-Note 2)

A.R. 12.24 ROUGHING THE PASSER—FUMBLE RECOVERED BY DEFENSE
Second-and-2 on B35. Quarterback A1 drops back to pass. B1 tackles him from behind by driving his lowered head into the back of A1, contacting A1’s head with his forearm, or tackling A1 below the knees at the B44. As A1 is hit, the ball leaves A1’s hand at the B45. The Referee correctly rules fumble. B2 recovers the ball at the B47.
Ruling: A’s ball, first-and-10 on B20. The quarterback was in a passing posture, so in each instance it is a foul for roughing the passer. The foul is enforced from the previous spot since the spot of the fumble was behind the line of scrimmage. (12-2-9)

A.R. 12.25 ROUGHING THE PASSER—ILLEGAL FORWARD PASS
Second-and-10 at the 50. A1 scrambles and runs to the B49 and then retreats to the A45 and passes the ball to A2 at the B40. After the ball has left A1’s hand, B1 takes two steps and hits Quarterback A1 facemask-to-facemask as he tackles him.
Ruling: First-and-10 on B35. (5 vs. 15). Roughing the Passer and Illegal Forward Pass. Roughing-the-passer rules apply on all legal or illegal forward passes thrown from behind the line of scrimmage. (12-2-9)

A.R. 12.26 ACTION AGAINST QUARTERBACK WHEN PASS IS THROWN FROM BEYOND LINE
Second-and-10 on A20. Quarterback A1 drops back to pass but is chased out of the pocket and scrambles. At the A21, believing he is still behind the line, A1 throws a pass to A2 who catches the ball and goes out of bounds at the A35. Just as A1 releases the pass, B2: (a) B2 hits him helmet to helmet in an attempt to tackle him; (b) B2’s arm hits A1’s helmet as B2 tries to tackle him; (c) B2 clubs A1 in the head as he attempts to make the tackle; or d) B2 tackles A1 below the knees.
Rulings:
(a) Second-and-10 on A20. Replay the down. Unnecessary roughness and illegal forward pass.
(b) Third-and-14 on A16. This is not a foul by B2 because the passer is beyond the line. IFP.
(c) Second-and-10 on A20. Replay the down. Unnecessary roughness and illegal forward pass.
(d) Third-and-14 on A16. This is not a foul by B2 because the passer is beyond the line. IFP. (12-2-9)
Note: There is no 5/15 enforcement since an illegal forward pass carries a loss of down.

A.R. 12.27 TACKLING QUARTERBACK AT OR BELOW THE KNEES
Second-and-10 on A40. QB A1 drops back in the pocket to pass. As B1 is rushing quarterback A1, he is blocked and falls to the ground. B1 stays on the ground and crawls toward A1, and while still on the ground, tackles A1 at or below the knees at the A30 by: (a) reaching out with one hand and swiping A1’s legs out from under him; or (b) by driving his shoulder into A1’s leg below the knees.
Rulings:
(a) Third-and-20 on A30. No foul.
(b) First-and-10 on B45. Roughing the passer. (12-2-9-e)

A.R. 12.28 NOT ROUGHING THE PASSER—EXTENDING ARMS
Second-and-10 on A40. B1 is rushing quarterback A1, and after A1 has released the pass, B1, who is within one step of A1, extends his arms pushing A1 to the ground. The pass falls incomplete.
Ruling: Third-and-10 on A40. No foul. If the action is late and clearly part of a second act after the pass is released, it is a foul for roughing the passer. (12-2-9-a)

A.R. 12.29 ROUGHING THE PASSER—QUARTERBACK DUCKS
Second-and-10 on A20. A1 drops back to pass, and as he is about to be sacked in the pocket, he ducks his head to avoid contact. Just as he ducks his head, B1, who is attempting to tackle him, forcibly hits A1: (a) helmet-to-helmet; or (b) in the helmet with his right arm and takes him to the ground at the A15.
Rulings: (a) and (b) First-and-10 on A35. Roughing the passer. The onus is on the defender to avoid forcible contact to the head of the quarterback. (12-2-9-h-Note)

A.R. 12.30 NOT ROUGHING THE PASSER—QUARTERBACK IS OUT OF THE POCKET
First-and-10 on A20. Quarterback A1 rolls out of the pocket, and while moving, throws an incomplete pass. Defender B1 takes two steps after A1 released the ball and then tackles A1.
Ruling: Second-and-10 on A20. Not roughing the passer as the one-step rule is not in effect when the quarterback is out of the pocket, unless the quarterback stops and sets up again in a passing position. (12-2-9-g)

BLOCKS (PERSONAL FOULS)
A.R. 12.31 CLIPPING IN CLOSE-LINE PLAY
First-and-10 on B40. Back A2 runs left and right tackle A5 blocks B5 below the waist (above the knees) from behind at the line of scrimmage. B5 was lined up opposite the offensive center A6. A2 runs for a touchdown.
Ruling: A’s ball, first-and-25 on A45. Clipping by A5, since B5 was lined up more than one position removed and was responding to the flow of the ball away from A5. (12-2-1-Exc.)
A.R. 12.32 CLIPPING IN CLOSE-LINE PLAY—AT OR BELOW KNEES
First-and-10 on A40. On a running play, left guard A1 at the A42 hits nose tackle B2 below the knees from behind. This action occurs as B2 is in pursuit of the runner. The runner is downed at the A47.
**Ruling:** A’s ball, first-and-23 on A27. Clipping—A’s block must be above the knee to be a legal clip.

A.R. 12.33 CLIPPING IN CLOSE-LINE PLAY—ROLL UP BLOCK
Second-and-3 on B48. Right guard A3 hits nose tackle B3 below the waist from behind as B3 is in pursuit of the runner at the B49. A3 then rolls up on the back of the legs of B3.
**Ruling:** A’s ball, second-and-18 on A37. Initial block is legal but the rolling-up action causes this to become a foul for unnecessary roughness.

A.R. 12.34 CRACKBACK—NOT FLEXED
Third-and-5 on A40. A2 is set one yard outside of tackle A3. At the snap, A2 goes towards the center and crackback blocks B1 at the A42. A4 runs to the A46.
**Ruling:** A’s ball, first-and-10 on A46. Legal block since A2 was lined up within two yards of tackle A3. (12-2-2)

A.R. 12.35 CRACKBACK—PLAYER IN MOTION—NOT FLEXED AT THE SNAP
Third-and-5 on A40. Slotback A2, lined up on the right side of the formation, goes in motion toward the ball, and at the snap, is behind the normal position of the right tight end. A2 blocks B3 below the waist at the A43. A2 runs out of bounds at the A46.
**Ruling:** Third-and-17 on A28. A man in motion is not permitted to crack back, even if he is not flexed at the snap.

A.R. 12.36 CRACKBACK—LOCATION OF BLOCK
First-and-10 on A30. Quarterback A1 runs to the A35 where he is downed. Wide receiver A3, who lined up six yards outside his tackle, came back in toward the ball and blocked B1 below the waist: (a) at the A26; (b) at the A34; (c) at the A23; or (d) at the A33 beyond the original position of the ball.
**Rulings:**
(a) Illegal crackback. A’s ball, first-and-25 on A15. (12-2-2-1)
(b) Illegal crackback. A’s ball, first-and-21 on A19. (12-2-2-1)
(c) Legal block. A’s ball second-and-5 on A35. (12-2-2)
(d) Legal block. A’s ball second-and-5 on A35. Since the blocker was moving away from the original position of the ball at the snap it is a legal block. (12-2-2)

A.R. 12.37 CRACKBACK—DESIGNED PLAY
Second-and-7 on A39. Quarterback A1 hands off to A3 who runs right and hands off to A4 who runs wide around left end to the B40. Following the hand off, quarterback A1 becomes a lead blocker, turns the corner, and comes back toward where the ball was snapped, and blocks tackle B7 low at the A40. This is not a broken play.
**Ruling:** Second-and-21 on A25. Illegal crackback. (12-2-2-Note 1)

A.R. 12.38 ILLEGAL CRACKBACK—PRIOR TO QB SCRAMBLE
Third-and-8 on 50. Back A2 is lined up directly behind his right tackle. Quarterback A1 takes the snap, drops back, and eventually scrambles to the B40. A2, after the snap, goes wide—four yards outside his right tackle—comes back in and blocks B2 low at the A48 prior to the scramble.
**Ruling:** Third-and-23 on A35. Illegal crackback block by A2.
**Note:** If the crackback block occurred during the scramble, it would be legal. (12-2-2)

A.R. 12.39 LEGAL/ILLEGAL CRACKBACK—TIGHT END/WINGBACK—FLEXED/NOT FLEXED
Third-and-8 on 50. Prior to runner A2 sweeping around right end to the B40, A3, who is lined up on the right side of the formation, dives back in toward the ball and blocks B1 below the waist at the 50. At the snap, A3 was located (a) at tight end or wing back with his inside foot 1½ yards outside the right tackle’s outside foot; (b) at tight end or wing back with his inside foot 2 yards outside the right tackle’s outside foot; (c) at tight end or wing back with his inside foot 2½ yards outside the right tackle’s outside foot; or (d) at tight end with his inside foot 2½ yards outside the right tackle’s outside foot, but after the snap, he moves 3 yards outside and then blocks back toward the ball; or (e) at wing back with his inside foot 2 yards outside the right tackle’s outside foot, but after the snap, he moves three yards outside and then blocks back toward the ball.
**Rulings:**
(a) First-and-10 on B40. Legal block. Not flexed. (12-2-2)
(b) First-and-10 on B40. Legal block. Not flexed. (12-2-2)
(c) Third-and-23 on A35. Illegal crackback. (12-2-2-1)
(d) First-and-10 on B40. Legal block. On the line of scrimmage and not flexed at the snap. (12-2-2)
(e) Third-and-23 on A35. Illegal crackback, as A3 was in a backfield position at the snap.

A.R. 12.40 CRACKBACK OR HIT ON DEFENSELESS PLAYER
Third-and-5 on 50. A2 is lined up wide to the right on the line of scrimmage. As A3 sweeps wide around the right side, runs out of bounds at the B40, blocker A2 comes back toward the center of the field, (moving at an angle toward the opponent’s end line), and blocks defensive end B1 (a) low at that B46; (b) low at the B44; (c) in the head or neck area at the B46; or (d) in the head or neck area at the B44.
**Rulings:**
(a) Third-and-16 on A39. Illegal crackback block. (12-2-2-1)
(b) First-and-10 on B40. Legal block, as it occurred more than 5 yards from the line of scrimmage. (12-2-2)
(c) Third-and-16 on A39. Illegal hit against a defenseless player, because this blindside block occurred against a player protected from an illegal crackback. (12-2-2-Note 2)
(d) First-and-10 on B40. Legal block, as it occurred more than 5 yards from the line of scrimmage, and A2 was not moving toward or parallel to his own end line.

**Note:** If a defender is in a position that protects him from an illegal crackback block, he is a defenseless player, and thus protected from hits to the head/neck area, and to any part of his body with the crown or hairline of the helmet.

**A.R. 12.41 LEGAL BLOCK—BROKEN PLAY**
Third-and-10 on 50. A1 drops back to pass, but cannot find an open receiver, so he scrambles around the right side and out of bounds at the B40. Tailback A2 had gone to the right for a swing pass, and as A1 scrambles to the right, A2 comes back toward the middle of the field from the 50 and blocks B1 helmet-to-helmet at the B46.

**Ruling:** First-and-10 on B40. Legal block. (12-2-2-Note 1)

**Note:** B1 is not a “defenseless player,” because the broken play removes protection from a crackback block; and this is not a blindside block, because the blocker is not moving toward or parallel to his own end line.

**A.R. 12.42 CRACKBACK—UNBALANCED FORMATION—FLEXED**
First-and-10 on B25. Left tackle A3 lines up on the right side of the line, creating an unbalanced formation, with tight end A2 lined up to the right of A3. Right tight end A2 then cracks back at the line of scrimmage. A1 runs around right end to the B15.

**Ruling:** First-and-25 on B40. A2 is flexed and thus prohibited from cracking back. (12-2-2)

**A.R. 12.43 LOW BLOCK IN THE PROCESS OF TACKLING RUNNER**
Third-and-10 on B20. B1 intercepts A1’s pass on the B10 and returns it with blockers B2 and B3 directly in front of B1. During the return, at the B40, A1 dives low in an attempt to tackle B1, and in the process: (a) goes through B2 below the waist before making the tackle at the B40; or (b) misses the tackle and then makes contact with B7 below the waist. B1 runs out of bounds at the 50.

**Rulings:**
(a) B’s ball, first-and-10 on A45. Illegal low block. (12-2-5-a)
(b) B’s ball, first-and-10 on 50. No foul.

**Note:** If A1 is attempting to make the tackle, he cannot go low through an opponent to get to the ball carrier. If, after attempting to make a tackle, he accidentally makes contact with an opponent below the waist, it is not a foul for an illegal low block.

**A.R. 12.44 LOW BLOCK TEAM B—PUNT**
Fourth-and-2 on A45. Team A lines up in punt formation. At the snap, flyer A4 is blocked below the waist from the front by B4 on the line of scrimmage. B1 fair catches the punt at the B14.

**Ruling:** B’s ball, first-and-10 on B7. Illegal low block by B4. Team B cannot block below the waist during a punt play. This is a post-possession foul. (12-2-5)

**A.R. 12.45 LOW BLOCK TEAM B—BLOCKED PUNT**
Fourth-and-5 on 50. B1 blocks the punt which goes to the A34 where A2 attempts to recover. B2 blocks A2 below the waist from the side at the A32 just prior to B1 recovering the ball and running to the A15, where he is downed.

**Ruling:** A’s ball, first-and-10 on B35. Blocking below the waist is prohibited by the receiving team during a down in which there is a kick or change of possession. Penalize from the previous spot. (12-2-5)

**A.R. 12.46 PUNT—TEAM B PUSHING TEAMMATE INTO OPPONENT**
Fourth-and-20 on 50. Team A lines up in punt formation. At the snap, B1 and B2 push down lineman B3 into the center in an attempt to block the punt. A2’s punt goes out of bounds at the B15.

**Ruling:** A’s ball, first-and-10 on B35. Team B cannot push a teammate into the offensive formation during a scrimmage kick. This is not a post-possession foul. It is enforced from the previous spot with an automatic first down.

**A.R. 12.47 LOW BLOCK TEAM B—FREE KICK**
A1 kicks off from the A35. During the return, B2 contacts A3 below the waist at the knees at the B30. The kickoff is returned to the 50. (a) B2 slips and falls causing him to contact A3 below the waist; (b) B2 is pushed by teammate B4, causing B2 to contact A3 below the waist; (c) B2 intentionally dives at A3’s knees, but A3 gets his hands on B2 just before the contact; or (d) B2 intentionally blocks A3 at the knees.

**Rulings:**
(a) First-and-10 on 50. No foul.
(b) First-and-10 on 50. No foul.
(c) First-and-10 on B15. Illegal low block.
(d) First-and-10 on B15. Illegal low block. (12-2-5)

**A.R. 12.48 LOW BLOCK TEAM B—FIELD-GOAL ATTEMPT**
Fourth-and-8 on B37. Team A attempts a field goal from the 45 that is blocked at the line of scrimmage. As A4 runs toward the ball, B2 blocks him at the knee from the side at the B38. B3 falls on the loose ball at the B40.

**Ruling:** A’s ball, first-and-10 on B22. Illegal low block. The penalty is enforced from the previous spot. (12-2-5)

**A.R. 12.49 LOW BLOCK TEAM B—FIELD-GOAL ATTEMPT**
Fourth-and-9 on B35. On an attempted field goal kicked from the B43, B2, who is lined up opposite guard A6, blocks
A6 low at the knees immediately after the snap. The kick is wide to the right.

**Ruling:** A’s ball, first-and-10 on B20. Team B fouls that occur immediately after the snap on field-goal attempts are not treated as possession fouls. Defensive players cannot block below the waist during a scrimmage kick down. The personal foul is enforced from the previous spot. (12-2-5)

**A.R. 12.50 LOW BLOCK TEAM B—FIELD-GOAL FORMATION—KICK IS NOT MADE**

Fourth-and-4 on B23. Holder A2 muffs the snap and attempts to run for a first down. He is tackled at the B20. At the snap, B4 blocked guard A6 below the waist.

**Ruling:** B’s ball, first-and-10 on B20. This block is legal since there was no kick made during the down. (12-2-5)

**A.R. 12.51 LOW BLOCK—CHANGE OF POSSESSION**

Third-and-2 on A45. B5 intercepts a pass at the B10 and runs to the B20 where he fumbles. A3 recovers and runs the ball into the end zone for a touchdown. A4 blocked B5 below the waist from the front at the B10 during A3’s run.

**Ruling:** A’s ball, first-and-10 on B25. Neither team may block below the waist after a change of possession.

**A.R. 12.52 LOW BLOCK—TEAM A—WITHIN ONE YARD OF THE LINE OF SCRIMMAGE—PASS**

Second-and-10 on B45. Wide receiver A4 is flexed four yards outside tackle A5, and slot back A2 is positioned one yard to the inside of A4. Following the snap and prior to the pass, A4 hesitates as slot back A2 fire out and blocks running back B2 who is pressing A4. The block which is below the waist and away from the ball, springs A4 on an inside slant route. A4 catches the pass and scores.

**Ruling:** Touchdown Team A. Kickoff A35. The low block is legal since it is away from the ball at the snap and within one yard of the line of scrimmage. This would be offensive pass interference by A2 if the contact occurred more than one yard beyond the line of scrimmage. (12-2-2)

**A.R. 12.53 CHOP BLOCK (ONE MAN)—LURE**

Second-and-5 on B40. Quarterback A1 drops back to pass and A5 sets up to pass block, but he does not make contact with the defensive player. A6 is adjacent to A5. As A5 shows pass block, A6 blocks the defensive player in front of A5 in the area of the thigh or lower. The pass is complete to A4 for a touchdown, and: (a) A5 is the offensive tackle and A6 is the tight end; (b) A5 is the center and A6 is the left guard; or (c) A5 is the tight end and A6 is the wing back.

**Rulings:** In (a), (b), and (c): Second-and-20 on A45. This is an illegal one-man chop block, provided lineman A5 shows pass block, and the defensive player being “lured” by A5 is immediately chopped. (12-2-3-c)

**A.R. 12.54 CHOP BLOCK—RUN**

Third-and-5 on A40. Quarterback A1 hands off to back A2 who runs wide around right end to the 50. While tackle A5 is contacting B5, wing back A3 blocks B5 in the area of the thigh at the line of scrimmage. The block occurred: (a) at the normal position of the tight end; or (b) outside the normal position of the tight end.

**Rulings:** (a) and (b) Third-and-20 on A25. Illegal chop block during a run by a backfield player. Any high/low block is illegal anywhere on the field on any type of play.

**A.R. 12.55 CHOP BLOCK ON QUICK KICK**

Third-and-35 on A10. The kick is snapped thru T-QB A1’s legs to tailback A2 who punts the ball, which rolls dead at the 50. Immediately after the snap, left tackle A3 and fullback A2 chop block B1 who is attempting to get to A2.

**Ruling:** B’s ball, first-and-10 on A35. A chop block is illegal anywhere on the field on any type of play.

**A.R. 12.56 CHOP BLOCK—RUN**

Third-and-5 on A30. Quarterback A1 hands off to running back A2 who runs wide around right end to the 50. Center A5 posts up nose guard B1 at the line of scrimmage, and lineman A6 chops B1 in the area of the thigh or lower. Lineman A6’s original position is: (a) left guard; (b) left tackle; or (c) right tackle.

**Rulings:**
(a), (b), and (c) A’s ball, third-and-20 on A15. Illegal chop block. All chop blocks are illegal. (12-2-3-f)

**A.R. 12.57 PEEL-BACK BLOCK**

Second-and-10 on A30. As A2 takes a handoff and runs around the right end: (a) guard A3 or; (b) TE A6 “peels back” toward his own end zone and blocks B2 on the side below the waist at the A35.

**Rulings:** (a) and (b) A’s ball, second-and-20 on A20. No offensive player, regardless of where he is aligned at the snap, may block a defensive player below the waist from the side while moving toward the blocker’s end line.

(12-2-4)

**Note:** If the blocker can get his near shoulder across the front of his opponent’s body, the block is legal. It is also legal if the block is parallel to the blockers’ end line.

**DEFENSELESS PLAYER**

**A.R. 12.58 HITTING DEFENSELESS PLAYER—LAUNCH**

Second-and-5 on 50. Quarterback A1 throws a pass to A2 at the B40. A2 leaps for the pass and it goes off his hands incomplete. As A2 is airborne, B2 launches and hits A2 in the chest: (a) with the crown of his helmet; or (b) with his head up, so that his facemask hits A2’s chest.

**Rulings:**
(a) A’s ball, first-and-10 on B35. Crown-of-helmet hit. Contact with the crown of the helmet is a foul regardless of the launch. (12-2-7)

(b) A’s ball, first-and-10 on B35. Unnecessary roughness. If B2 launches, contact with any part of the helmet, including the facemask, is a foul.
A.R. 12.59 HITTING DEFENSELESS PLAYER—PASS COMPLETE/INCOMPLETE
Second-and-5 on 50. Quarterback A1 throws a pass to A2 at the B40. A2 leaps for the pass, and while he is defenseless, B2 hits A2 in the chest, shoulder pads, or head with the crown of his helmet, or to the head with his forearm, and: (a) the pass falls incomplete; or (b) A2 hangs on to the pass and is tackled at the B38.

Rulings:
(a) A’s ball, first-and-10 on B35.
(b) A’s ball, first-and-10 on B23. Hitting a defenseless player with the crown of the helmet, or the forearm to the head, is a foul regardless of whether the pass is complete. (12-2-7)

A.R. 12.60 HITTING DEFENSELESS PLAYER—LEGAL/ILLEGAL HITS
Second-and-11 on 50. Quarterback A1 throws a pass to A2 at the B40. A2 leaps for the pass, and while he is defenseless, B2 hits A2, and A2 goes to the ground at the B40 and hangs on to the ball.
(a) B2 hit A2 in the head with: the crown of his helmet, facemask to facemask, his shoulder, or his forearm.
(b) B2 hit A2 in the chest with the crown of his helmet;
(c) B2 hit A2 in the chest with his facemask (face up);

Rulings:
(a) First-and-10 on B25. Hit against a defenseless player.
(b) First-and-10 on B25. Hit against a defenseless player.
(c) Third-and-1 no B40. Legal hit—not to the head or with the crown or hairline parts of the helmet.

A.R. 12.61 HITTING DEFENSELESS PLAYER—SNAPPER ON FIELD GOAL OR TRY
Fourth-and-5 on B18. Kicker A1’s field goal attempt is wide right. At the snap, B1 who was lined up over guard A6:
(a) made contact with the outside shoulder of snapper A2 as he tried to rush the kick; or (b) takes a direct line and drives his shoulder into the neck of the snapper while his head was down.

Rulings:
(a) B’s ball, first-and-10 on B20. No foul.
(b) A’s ball, first-and-10 on B9. Unnecessary roughness, the snapper on a field goal or try attempt is a defenseless player. (12-2-7)

A.R. 12.62 HIT ON DEFENSELESS INELIGIBLE RECEIVER—ILLEGAL FORMATION
Second-and-10 on B45. Tight end A2 is “covered” on the line of scrimmage by wideout A3. A2 goes downfield and attempts to catch a pass. A2 is in a defenseless posture at the B25 when B1 hits him helmet-to-helmet. The pass falls incomplete.

Ruling: First-and-10 on B30. Ineligible receivers are given the same protection against illegal hits on defenseless receivers as is given to eligible receivers. (This is also an illegal formation and illegal man downfield by the offense, resulting in a 5 vs.15 enforcement). (12-2-7-2)

A.R. 12.63 HIT TO HEAD OF ELIGIBLE RECEIVER WITHIN LEGAL CHUCK ZONE
Second-and-10 on B30. Flexed receiver A2 is running a crossing pattern at the B27 when linebacker B3, who is at the B26, makes helmet-to-helmet contact with A2 knocking him down. A1’s pass is incomplete.

Ruling: A first-and-10 on B15. Unnecessary roughness. A receiver running a route gets defenseless player protection and may not be contacted in the head, from the side or behind, even within the legal five-yard chuck zone.

DELIVERING BLOW WITH CROWN OF HELMET—RUNNER/TACKLER
A.R. 12.64 CROWN OF HELMET—INSIDE/OUTSIDE TACKLE BOX
Second-and-5 on 50. A2 runs between the tackles to the (a) B48; or (b) B40; where after lining up B2, he lowers his head and delivers a forcible blow with the crown of his helmet to B2’s chest.

Rulings:
(a) A’s ball, second-and-3 on B48. No foul, contact occurs in the tackle box. Tackle to tackle within three yards on either side of the line of scrimmage. (12-2-8)
(b) A’s ball, second-and-10 on A45. Unnecessary roughness. (12-2-8)

A.R. 12.65 CROWN OF HELMET—NO LINE UP
First-and-Goal on B10. A2 runs around right end and angles toward the goal line pylon. B3, also coming from an angle, lowers his head and makes forcible contact with the crown of his helmet knocking A2 out of bounds at the B4.

Rulings: A’s ball, first-and-goal on B2. Regardless of the path taken by the defender, he is not permitted to make forcible contact with the crown of his helmet to any part of a runner’s body outside the tackle box.

MISCELLANEOUS
A.R. 12.66 HEAD SLAP
Third-and-6 on 50. Quarterback A1 throws a pass to end A2, and the pass falls incomplete at the B40. B2 head slaps A3 at the A48 prior to the pass.

Ruling: A’s ball, first-and-10 on B35. Personal foul by B2; penalize from the previous spot. (12-2-12)

A.R. 12.67 RUNNER GRABS AND CONTROLS DEFENDER’S FACEMASK
First-and-10 on A45. Quarterback A1 hands off to A2, who runs around right end to the B30. During the advance, A2 grabs defender B1 by the facemask at the B35, wrapping his fingers around the mask, and (a) twists it; or (b) controls the tackler’s head, but releases it before he turns or twists the facemask. B1 also grabs, but immediately releases A2’s facemask at the B30 during the tackle (no pull, twist, or control).

Rulings:
(a) First-and-5 on 50. Enforcement is from the spot of the foul. (12-2-14)
(b) First-and-5 on 50. A2 controlled B1’s mask, so it is a foul. B1 immediately released A2’s mask without controlling it, so there is no foul. (12-2-14)

A.R. 12.68 FACEMASK—NO CONTROL OR TWIST OF MASK
Second-and-10 on A35. A1 runs to the A44 where B1 tackles him, and in the process, grabs and immediately releases A1’s facemask (no twist, turn, control or pull). As A1 was running through the line, left guard A2 grabbed the mask of defender B2 as he was blocking him, but immediately released it, and did not push B2’s head back.
Ruling: Third-and-1 on A44. No fouls. (12-2-14)

A.R. 12.69 GRASPING HELMET OPENING
First-and-10 on A40. Quarterback A1 hands off to A2 who runs to the B30. During the advance, B2 grabs runner A2 by the helmet opening and: (a) immediately releases it without twisting the helmet; or (b) pulls A2 down by the helmet opening in the process of the tackle at the B30.
Rulings:
(a) First-and-10 on B30. No foul. (12-2-6-j)
(b) First-and-10 on B15. Unnecessary roughness for twisting the helmet opening. (12-2-6-j)

A.R. 12.70 THROWING HELMET—PERSONAL FOUL—DISQUALIFICATION
Third-and-10 on B40. A2 does not like the way he was tackled by B4 at the B32, so he throws his helmet at B4.
Ruling: Fourth-and-17 on B47. Personal foul by A2 plus an automatic disqualification for throwing his helmet at opponent. (12-2-16)

A.R. 12.71 HORSE COLLAR—QUARTERBACK—IN OR OUT OF POCKET
Second-and-10 on B40. As quarterback A1 starts to scramble, B1 pulls A1 down from behind by grabbing the inside collar of the back of the shoulder pads or jersey, inside the collar of the side of the shoulder pads or jersey, or grabbing the jersey at the name plate or above and pulls A1 to the ground at the B45. (a) A1 is still in the pocket; or (b) A1 is outside the pocket, when this occurs.
Rulings:
(a) A’s ball, third-and-15 on B45. No foul, as the quarterback (or runner) was still in the pocket (or tackle box).
(b) A’s ball, first-and-10 on B25. It is not necessary for the runner to go to the ground for it to be a foul. If the runner’s knees buckle due to the action it is a foul. (12-2-15)

A.R. 12.72 HORSE COLLAR—NO IMMEDIATE TAKEDOWN OF RUNNER—FUMBLE
First-and-10 on A30. A2 breaks through the line and is at the B30 when B1 catches him from behind, grabs the back collar of A2’s shoulder pads, or the jersey at the name plate or above and pulls him back and to the ground at the B24. However, before A2 hits the ground, he fumbles at the B22, and B1 recovers at the B20.
Ruling: A’s ball, first-and-10 at B11. It is a personal foul regardless of whether B1 pulled A2 down immediately after grabbing the collar. Since Team B recovered the ball, the foul is enforced from the spot of the fumble. (12-2-15)

A.R. 12.73 HORSE COLLAR—DIRECTION RUNNER IS TAKEN TO THE GROUND
Second-and-10 on B40. A2 takes a handoff and runs around left end toward the sideline. B1 grabs the inside of A2’s shoulder pad opening (or the inside of his jersey) on the side or back and pulls A2 to the ground, twisting around in front of A2 so that A2 goes to the ground face first at the B35.
Ruling: A’s ball, first-and-10 on B20. Horse-collar tackle. The direction that the runner is pulled down is irrelevant. (12-2-15)

A.R. 12.74 LEVERAGE—TRY/FIELD GOAL
On a try from the B15 that is successful, defensive player B3 jumps up and pushes off the back of a teammate or an opponent with a foot or knee at the line of scrimmage to gain additional height to attempt to block the kick.
Ruling: Option: Retry for two points at the B1, or Try good. KO 50. This also applies to field-goal attempts.

A.R. 12.75 LEVERAGE—JUMPING OVER LINE
Fourth-and-6 on B22. During a successful field-goal attempt, B2 places one hand on the snapper and one on the RG and pushes off to jump over the line. He lands in the offensive backfield and then jumps up in an attempt to block the kick.
Rulings: First-and-10 on B11, or award three points and kickoff from the 50. Leverage.

A.R. 12.76 LEVERAGE—ATTEMPT TO GAIN HEIGHT
Fourth-and-10 on B25. During an unsuccessful field-goal attempt from the B33 that goes out of the end zone, B2: (a) steps with a foot or knee on the back of A5 as he tries to rush the kicker, but B2 does not reach up with a hand to attempt to block the kick; or (b) while B2 has his foot/knee on A5’s back and is rushing the kicker, B2 also raises a hand up to try and block the kick.
Rulings:
(a) and (b) A’s ball, first-and-10 on B12½. Leverage.

A.R. 12.77 CONTACT WITH SLIDING PLAYER
Second-and-10 on A30. QB A1 scrambles to the A35 where he slides feet first after B1 has already committed himself to making contact. As A1 is going to the ground: (a) B1 makes contact with his helmet to A1’s chest; or (b) B1 makes contact to A1’s head with his helmet, shoulder or forearm.
Rulings:
(a) Third-and-5 on A35. No foul.
(b) A’s ball, first-and-10 on 50. A player sliding feet first cannot be hit in the head by the defender’s helmet, shoulder
or forearm, even if the slide begins after contact is imminent. (7-2-1-d-1)

UNSPORTSMANLIKE CONDUCT

**A.R. 12.78 THROWING HELMET—NOT DIRECTED AT OPPONENT OR OFFICIAL**

Third-and-3 on B40. B3 is unhappy with the Line Judge, because he thinks he was held as A3 ran a sweep around end and was finally downed at the B35. B3 argues with the Line Judge and throws his helmet down in disgust.

**Ruling:** First-and-10 on B20. Unsportsmanlike conduct.

**Note:** B3 is not disqualified, nor is this an unsportsmanlike conduct foul that would count toward a disqualification if a second UNS foul occurred later in the game. He did not throw the helmet at an official or opponent or use it as a weapon. (12-3-1-i)

**A.R. 12.79 TAUNTING—BY RUNNER PRIOR TO SCORE**

Second-and-10 on A20. A1 breaks free and is running for a touchdown ahead of all Team B players by 10 yards. When A1 gets to the B15, he turns around and holds the ball out at the trailing Team B players as A1 continues backward into the end zone.

**Ruling:** Touchdown Team A. Kickoff A20. Taunting fouls, whether during the play or after the dead ball, are enforced from the succeeding spot, unless they are part of a double foul. Two violations of 12-3-1 (a) through (c) in the same game results in an automatic disqualification.

**A.R. 12.80 REMOVING HELMET DURING PLAY**

Third-and-10 on B20. With Team B ahead and the ball snapped with three seconds remaining in the game, B1 believes he has sacked QB A1 at the B35. Thinking the game is over, B1 takes his helmet off to celebrate in front of the Referee. The pass was complete to A2 who was tackled at the B15. Time expired during the play.

**Ruling:** Game over. Removing a helmet is treated as a dead ball foul. If the score had been tied, or this was the end of the first half, the unsportsmanlike-conduct foul would be enforced against Team B on the kickoff to start overtime or the second half. (12-3-1-Penalty Enforcement) This foul does not count toward a potential disqualification if a second UNS foul occurred later in the game.

**A.R. 12.81 TAUNTING—KICKOFF**

On the opening kickoff, receiver B1 catches the ball deep in the end zone and down the ball. Kicking team players then encircle B1 and use taunting acts (pointing and dancing) and abusive language.

**Ruling:** B’s ball, first-and-10 on B35. Taunting. Two violations of 12-3-1 (a) through (c) in the same game results in an automatic disqualification.

**A.R. 12.82 THROWING PUNCH/KICK WITHOUT MAKING CONTACT**

Third-and-10 on B25. Runner A2 is tackled by B3 at the B16 and thinks B3 grabbed his facemask. A2 jumps up and:

- (a) swings at B3’s head, but misses; or (b) kicks at his leg without making contact.

**Rulings:** (a) and (b) Fourth-and-16 on B31. Since there was no contact, this is unsportsmanlike conduct (12-3-1-a), not unnecessary roughness. Two violations of 12-3-1 (a) through (c) in the same game results in an automatic disqualification.

**A.R. 12.83 TAUNTING/UNSPORTSMANLIKE CONDUCT—GESTURES**

Second-and-15 on A20. Quarterback A1 is sacked on the A15 by B1. After the tackle, B1 does “six-shooters” or gives a “throat-slash” signal at:

- (a) A1; or (b) the crowd.

**Rulings:**

- (a) A’s ball, first-and-10 on A30 (taunting). (12-3-1-Note 4)
- (b) A’s ball, first-and-10 on A30 (unsportsmanlike conduct). (12-3-1-Note 4)

In both, two violations of 12-3-1 (a) through (c) in the same game results in an automatic disqualification.

**A.R. 12.84 LEAPING—UNSUCCESSFUL FIELD GOAL—PLAYER ON/OFF LINE**

Fourth-and-5 on B20. Team A’s field-goal attempt from the B28 fails. Defensive player B1 lines up:

- (a) four yards from the line of scrimmage; or
- (b) behind the defensive line, but with his body breaking the plane of the deepest down linemen’s back foot. He runs forward, leaps in an attempt to block the kick, and then lands on a member of the kicking team or his teammate within one yard of the line of scrimmage.

**Rulings:**

- (a) A’s ball, first-and-goal on B10. Unsportsmanlike conduct, leaping.
- (b) B’s ball, first-and-10 on B28. No foul. Player who is lined up within the feet of the down linemen is on the line of scrimmage and can leap from there.

**A.R. 12.85 LEAPING—TRY—DEFENSIVE PLAYER JUMPS OVER DOWN LINEMEN**

On a Try from the B23, defensive player B1 runs forward four yards and jumps over the center (or other linemen) in an attempt to block the kick. (A) He blocks the kick which rolls out of bounds at the B22, or (B) he misses the kick and the kick is good.

**Rulings:**

- (a) Retry B7½ by kick or attempt a two-point attempt from the B1.
- (b) Try is good. KO 50 or attempt a two-point attempt from the B1. It is illegal for a defensive player who was not lined up on the line of scrimmage prior to the snap to jump over linemen in an attempt to block a try or field goal.

**A.R. 12.86 OFFENSIVE PLAYER LINES UP WITHIN FIVE YARDS OF SIDELINE—NOT IN BENCH AREA**

Third-and-15 on B25. Team A breaks the huddle with 11 players on the field, but they act as though they have 12 men on the field. QB A1 excitedly motions A11 to get off the field quickly. A11 runs off towards his bench pretending
to leave the game, however, he stops one yard from the sideline in the backfield at the B26. No defensive player covers him. The ball is snapped and A11 takes a pass for a touchdown.

Ruling: Touchdown A, kickoff A35. If Team A did not substitute on the play, and at the snap, Team A players are in legal positions, including A11 lined up outside his team’s bench area, this action is not a foul.

A.R. 12.87 SUBSTITUTION—PLAYER STOPS AT SIDELINE—NOT IN BENCH AREA
Fourth-and-10 on B25. After the prior play, the offense runs off the field, and the apparent field-goal team, including the kicker, run on. As they approach the line of scrimmage (after all 11 kicking team players had moved inside the numbers) to set in a field-goal formation, kicker A1 suddenly starts waving at A88 to get off the field, yelling that he’s not supposed to be out there. A88 quickly runs off, but he stops just short of the sideline and gets set on the line of scrimmage, where he is uncovered by the defense. The ball is snapped to A1 who throws a touchdown pass to A88.

Ruling: Fourth-and-25 on B40. Unsportsmanlike conduct. Any time a team uses a substitution or apparent substitution in an attempt to confuse the opponent it is a foul for unsportsmanlike conduct. This is a foul inside or outside the bench area and whether A88 is covered or not. If Team A had not substituted this would be legal.

A.R. 12.88 HIDEOUT—IN BENCH AREA
Third-and-6 on B45. Split receiver A2, who was in on the previous play, lines up in front of his bench area at the B45, two yards from the sideline in an attempt to be on the field unnoticed. Team A snaps the ball and throws a quick pass to A2 who runs for a touchdown, as no defensive player saw him in front of the bench area.

Ruling: Third-and-21 on A40. Illegal hideout. This is a foul whether A2 is covered or not, if A2’s intent was to go unnoticed.

A.R. 12.89 GOALTENDING
Fourth-and-10 on B30. On an attempted field goal by A2 from the B38, B3 stands under the goal post and jumps above the crossbar and deflects (or catches) the kick so that it does not cross the crossbar. The attempt would have been successful.

Ruling: Option for Team A: Three points awarded to Team A and Kickoff A35; or first-and-10 on B15. Palpably unfair act. (12-3-1-1)

Note: If the field goal had been successful despite B3’s action, it is still a foul if he touched the ball. If there is no contact with the ball, it is not a foul.

A.R. 12.90 PLAYER REMOVING HIS HELMET
Third-and-10 on B20. A2 runs for a touchdown, and after scoring, removes his helmet: (a) in the end zone and turns to the crowd and glares; or (b) in the end zone, however he makes no unusual expressions and simply jogs back to his bench carrying his helmet.

Rulings: (a) and (b): Touchdown. Kickoff A20. Players are not allowed to remove their helmets on the field except in the situations designated in the Rulebook. The actions taken by the player after removing his helmet are irrelevant in determining whether the action is a foul.

A.R. 12.91 PLAYER REMOVING HIS HELMET—TEAM A OR B
Third-and-10 on B20. A2 runs and is tackled by B2 at the B15. (a) A2 then gets up off the ground and removes his helmet as he walks back to the huddle; or (b) B2 removes his helmet after getting up off the tackle.

Rulings:
(a) Fourth-and-20 on B30.
(b) First-and-goal on B7½.

A.R. 12.92 PLAYER REMOVING HIS HELMET—FOUL BY OPPONENT
Second-and-10 on A40. Back A2 runs to the A49 where he is tackled by the facemask by B1. After being tackled, A2 jumps up off the ground and immediately removes his helmet and glares at B1.

Ruling: Second-and-10 on A40. Replay because of the double foul. If the contact by B1 had significantly altered the position of A2’s helmet, he would be able to remove and adjust it without a foul.

A.R. 12.93 PLAYER FROM BENCH AREA REMOVING HIS HELMET
After a touchdown, a player from the bench comes on the field to congratulate his teammate in the end zone. Upon entering the field, the substitute takes his helmet off to celebrate with his teammates in the end zone, and he stays in the game for the Try after putting his helmet back on.

Ruling: Touchdown. Kickoff A35. No foul. (12-3-1-1)

A.R. 12.94 FOUL AGAINST OFFICIAL—PHYSICAL CONTACT
Fourth-and-10 on 50. Punter A1 muffes the snap and is downed at the A35. B2 clips A2 after the play has ended (dead-ball foul). Upset that a foul was called, B2 pushes the Field Judge.

Ruling: B’s ball, first-and-25 on B35. Disqualify B2. Not a multiple foul because all fouls against officials are enforced as fouls between downs. (12-3-1-1)

A.R. 12.95 FOUL AGAINST OFFICIAL—PHYSICAL CONTACT
Fourth-and-2 on B35. A1 runs to the B34 where he is tackled. Immediately after he is tackled, A1 jumps up and yells at the Line Judge arguing that he was tackled by the facemask. In the process, he bumps the official.

Ruling: B’s ball, first-and-10 on B49. Disqualify A1. All fouls against officials are enforced, and they are enforced as fouls between downs. (12-3-1-1)
A.R. 12.96 FOUL AGAINST OFFICIAL—VERBAL ABUSE
Second-and-2 on B25. A1 runs to the B20 where he is tackled by the facemask. A1 jumps up and yells at the Umpire because he didn’t think the foul had been called (although it had).
Ruling: First-and-goal on B25. Both fouls, unsportsmanlike conduct and facemask, are enforced, and the foul against the official is treated as a foul between downs, thus resulting in first-and-goal. Two violations of 12-3-1 (a) through (c) in the same game results in an automatic disqualification.

A.R. 12.97 LAST PLAY OF HALF—FOUL AGAINST OFFICIAL
Third-and-10 on B45. A1 passes to A2 at the B10 where B2 is guarding him closely. The Side Judge calls offensive pass interference. When B2 sees the flag, he thinks the foul was called on him, and he kicks the flag, or throws his helmet down, clearly to dispute the call. Time in the first half expires on the play.
Ruling: Half over. Fifteen-yard penalty enforced against Team B on the second-half kickoff. The offensive foul on the last play of the half results in the end of the half. The foul against the official is treated as a foul between downs. It therefore does not offset the pass interference, and it is enforced on the second half kickoff. B2 is not disqualified because he does not contact the official and does not throw his helmet at the official. Two violations of 12-3-1 (a) through (c) in the same game results in an automatic disqualification.

A.R. 12.98 THROWING BALL AT OFFICIAL
First-and-Ten on B12. Back A2 takes a handoff from QBA1 and runs for a touchdown, after which, he spikes the ball in the end zone away from players. B7 becomes upset because he felt the ball was spiked near him, and there was no flag thrown. B7 therefore picks up the ball and deliberately throws it at the Field Judge: (a) hitting the Field Judge; or (b) missing him with the ball.
Rulings: (a) and (b) Kickoff 50. Disqualify B7. The player is disqualified whether or not the ball hits the official.

A.R. 12.99 TIMEOUT ON FIELD-GOAL ATTEMPT—ATTEMPTING TO FREEZE KICKER
Fourth-and-10 on B22. When Team A breaks the huddle to attempt a field goal, B1 calls a timeout. After the timeout, B2 then attempts to call another timeout to freeze the kicker. The officials ignore the second request, and: (a) the field goal is good; or (b) the attempt fails.
Rulings: (a) Option: Field goal good. Kickoff 50 or A’s ball, first-and-10 on B11 (take points off board). (b) A’s ball, first-and-10 on B11. The officials properly ignored the second request and did not stop the game. The unsportsmanlike penalty is deemed to occur on the play. (Same ruling on a Try attempt).

Note: If the officials mistakenly grant the request, the 15-yard penalty is enforced as a dead ball foul.

A.R. 12.100 FOUL DURING HALFTIME OR OVERTIME INTERMISSION
As the teams are walking to the locker room at the end of the first half, or while awaiting the overtime coin toss, A1: (a) punches; or (b) taunts B1.
Rulings: (a) and (b): The 15-yard penalty will be assessed against Team A on the succeeding kickoff. A1 would also be ejected for the punch. Two violations of 12-3-1 (a) through (c) in the same game results in an automatic disqualification.

LEGAL/ILLEGAL BAT/KICK
A.R. 12.101 ILLEGAL BAT—BACKWARD PASS—FORWARD BAT—TEAM A
Third-and-4 on A40. Quarterback A1 pitches the ball backward to running back A2 at the A35. A2 bats the ball in flight out of bounds at the A43.

Note: If the penalty had been accepted, the ruling would be A’s ball third-and-14 on A30. If this foul occurred inside two minutes of either half, there would be an option to run 10 seconds off the game clock.

A.R. 12.102 TRY ATTEMPT—BACKWARD PASS—ILLEGAL BAT—TEAM A
On a two-point try from the B2, quarterback A1 pitches the ball backward toward back A2. A2 bats the ball in flight into the end zone where A3 falls on the ball.
Ruling: Retry from the B12 (run/pass) or B25 (kick). Illegal bat. (12-4-1)

A.R. 12.103 ILLEGAL BAT—CONTROLLED PASS THROWN FORWARD
Second-and-6 on B40. End A3 leaps in the air to catch a pass and controls the ball at the B35. While in the air, he flips the ball forward to A4, and: (a) A4 runs for a touchdown; or (b) A4 muffs the ball and it hits the ground.
Rulings: (a) and (b): Second-and-16 on 50. In (b) the penalty can also be declined to make it third down. A controlled pass in flight can only be thrown backward; this is an illegal bat. Enforcement is from the previous spot.

A.R. 12.104 ILLEGAL BAT—BLOCKED PUNT—TEAM B
Fourth-and-12 on A14. The punt is blocked and the ball rolls to the A4 where B2 bats the ball (giving it new impetus). The ball rolls over the end line.
Ruling: A’s ball, first-and-10 on A24. Illegal bat enforced from the previous spot. (12-4-1)

Note: This option for Team A is better than the result of the play, which is a touchback.

A.R. 12.105 ILLEGAL BAT—PUNT—BALL HITS TEAM B PLAYER
Fourth-and-10 on A40. A1 bats the rolling kick at the B14 into B5 who is at the B12. The ball rebounds off B5 and goes into B’s end zone where it is recovered by A3.
Ruling: B’s ball, first-and-10 on B14, or A’s ball fourth-and-20 on A30. (12-4-1).
Note: The illegal bat can be enforced from the previous spot or the dead-ball spot, but B5 is deemed to have touched the ball, so the result of the play is a touchdown. Team B must elect to take the ball at the spot of the first touch or enforce the penalty from the previous spot.

A.R. 12.106 ILLEGAL BAT—END ZONE
Second-and-10 on A2. Runner A1 fumbles at the A1. The ball goes into the Team A end zone where A2 bats it out of bounds: (a) in the end zone; (b) on the two-yard line; or (c) to A3 who recovers the ball in the end zone.
Rulings: Safety in (a), (b), and (c). Safety kick A20. A player may not bat a loose ball (other than a pass in flight) in any direction in the end zone. This is a foul even if the player is attempting to keep the ball in bounds. (12-4-1)

A.R. 12.107 LEGAL/ILLEGAL BAT—BACKWARD PASS—END ZONE INVOLVEMENT
First-and-10 on A2. Quarterback A1 throws a backward pass to A3 in the end zone, and: (a) B1, while in the end zone, bats the backward pass while in flight over the end line; or (b) B1, while in the end zone, bats the grounded backward pass after A3 muffs the pass. The ball goes out of bounds at the A4.
Rulings:
(a) Safety. Safety kick A20. Legal bat. (3-17, 12-4-1)
(b) A’s ball, first-and-10 on A12. Illegal bat. (3-17, 12-4-1)

A.R. 12.108 LEGAL BAT—PASS IN END ZONE
Second-and-goal on B6. Runner A1 runs to his right and passes the ball forward from the B7 to A2 in the end zone. A2 bats the ball forward to A3 who catches the ball in the end zone.
Ruling: Touchdown Team A. Kickoff A35. A forward pass in flight may be batted, tipped, or deflected in any direction by any eligible player at any time. (12-4-1.)

A.R. 12.109 BAT TO PREVENT BALL FROM GOING OUT OF BOUNDS
Second-and-10 on B45. A1 runs to the B40 where he fumbles near the sideline. The ball is about to go out of bounds when B1 bats the ball toward the field of play, and B2 eventually recovers at the B35. B1 batted the ball: (a) toward Team A’s goal line; or (b) toward his own goal line.
Rulings:
(a) A’s ball, first-and-10 on B30. This is an illegal bat, and the 10-yard penalty is enforced from the spot of the fumble.
(b) B’s ball, first-and-10 on B35. The bat was backward so it was legal.

ILLEGALLY KICKING BALL
A.R. 12.110 ILLEGAL KICKING OF BALL IN POSSESSION
Third-and-6 on B41. Quarterback A1 hands off to back A2 who runs to the B36. As he is being tackled, A2 stretches his arms out with the ball extending out over the B35. Prior to being down by contact, B2 kicks the ball out of A2’s hands and falls on the ball.
Ruling: A’s ball, first-and-10 on B25. No player may deliberately kick any loose ball or a ball in player possession. (12-4-2)

A.R. 12.111 FIELD-GOAL ATTEMPT—BEYOND LINE
Fourth-and-3 on B25. Field-goal kicker A1 runs to the B23 and drop-kicks the ball over the crossbar.
Ruling: B’s ball, first-and-10 on B20. Touchback. Decline the penalty, which would be enforced from the spot of the foul, and the down would be replayed since the kick occurred beyond the line of scrimmage.

A.R. 12.112 ILLEGAL KICKING AFTER CHANGE OF POSSESSION
Third-and-2 on A45. B1 intercepts a pass on the B15, runs to the A35, fumbles, and then kicks the ball out of bounds at the A5 to prevent A2 from recovering.
Ruling: B’s ball, first-and-10 on A45.
Note: If the penalty for illegally kicking the ball was declined, Team B would retain the ball at the A5 with a first down.

A.R. 12.113 ILLEGAL KICKING—LOW BALL (BACKWARD PASS)—BEHIND LINE
Fourth-and-10 on A40. The snap from center is muffed, and punter A1 never controls the ball. A1 then kicks the ball while it is on the ground at the A30, and the ball rolls to the B48 where A3 falls on it.
Ruling: B’s ball, first-and-10 on A30.

A.R. 12.114 ILLEGAL KICKING—FOURTH-DOWN FUMBLE—BEHIND LINE
Fourth-and-5 on B15. On a field-goal attempt, the snap is caught by A2 at the B23, but A2 fumbles the ball before A1 can kick the field goal. While the ball is loose on the ground, the kicker kicks the ball to prevent B2 from recovering it. The ball goes out of bounds at the B11.
Ruling: B’s ball, first-and-10 on B25. This is illegal kicking of a fumble, which is enforced from the previous spot, because the foul occurs behind the line; and there is a loss of down.

A.R. 12.115 ACCIDENTAL KICKING OF LOOSE BALL
Fourth-and-12 on A14. The punt is partially blocked and the ball rolls to the A6. B1 tries to pick it up there but accidentally kicks it into the end zone where B3 falls on it.
Ruling: Touchdown Team B. Kickoff B35. Only the deliberate kicking of a loose ball is a foul. (12-4-2)
RULE 13 NON-PLAYER CONDUCT

A.R. 13.1 SUBSTITUTE SHOVES RUNNER AFTER HE IS OUT OF BOUNDS

**Ruling:** A’s ball, first-and-10 on B30. Unsportsmanlike conduct by B12. Penalize from succeeding spot. Disqualify B12 if the action is flagrant. Even though there is contact, which is normally unnecessary roughness, the foul was by a player not in the game at the time, so it is penalized as unsportsmanlike conduct. (13-1-1)

A.R. 13.2 HEAD COACH COMES ON FIELD—CONFRONTS OFFICIAL
Second-and-10 on B30. Upset when the Line Judge rules a forward pass is incomplete at the B15, A’s head coach runs onto the field at the B15-yard line to calmly discuss the ruling with the Line Judge.

**Ruling:** Third-and-25 on B45. Unsportsmanlike conduct. Penalize 15 yards from the succeeding spot. (13-1-1)

A.R. 13.3 HEAD COACH COMES ON FIELD TOO FAR FROM BENCH AREA
Third-and-10 on B30. A1’s pass falls incomplete at the B18 near the Team B sideline. The Team A head coach comes onto the field near the numbers to yell at the Side Judge on the opposite side of the field that he missed a defensive holding call.

**Ruling:** Fourth-and-25 on B45. Unsportsmanlike conduct. No coach can come into the field of play to address a game official. Officials will have discretion to warn if the coach comes onto the field a yard or two to get their attention.

A.R. 13.4 NON-PLAYER SHOVES OFFICIAL
Third-and-8 on A45. Quarterback A1 throws a pass to A2 near the sideline. The Line Judge rules the pass incomplete. As the teams line up for the next play, a non-playing member of Team A, A4, pushes the Down Judge.

**Ruling:** Fourth-and-23 on A30. Unsportsmanlike conduct by non-playing personnel. Disqualify A4. (13-1-1)

A.R. 13.5 NON-PLAYER IN SIX-FOOT BORDER—CONTACT WITH OFFICIAL
Third-and-5 on A30. An injured Team A player, in street clothes and wearing an appropriate credential, stands in the six-foot, solid-white border next to the sideline and accidentally trips the Field Judge at the 50 who is covering a long run to the B20.

**Ruling:** A’s ball, first-and-10 on B35. Unsportsmanlike conduct. The UNS is enforced as a dead ball foul. If the action affected the outcome of the play in any way the Referee will enforce a 15-yard penalty from the spot that he and the crew deem most equitable, including awarding/negating a score. (13-1-8)

A.R. 13.6 NON-PLAYER IN SIX-FOOT BORDER—CONTACT WITH PLAYER
Third-and-5 on B40. On the last play of the game with the score tied and no timeouts left for either team, QBA1 hands off to A2 who runs wide and down the sideline. A2 is at the B30 when he collides with a Team B player from the bench area who is standing on his sideline. A2 fumbles and A3 recovers at the B20. A2 is injured on the play.

**Ruling:** A’s ball, first-and-10 on B15 for an untimed down (A2 could remain in the game), or the Referee may award a touchdown if he and the crew feel that is equitable. (13-1-7)

A.R. 13.7 CONTACT WITH COACH IN SIX-FOOT BORDER
First-and-10 on A30. The Side Judge is covering a long run in front of A’s bench area when he runs into Team A’s head coach who is standing in the six-foot, solid-white border at the 50-yard line. The Side Judge is knocked to the ground. Team A scores.

**Ruling:** Touchdown A, KO A20. Unsportsmanlike conduct. The UNS is enforced as a dead ball foul. If the action affected the outcome of the play in any way the Referee will enforce a 15-yard penalty from the spot that he and the crew deem most equitable, including awarding/negating a score. (13-1-4)

A.R. 13.8 CONTACT WITH TEAM B COACH IN SIX-FOOT BORDER—TEAM A FOULS
Third-and-10 on A45. A1 throws a swing pass to back A2 at the B45. A2 runs down the sideline to the B20 where he is tackled. The Side Judge, while covering the play, is knocked to the ground by a Team B assistant in the restricted white-border area, outside the Team B bench area. During A2’s run, A7 held B3 at the B30.

**Ruling:** Third-and-10 on A45. The dead ball unsportsmanlike conduct combines with the live ball hold to create a double foul. The fouls offset at the previous spot and the down is replayed.

A.R. 13.9 SUBSTITUTE COMES ON FIELD DURING PLAY—RECOVERS FUMBLE
Third-and-5 on B45. Runner A1 fumbles at the B35. (a) Substitute B12 comes off the bench and recovers the ball; or (b) substitute A12 comes off the bench and recovers the ball, at the B33.

**Rulings:**
(a) A’s ball, first-and-10 on B20. Palpably unfair act by B12. The Referee will enforce a 15-yard penalty from the spot that he and the crew deem most equitable. Team A retains the ball. Disqualify B12. (13-1-7)
(b) A’s ball, fourth-and-20 on A40. Palpably unfair act by A12. The Referee will enforce a 15-yard penalty from the spot that he and the crew deem most equitable. Team A retains the ball. Disqualify A12. (13-1-7)

A.R. 13.10 SUBSTITUTE COMES ON FIELD DURING PLAY—BATS LOOSE BALL
First-and-10 on A45. Runner A1 fumbles near the sideline at the 50. Substitute B12 runs onto the field of play and bats the ball to player B6 who recovers at the B45.

**Ruling:** A’s ball, first-and-10 on B35. Palpably unfair act by B12. The Referee will enforce a 15-yard penalty from the spot that he and the crew deem most equitable. Disqualify B12. (13-1-7)

A.R. 13.11 SUBSTITUTE COMES ON FIELD DURING PLAY—PUSHES OPPONENT AND RECOVERS FUMBLE
Second-and-5 on B45. Runner A1 fumbles in front of his own bench. Substitute A12 comes onto the field, pushes
B2 away, and recovers the ball at the B40.

**Ruling:** B’s ball, first-and-10 on A45. Palpably unfair act. The Referee will enforce a 15-yard penalty from the spot that he and the crew deem most equitable. Disqualify A12. (13-1-7)

**A.R. 13.12 SUBSTITUTE COMES ON FIELD DURING PLAY—TACKLES RUNNER**
A1 is on his way to an apparent touchdown when B12 comes off his bench to tackle A1 at the B30.

**Ruling:** Touchdown A, KO 50. Palpably unfair act. The game officials should allow the play to continue to its conclusion and then penalize Team B. If it is clear that A1 would have scored, the Referee will award the touchdown and penalize Team B 15 yards on the ensuing kickoff. Disqualify B12. (13-1-7)

**A.R. 13.13 CONTACT WITH OFFICIAL BY COACH/PLAYER DURING HALFTIME/GOING TO OVERTIME**
After the end of the first half (or second half if the game is going into overtime), a Team A coach or player contacts an official while arguing with him as they leave the field, in the tunnel, or prior to the coin toss before the overtime period begins.

**Ruling:** Enforce the 15-yard unsportsmanlike conduct against Team A on the ensuing kickoff. Disqualify the coach/player. The officials’ jurisdiction continues during intermissions.

**A.R. 13.14 OFFICIALS’ JURISDICTION BEGINS ONE HOUR AND 40 MINUTES PRIOR TO KICKOFF**
While the teams are warming up 30 minutes before the game, A1 punches B1 on the field.

**Ruling:** Team A will be assessed a 15-yard unnecessary roughness on the opening kickoff, and A1 is disqualified. The officials’ jurisdiction starts when the pregame security meeting takes place approximately 100 minutes before kickoff, and all unnecessary roughness/unsportsmanlike conduct rules take effect at that time.

**A.R. 13.15 SUBSTITUTE COMES ONTO FIELD TO CELEBRATE**
Third-and-10 on A40. Receiver A4 catches a pass near the sideline at the 50, breaks a tackle, and has a clear path to the end zone. Substitute A13, not wearing a helmet, runs down the sideline (just outside the white) parallel with the runner all the way to the end zone. After A4 scored, A13 jumps on his back to celebrate, and then high fives other teammates before returning to the bench.

**Ruling:** Touchdown A, KO A20. Unsportsmanlike conduct. Players from the bench are not permitted to enter the field to celebrate.

**A.R. 13.16 PHOTOGRAPHER OR OTHER CREDENTIALED PERSON ON SIDELINE INTERFERES WITH PLAY**
Third-and-10 on A40. Back A2 catches a swing pass at the B12 and runs down the sideline toward the goal line. He has a clear path to the end zone, but is tripped by a photographer or other non-team affiliated person and falls to the ground at the B1.

**Ruling:** Touchdown A, KO A35. This is a palpably unfair act and the most equitable thing to do is award the score. There is no additional penalty yardage assessed as the act was beyond Team B’s control. The person should be removed from the field.

**A.R. 13.17 BENCH PERSONNEL ENTERS FIELD OF PLAY—DOES NOT INTERFERE**
Second-and-five on A40. Before the snap, a Team B attendant runs onto the field to grab a towel that fell off a player. While he is on the field, the ball is snapped, and A1 throws an incomplete pass. The action by the attendant did not affect the outcome of the play.

**Ruling:** Third-and-five on A40. Since the movement onto the field did not affect the play there is no penalty. If there is any question in a game official’s mind that the movement could affect the play, the game official should blow the whistle immediately and kill the play. If the action affected the outcome of the play, in any way, the Referee will enforce a 15-yard penalty from the spot that the Referee and the crew deem most equitable, including awarding or negating a score.

**A.R. 13.18 SUBSTITUTE ENTERS FIELD FROM HIS BENCH AREA BEFORE/AFTER THE SNAP**
Third-and-10 on 50. Substitute B3 is attempting to get on the field of play as the eleventh defensive player. A1 throws an incomplete pass on the play: (a) B11 is stepping on the defensive side of the ball with his right foot on the field, but his left foot does not touch in the field of play before the snap. He then continues onto the field. (b) B11 steps on the field with both feet, but he is on the offensive side of the ball when the ball is snapped.

**Rulings:**
(a) A’s ball, second-and-5 on B45. Illegal substitution. To be legally on the field, an incoming substitute must get both feet or body part other than a hand or foot down prior to the snap, or it is illegal substitution. Depending on the action taken by the player as the play develops, a 5- or 15-yard penalty could be assessed.
(b) A’s ball, second-and-5 on B45. Defensive offside. B11 is legally on the field, but is offside at the snap. If B11 was on the field and near the offensive backfield at the snap, blow the play dead for unimpeded to the QB/Kicker.

**RULE 14 PENALTY ENFORCEMENT**

**FOULS BEFORE SNAP**

**A.R. 14.1 MULTIPLE DEAD-BALL FOULS—TEAM B**
Third-and-5 on A40. B1 encroaches, continues on, and roughs the quarterback.

**Ruling:** A’s ball, first-and-10 on B45. Multiple dead-ball fouls for encroachment and roughing the passer. The RPS may be accepted. (14-1-3)

**A.R. 14.2 TEAM A DEAD-BALL FOULS WITH/WITHOUT DELAY**
Second-and-3 on B40. A1 false starts and then A2 grabs B1 by the facemask and throws him to the ground (not a...
false start and facemask. The facemask would be accepted. (14-1-3)
(b) Second-and-23 on A40. Because of the delay between fouls for false start and facemask, both dead-ball fouls are enforced.

A.R. 14.3 FALSE START—AFTER DELAY—DEAD-BALL FOULS BY BOTH TEAMS
First-and-10 on A25. A2 false starts, and after a significant delay, B2 and A3 slam one another to the ground (not a part of the false start action, and not a disqualifying act).
Ruling: A’s ball, first-and-15 on A20. The false start is enforced, and the subsequent dead-ball fouls are clearly separate from the timing of the false start and, therefore, offset at the succeeding spot. (3-14-1, 14-5-1)

FOULS ON RUNNING PLAYS
A.R. 14.4 DOWN BEYOND LINE—OFFENSE FOULS—BEYOND/BEHIND DEAD BALL SPOT
First-and-10 on A20. Runner is downed on A28. During the run: (a) A2 held on the A30; or (b) A2 held on the A24.
Rulings:
(a) A’s ball, first-and-12 on A18. Offensive foul for holding in advance of dead-ball (basic) spot. (14-3-4)
(b) A’s ball, first-and-16 on A14. Offensive foul for holding behind the dead-ball (basic) spot. (14-3-4)

A.R. 14.5 DOWN BEHIND LINE—DEFENSE FOULS BEYOND LINE
First-and-10 on A20. Runner is downed on A18. During the run, B1 held on the A26.
Ruling: A’s ball, first-and-10 on A25. Enforce offensive holding from the previous spot. (14-3-6)

A.R. 14.6 DOWN BEHIND LINE—OFFENSE FOULS—BEYOND/BEHIND LINE
Second-and-10 on A40. Runner A1 is downed on the A36. During the run, A2 held on the: (a) A44; or (b) A36.
Rulings: (a) and (b) Second-and-20 on A30. Enforce both offensive holds from the previous spot.
Note: If the penalty is declined, third-and-14 on A36. (14-3-6)

A.R. 14.7 OFFENSE FOULS OUT OF BOUNDS IN END ZONE—SAFETY
First-and-10 on A2. Runner A1 is downed on the A3 near the sideline. During A1’s run, B1, who went out of bounds in the end zone to avoid a block, was pulled to the ground by A2 out of bounds behind the goal line.
Ruling: Safety. Safety kick A20. The offensive holding foul was out of bounds in the end zone. (14-2-2)

A.R. 14.8 FOUL IN FIELD OF PLAY—AFTER INTERCEPTION IN END ZONE
First-and-10 on B40. B1 intercepts in the end zone and runs with the ball. A2 illegally trips B2 at the B5 during the run. B1 is downed in the end zone.
Ruling: B’s ball, first-and-10 on B30. Tripping. All defensive fouls during a running play are enforced from the dead ball spot, which is transferred to the 20-yard line as a result of the touchback.

A.R. 14.9 FOUL DURING RUN—FUMBLE—RECOVERED BY TEAM A
Third-and-10 on A30. Runner A1 fumbles on A34. A2 recovers and is downed on the A42. While A1 was a runner: (a) A3 held on the A28; or (b) B2 grabbed and twisted A2’s facemask on the A32.
Rulings:
(a) A’s ball, third-and-20 on A20. Offensive holding enforced from the previous spot.
(b) A’s ball, first-and-10 on B43. (14-3-6) Facemask enforced from the dead ball spot.

A.R. 14.10 LEGAL/ILLEGAL CONTACT WITH FACEMASK BY RUNNER
Second-and-10 on B30. A2 runs right to the B10 where A2 stiff-arms B1 in the facemask and continues into the end zone for an apparent touchdown. (a) A2 leaves his hand on the facemask for three yards, but does not grasp it; (b) A2 delivers a blow with the stiff arm; (c) A2 grabs the facemask and controls the defender (but does not twist, turn, or pull) and releases it after three yards; or (d) A2 twists and turns the facemask.
Rulings:
(a) Touchdown Team A. Kickoff A35. No foul. (12-2-14)
(b) A’s ball, second-and-5 on B25. Unnecessary roughness. (12-2-12)
(c) and (d) A’s ball, second-and-5 on B25. Facemask. (12-2-14)

FOUL DURING A RUN—FOLLOWED BY CHANGE OF POSSESSION
A.R. 14.11 FUMBLE AND DEFENSIVE FOUL BEHIND LINE—FOLLOWED BY CHANGE OF POSSESSION
Ruling: A’s ball, first-and-10 on A25. Defensive holding enforced from the previous spot.
Note: A defensive foul during a run followed by a change of possession is penalized from the spot of the fumble. If that spot is behind the line of scrimmage, then the foul is enforced from the previous spot. (14-4-3)

A.R. 14.12 FOUL BY TEAM A—FOLLOWED BY CHANGE OF POSSESSION
Third-and-10 on A30. Runner A1 fumbles or throws a backward pass at the A34. B1 recovers and is downed on the A33. While A1 was a runner: (a) A2 held on the A28; or (b) A3 clipped B2 on the A32.
Rulings:
(a) B’s ball, first-and-10 on A33. Decline penalty for offensive holding.
(b) B’s ball, first-and-10 on A18. The clipping foul before the recovery of the fumble or backward pass (change of possession) is carried over and the penalty is enforced from the dead-ball spot.

A.R. 14.13 FOUL BY TEAM B—FOLLOWED BY CHANGE OF POSSESSION
Second-and-10 on A38. Runner A1 fumbles or throws a backward pass at the A42. B1 recovers and is downed on the A30. While A1 was a runner: (a) B2 pushed and held A3’s head back on the A40; or (b) B3 grabbed and twisted A2’s facemask on the A40.

Rulings:
(a) A’s ball, first-and-10 on A47. Illegal hands to the face. Enforce from the spot of the fumble or backward pass, since that spot is beyond the line of scrimmage.
(b) A’s ball, first-and-10 on B43. Facemask. Enforce from the spot of the fumble or backward pass, since that spot is beyond the line of scrimmage.

A.R. 14.14 KICKOFF—TEAM A FOUL—FOLLOWED BY CHANGE OF POSSESSION
B1 receives the kickoff at the B10. B1 runs to the B25 where he fumbles and A2 recovers there. During B1’s run, A15 blocks low at the B15 to take out the two-man wedge.

Ruling: B’s ball, first-and-10 on B40. Enforce the low block from the spot of the fumble. (14-4-3)

A.R. 14.15 INTERCEPTION TEAM A FOUL—FOLLOWED BY CHANGE OF POSSESSION
Second-and-10 on A35. B1 intercepts a pass on the B35 and fumbles on the B40 where A1 recovers. A2 tripped B1 on the B36 prior to the fumble.

Ruling: B’s ball, first-and-10 on 50. Enforce the 10-yard tripping foul from the spot of the fumble. (14-4-3)

A.R. 14.16 FOUL BY TEAM A—FUMBLE AND CHANGE OF POSSESSION
Second-and-10 on B40. A2 and A3 chop block as A1 drops back to pass. A1 then scrambles and runs to the B35 where he fumbles. B1 recovers the ball at the B30 and: (a) runs to the 50 where he is downed; or (b) runs to the 50 where he fumbles, with A3 recovering the fumble at the 50.

Rulings:
(a) B’s ball, first-and-10 on A35. The chop block before the change of possession is carried over and the penalty is enforced from the dead-ball spot. (14-4-3-Note 2)
(b) B’s ball, first-and-10 on B45. The chop block, before the change, is enforced from the spot of B’s recovery of the loose ball. (14-4-3)

FOULS DURING PASSING PLAYS
A.R. 14.17 FOUL BY EITHER TEAM PRIOR TO—LEGAL FORWARD PASS
Second-and-10 on A10. A1’s pass is incomplete. Prior to the pass: (a) B1 held receiver A2; (b) A3 held B2 on the A3-yard line; or (c) A3 held B2 in A’s end zone.

Rulings:
(a) First-and-10 on A15. Defensive holding. Previous spot enforcement. (14-4-5)
(b) Second-and-15 on A5 or third-and-10 on A10. Offensive holding. Previous spot enforcement. (14-4-5)
(c) Safety. Safety kick A20. Offensive holding that occurs in Team A’s end zone results in a safety.

A.R. 14.18 ILLEGAL CHUCK—PRIOR TO PASS OR RUN
Second-and-10 on A10. Quarterback A1 drops back to pass, and while A1 is in the pocket, B2 chucks A2 on the A17. A1 then: (a) passes complete to A3 who is tackled on the A20; (b) passes incomplete; or (c) scrambles, runs, and is tackled at the A11.

Rulings:
(a) First-and-10 on A20. Illegal contact. Decline the penalty. (12-1-5-Exc. 1)
(b) First-and-10 on A15. Illegal contact. Enforced from the previous spot. (12-1-5-Exc. 1)
(c) First-and-10 on A16. Illegal contact. Enforced from the end of the run. (12-1-5-Exc. 1)

A.R. 14.19 PERSONAL FOUL BY DEFENSE—PRIOR TO COMPLETION
Third-and-10 on A30. Prior to A1’s forward pass, B1 grabs and twists lineman A3’s facemask. A1’s pass is then completed to A2 who is tackled at the: (a) A35; or (b) A25.

Rulings:
(a) First-and-10 on 50. The facemask is enforced from the end of the run.
(b) First-and-10 on A45. The facemask is enforced from the previous spot.

A.R. 14.20 PERSONAL FOUL BY OFFENSE—PRIOR TO INTERCEPTION—TEAM B MAINTAINS/LOSES POSSESSION
Third-and-10 on A30. Prior to A1’s forward pass, lineman A2 chop blocks. A1’s pass is intercepted by B1 at the 50. B1 returns the interception to the A35 where: (a) B1 is tackled, or (b) B1 fumbles and A3 recovers at the A30.

Rulings:
(a) B’s ball, first-and-10 on A20. Chop block. The chop block is tackled on.
(b) B’s ball, first-and-10 on A35. Chop block. The chop block is enforced from the spot of the interception.

A.R. 14.21 PERSONAL FOULS BEFORE OR AFTER INTERCEPTION—TOUCHBACK
Second-and-10 on B25. A1’s pass is intercepted by B1 in the end zone where B1 is tackled. (a) A3 chop blocks before the pass; or (b) A4 tackles B1 by the facemask in the end zone.

Rulings: (a) and (b): B’s ball, first-and-10 on B35. Chop block/facemask. As the play resulted in a touchback, personal fouls before or after the change of possession are enforced from the 20-yard line.
A.R. 14.22 PERSONAL FOUL BY TEAM A PRIOR TO CHANGE OF POSSESSION
First-and-10 on 50. A4 and A5 chop block. The pass is complete to A2 at the B30, but A2 fumbles at the B28 and B1 recovers there and returns the fumble to the B40.
Ruling: B’s ball, first-and-10 on A45. The chop block is enforced from the dead-ball spot.

A.R. 14.23 INTENTIONAL GROUNDING—EXCEPTION TO HALF-DISTANCE ENFORCEMENT
Ruling: Fourth-and-11 on A4. Intentional grounding. If the spot of the foul is more than half the distance, the enforcement is to leave the ball at the spot of the foul. (14-4-5-Exc. a)

A.R. 14.24 INTENTIONAL GROUNDING—HALF-DISTANCE ENFORCEMENT
Ruling: Fourth-and-10 on A5. Intentional grounding. The penalty for intentional grounding is enforced half the distance to the goal. (14-4-5-Exc. a)

A.R. 14.25 ILLEGAL FORWARD PASS BEYOND LINE—TEAM A PERSONAL FOUL
Third-and-15 on A30. Quarterback A1 scrambles to the A32 where he throws a forward pass to A2 at the B20. The pass is underthrown, and B1 is in position to intercept the pass, when A2 grabs and twists B2’s facemask while the pass is in the air. The pass falls incomplete.
Ruling: Fourth-and-18 at the A27. An illegal forward pass thrown from beyond the line is a five-yard penalty enforced from the spot of the pass, and a loss of down. The personal foul facemask is enforced from the end of the run, as this is deemed to be a running play. Pass interference is not an option since the pass was thrown from beyond the line of scrimmage. (14-3-6)
Note: Additional plays involving penalty enforcement during forward pass plays can be found in Rule 8 of the Casebook.

FOULS DURING FREE KICKS
A.R. 14.26 KICKOFF—DOUBLE FOUL DURING KICK
Kickoff from the A35. A1 is offside and B2 clips while the kick is in the air. B2 catches the ball on the B5 and returns it to the B30.
Ruling: Double foul. Rekick from the A35. Offside by Team A, clipping by Team B. Both fouls happened before the change of possession so the penalties offset. (14-5-2)

A.R. 14.27 KICKOFF—DOUBLE FOUL WITH CHANGE OF POSSESSION
Kickoff from the A35. A1 is offside and B1 catches the ball at the B6 and returns it to the B30. B2 clips during the return at the B10.
Ruling: Rekick A35 or B’s ball, first-and-10 on B5. This is a double foul with a change of possession, so the offside is declined, and Team B’s clipping is enforced from the spot of the foul; or B has the option to replay the down, which is the option B would likely choose. (14-5-2).

A.R. 14.28 KICKOFF—FOUL BY TEAM A DURING KICK/RETURN
Kickoff from A35. A2 pins B2’s head back with an open hand at the B45 during the (a) kick; or (b) return. B1 returns the kick to the B23.
Rulings:
(a) Re-kick A25 or B’s ball, first-and-10 on B33. Illegal hands to the face enforced from previous spot or from the dead ball spot. Fouls by either team during the kick are treated as offensive fouls.
(b) B’s ball, first-and-10 on B28. Illegal use of hands. During the return, Team A has become the defense, so illegal use of hands by Team A is a five-yard penalty.

A.R. 14.29 KICKOFF—FOUL BY TEAM A DURING KICK
On an onside kick from the A35, which is rolling at the A44, A1 blocks passive B1 on the A43. B2 picks up the ball on the A44 and runs it back to the A20.
Ruling: B’s ball, first-and-goal on A10. Illegal use of hands. Team A may not block within 10 yards from the spot of the kick, before the ball has gone 10 yards. Team A fouls before the change of possession on a free kick can be enforced from the dead-ball spot.
Note: Additional plays involving penalty enforcement during free kick plays are in Rule 6 of the Casebook.

FOULS DURING SCRIMMAGE KICKS
A.R. 14.30 DOUBLE FOUL—TEAM A FAILURE TO REPORT/TEAM B OFFSIDE
Fourth-and-10 on A30. Tackle A3 enters the game, goes into the huddle without reporting, and takes a wingback position in a punt formation. After the punt, B1 muffs the ball on the B30 and A2 recovers it there. B2 was offside.
Ruling: Fourth-and-10 on A30. Illegal formation by Team A for a player wearing an ineligible number playing an eligible position without reporting. Also, defense offside. The penalties offset. (14-5-2)

A.R. 14.31 FIRST TOUCH—TEAM B FOUL—DURING KICK/RETURN
Fourth-and-6 on A40. A1 is the first to touch the punt on the B24. B1 recovers at the B18 and runs to the B30. B2 held on the B45: (a) during the punt; or (b) during the run by B1.
Rulings:
(a) B’s ball, first-and-10 on B9. Offensive holding. The post-possession foul is enforced from the end of the kick. (9-1-4)
A.R. 14.32 FIRST TOUCH—TEAM B FOUL—OFFSIDE/PUSHING TEAMMATE
Fourth-and-10 on A45. A1 first touches and downs the punt on the B10: (a) B1 was offside; or (b) B2 pushed his teammate from behind into the right guard at the snap.

Rulings:
(a) B’s ball, first-and-10 on B10 if Team A declines the defense offside, or A’s ball, fourth-and-5 on 50.
(b) A’s ball, first-and-10 on B40. Unnecessary roughness for pushing teammates into the offensive formation on a punt. (9-1-3-2) (14-4-8)

A.R. 14.33 FIRST TOUCH—TEAM B FOUL—DURING PUNT/RETURN—FUMBLE
Fourth-and-8 on A12. A3 first touches the punt on the A48. B1 recovers on B48 and fumbles on A32 where A2 recovers. B2 held on the A30: (a) during the punt; or (b) during the run by B1.

Rulings:
a) B’s ball, first-and-10 on B38. Since Team B’s foul occurred during the kick, and A committed a first touch violation, B’s foul is enforced as a post possession foul, thus negating the first touch. (9-5-1-3-3; aka “Exception 3”) b) B’s ball, first-and-10 on A48 (spot of first touch). If Team A declines B’s holding penalty, B will take the ball at the first touch spot, (A48). If Team A accepts B’s holding penalty, it will be enforced from the A32, resulting in B’s ball, first-and-10 on A42.

A.R. 14.34 FIRST TOUCH—RUN AND FUMBLE—TEAM B FOULS—BEFORE/AFTER TOUCHDOWN FOR TEAM A
Fourth-and-3 on A45. A1 first touches the punt on the B10. B1 recovers on the B4 and fumbles on the B8. A2 recovers and runs into B’s end zone. B2 grabbed and twisted A2’s facemask on the B6: (a) before; or (b) after A2 crossed the goal line.

Rulings:
(a) Touchdown A. Facemask. Kickoff 50. When A accepts the live ball foul, the first touching violation is negated. (b) B’s ball, first-and-10 on B5. Facemask. When Team A crosses the goal line (free of foul), the ball reverts to Team B at the spot of first touching (succeeding spot) from where the dead-ball foul is enforced. (14-4-9)

A.R. 14.35 DOUBLE FOUL—INVALID FAIR CATCH/KICK CATCH INTERFERENCE—CHANGE OF POSSESSION
Fourth-and-10 on A40. A1 punts the ball, and B1 gives an invalid fair-catch signal at the B20. B1 is in position to catch the ball when it hits A2 in the air at the B21. B1 then picks up the ball at the B15 and runs to the B40 where he fumbles and A2 recovers.

Ruling: Fourth-and-10 on A40. Invalid fair catch signal and interference with the opportunity to catch a kick. Since Team B did not retain possession, the fouls offset and the down is replayed. (3-27, 14-5-2)

A.R. 14.36 DOUBLE FOUL WITH A CHANGE—INVALID FAIR CATCH/KICK CATCH INTERFERENCE
Fourth-and-10 on 50. B1 gives an invalid fair-catch signal as he waits to catch the punt at the B20. A1 bumps B1 before the punted ball arrives, but B1 catches the ball anyway at the B20.

Ruling: B’s ball, first-and-10 on B15, or Team B has the option to replay. Invalid fair catch signal and interference with the opportunity to catch a kick. Double foul with a change. (14-5-2)

A.R. 14.37 TEAM B FOUL DURING KICK—TOUCHBACK
Fourth-and-10 on A40. The punt rolls out of bounds in the end zone. During the punt, there was a foul by B1 at the B12. The foul was: (a) clipping by B1 at the B12; or (b) blocking by B1 after giving a fair-catch signal at the B14.

Rulings:
(a) B’s ball, first-and-10 on B6. Clipping. Since the foul was inside the B20, it is enforced from the spot of the foul. (b) B’s ball, first-and-10 on B9. Blocking after giving a fair catch signal. Spot foul.

A.R. 14.38 TEAM B FOUL DURING PUNT—KICK ENDS IN END ZONE
Fourth-and-10 on 50. During the punt, B1 commits an illegal block in the back at the B40. B2 catches the punt in the end zone and returns it to the 50 where he is tackled.

Ruling: B’s ball, first-and-10 on B10. Illegal block in the back. Since the kick ended in the end zone, the foul is enforced from the end of the kick (B20) as that is behind the spot of the foul.

A.R. 14.39 TEAM B FOUL IN END ZONE DURING PUNT
Fourth-and-10 on 50. During the punt, B1 clips A2 in the end zone. The punt goes out of bounds at the B6.

Ruling: B’s ball, first-and-10 on B3. Clipping. This is not a safety because Team B did not run with the ball. The penalty is therefore enforced from the dead ball spot.

A.R. 14.40 TEAM A ILLLEGALLY KICKING A BLOCKED PUNT—IN FIELD OF PLAY/END ZONE
Fourth-and-10 on A10. A1’s punt is blocked, and A1 kicks the rolling ball off the ground: (a) at the A2; or (b) from three yards deep in the end zone. The ball goes out of bounds at the A25.

Rulings:
(a) B’s ball, first-and-goal on A5. Illegally kicking a loose ball. Since the penalty occurred behind the line of scrimmage, in the field of play, it is enforced from the previous spot, with a loss of down. (b) Safety, safety kick A20; or B’s ball, first-and-goal on A5. The foul in the end-zone creates a safety, but Team B could elect to decline the safety and have the penalty enforced from the previous spot with a loss of down.

A.R. 14.41 PUNT—INVALID FAIR-CATCH SIGNAL—KICKER OUT OF BOUNDS
Fourth-and-15 on B48. B1 gives an invalid fair-catch signal at the B10-yard line. The punted ball is rolling on the ground near the sideline at the B1. Flyer A1 avoids blocker B2 at the 15-yard line by going out of bounds. A1 re-
FOULS DURING A BACKWARD PASS OR FUMBLE
A.R. 14.42 TEAM A FOUL DURING FUMBLE—TEAM A RECOVERS OWN FUMBLE
First-and-10 on 50. A1 runs to the B40 and fumbles. During the loose ball, B1 grabs and pulls A1’s facemask in an effort to recover the ball. A2 recovers at the B35 and runs to the B20 where he is tackled.
Ruling: First-and-10 on B20. Facemask. Team A would decline the penalty, as it would be enforced from the B40 to the B25.

A.R. 14.43 TEAM A FOUL BEHIND/BEYOND LINE—DURING FUMBLE BEHIND THE LINE
Second-and-5 on A40. A1 runs to the A38 where he fumbles. In the scramble during the loose ball, A2 grabs B2 and pulls him away from the ball (A2 makes no effort to recover the ball) at the: (a) A36; or (b) A42. A1 recovers the ball at the A45.
Rulings: In both (a) and (b), second-and-15 on A30. Enforce the offensive holding from the previous spot.

A.R. 14.44 TEAM A FOUL BEHIND/BEYOND LINE—DURING FUMBLE BEYOND THE LINE
Second-and-5 on A40. A1 runs to the A43 where he fumbles. In the scramble during the loose ball, A2 grabs B2 and pulls him away from the ball at the: (a) A36; (b) A42; or (c) A44. A2 makes no effort to recover the ball. A1 recovers the ball at the A45.
Rulings:
(b) Second-and-13 on A32. Offensive holding. Enforce from the spot of the foul.
(c) Second-and-12 on A33. Offensive holding. Enforce from the spot of the tackle.

A.R. 14.45 TEAM A FOUL DURING FUMBLE—TEAM B RECOVERY
First-and-10 on B40. A1 runs to the B35 where he fumbles. During the loose ball, A1 grabs and twists B1’s facemask at the B30. B2 recovers the ball at the B20 and runs to the 50 where he is tackled.
Ruling: B’s ball, first-and-10 on A35. The facemask carries over and is tackled on. (14-4-Article 6-Note)

A.R. 14.46 TEAM B FOUL DURING FUMBLE BEYOND THE LINE OF SCRIMMAGE
Second-and-5 on A40. A1 runs to the A43 where he fumbles. In the scramble to recover the loose ball, B2 grabs A2 and pulls him away from the ball at the: (a) A36; (b) A42; or (c) A44. B2 makes no effort to recover the ball. A1 recovers the ball at the A45.
Rulings: In (a), (b), and (c), first-and-10 on A48. Defensive holding. Enforce from the spot of the fumble. (14-3-5-c)

A.R. 14.47 TEAM A FUMBLES IN ITS END ZONE—TEAM A FOULS
Third-and-10 on A5. A1 drops back into his end zone and fumbles the ball there. During the loose ball, A2 grabs and twists B2’s facemask in the end zone. A1 then recovers the fumble: (a) at the A4; or (b) in the end zone.
Rulings:
(a) Safety. Safety kick A20. The facemask occurred in the end zone, but the dead ball spot was in the field of play. Therefore, the foul is used to get the safety, so it cannot be tacked on at the spot of the safety kick. (14-2-2-2)
(b) Safety. Safety kick A10. Since the play results in a safety, the facemask is not used to get the safety; it can therefore be enforced on the ensuing free kick. (14-2-2-2)

A.R. 14.48 FUMBLE IN END ZONE—TEAM B FOUL IN FIELD OF PLAY—TEAM A’S IMPETUS
Receiver B1 catches a free kick or punt, or intercepts a pass, in his end zone. While there and running with the ball, B1 fumbles, and the ball rolls to the B2 where B3 intentionally kicks it out of bounds at the B4.
Ruling: B’s ball, first-and-10 on B1. Illegally kicking the ball. Since A’s impetus put the ball in the end zone, the spot of the fumble is the 20-yard line. Team B fouled behind that spot, so enforcement is from the spot of the foul.

A.R. 14.49 MOMENTUM—TEAM B FUMBLE IN END ZONE—FOUL BY TEAM A
Third-and-10 on B40. A1’s pass is intercepted by B1 at the B4, and his momentum carries him into the end zone where he scrambles to try and run it out. While he is running in the end zone, B1 fumbles, and the ball rolls out to the B5 where it is recovered by B1 and he is downed. During the fumble, while the ball was rolling in the field of play, A2 blocks B2 low (anywhere).
Ruling: B’s ball, first-and-10 at the B19. Low block. A defensive foul (here, Team A) during a loose ball is enforced from the spot of the fumble. When a fumble in the end zone occurs on a momentum play, the spot of the fumble is deemed to be the momentum spot (B4). There is no option to enforce from the dead-ball spot.

5 VS. 15
A.R. 14.50 DOUBLE FOUL—TEAM B OFFSIDE—TEAM A CLIP/HOLD
Second-and-5 on A30. Runner A1 is downed on A36. B1 was offside. Tackle A2: (a) held; or (b) clipped A32 during the run.
Rulings:
(b) Second-and-20 on A15; 5 vs. 15. Defense offside and clipping by the offense. Penalize from previous spot. (14-5-1-Exc.)
A.R. 14.51  **DOUBLE FOUL—LIVE BALL/DEAD BALL**
Ruling: A’s ball, first-and-goal on B10. False start and unnecessary roughness. 5 vs. 15 enforcement. (14-5-1-Exc.)

A.R. 14.52  **MULTIPLE AND DOUBLE FOULS**
Third-and-3 on A28. A1 is illegally in motion at the snap. Team A has six men on the line of scrimmage. A3 runs to the A40 where he is tackled by the facemask (personal foul) by B3. B4 was offside at the snap.
Ruling: A’s ball, first-and-10 on A43. Team A, illegal motion and illegal formation; Team B, offside and personal foul facemask. 5 vs. 15 enforcement. (14-5-1-Exc.)

A.R. 14.53  **DOUBLE FOUL—AFTER TWO-MINUTE WARNING**
Second-and-10 at A40. End A3 is legally checked out of bounds at the A43. A3 immediately re-establishes at the A48 and leaps in an attempt to catch the pass. The pass goes off of A3’s fingers and, while A3 is defenseless, B3 launches and hits A3 helmet-to-helmet as the pass falls incomplete.
Ruling: Second-and-10 on A40. Illegal touch of a forward pass and unnecessary roughness. Illegal touching of a forward pass by an eligible receiver who has been out of bounds is not a five-yard penalty, (loss of down only), so 5/15 enforcement does not apply. The penalties offset and the down is replayed.

A.R. 14.54  **DOUBLE FOUL—INSIDE ONE MINUTE OF HALF**
Second-and-10 on B30. One minute and twenty-five seconds remain in the game, and Team B is ahead 17-14. The clock is running, and Team A hurries to the ball, but A3 false starts. B1 comes across the line and body slams A1.
Ruling: Second-and-10 on B30. False start and unnecessary roughness. There is no 5 vs. 15 enforcement because the false start is not a “simple 5” due to the 10-second runoff portion of the foul. However, in this situation since there was a double foul, there is no 10-second runoff, and the clock starts on the snap. (14-5-1-Exc.)

A.R. 14.55  **TEAM B LIVE BALL UNR—TEAM A A DELAY OF GAME AT END OF PLAY**
Second-and-10 on A20. During A2’s run, B1 grabs center A3’s mask and pulls him to the ground. A2 runs to the (a) 50; or (b) A37. In celebration, A2 (while still on the ground, or after getting up) forcibly spikes the ball away from players in the field of play.
Rulings:  
(a) First-and-10 on A45. Facemask and delay of game. Team A has the option to decline the foul by B1 (which would be 5 vs. 15 enforcement, here) and allow their delay-of-game penalty to be enforced from the dead ball spot.  
(b) First-and-10 on A35. Facemask and delay of game. Team A’s better option here is to accept 5 vs. 15 enforcement. (14-5-1-Item 1.)

A.R. 14.56  **DOUBLE DEAD BALL FOULS**
Third-and-5 on B45. With 15 seconds left in a tied game, A1 scrambles to the B20 where he is tackled by B1, who continues to lie on top of A1, preventing him from getting off the ground. A2 then grabs B1’s facemask and pulls him off the pile to allow A1 to get up.
Ruling: First-and-10 on B20. Delay of game defense and unnecessary roughness. Dead-ball fouls by both teams offset at the succeeding spot. There is no 5 vs. 15 enforcement for dead-ball fouls at the end of a play. The clock starts on the snap. (14-4-9-Item 2)

A.R. 14.57  **KICKOFF—DOUBLE FOUL—TEAM A RECOVERS KICK BEYOND 10 YARDS**
On a kickoff from the A35, A1 poaches the ball directly up into the air (it does not hit the ground). B1 gives an invalid fair-catch signal at the 50, where A2 contacts him before the ball arrives. A2 recovers the ball at the B45.
Ruling: Re-kick A35. Invalid fair catch signal and interference with the opportunity to catch a kick. There was no change of possession, but an invalid signal is a spot foul so 5/15 enforcement does not apply.

A.R. 14.58  **TEAM B LIVE BALL FOUL—TEAM A A FOUL BETWEEN DOWNS**
Third-and-10 on A40. At the snap, B1 is offside. Quarterback A1 throws a pass to A2 and the pass is ruled incomplete. End A2 takes off his helmet to argue with the Back Judge.
Ruling: Third-and-20 on A30. Defense offside and dead ball unsportsmanlike conduct. Both fouls are enforced separately as the UNS against an official is treated as a foul under downs.  
Note: If the official had flagged A2 for simply taking his helmet off (rather than arguing with an official), the UNS would combine with the offsides penalty to create a 5/15 enforcement.

A.R. 14.59  **TEAM A SIGNALS FOR TIMEOUT WHEN NOT PERMITTED—PLAY RUN—TEAM B UNR**
Second-and-12 on B40. Team A is out of timeouts, but after all 11 players get set, QBA1 turns and asks the Referee for a timeout. The Referee ignores the request. A1 gets set again and takes the snap. He hands off to back A2 who runs out of bounds at the B36 where B2 hits him late.
Ruling: First-and-10 on B21. Unnecessary roughness. There is no foul for delay of game since the officials did not grant A1’s request. The late hit is enforced per normal rules.

A.R. 14.60  **TEAM A SIGNALS FOR TIMEOUT WHEN NOT PERMITTED—GRANTED—TEAM B UNR**
Second-and-12 on B40. Team A is out of timeouts, but after all 11 players get set, QBA1 turns and asks the Referee for a timeout who incorrectly grants it. Immediately following the whistle, B4 knocks center A8 to the ground.
Ruling: First-and-10 on B25. Delay of game and unnecessary roughness. When the officials grant a timeout request from a team that is not legally permitted to take one it is a penalty for delay of game. The unnecessary roughness on B4 combines with the delay of game to create a 5 vs. 15 enforcement.
FOULS PRIOR TO A CHANGE OF POSSESSION

A.R. 14.61 FOUL PRIOR TO FUMBLE—DOUBLE CHANGE OF POSSESSION
Fourth-and-10 on A40. B1 catches the punt on the B25 and runs to the B35 where he fumbles. During B1’s run (before the fumble), B2 blocks A3 low at the B37. A2 recovers the fumble at the B34 and runs to the B33 where he fumbles, and B2 recovers and is downed at the B30.
Ruling: A’s ball, first-and-10 on B19. Low block. Enforce low block from the spot of A2’s recovery, and give the ball back to Team A.

A.R. 14.62 FOUL PRIOR TO FUMBLE—DOUBLE CHANGE OF POSSESSION
Fourth-and-10 on A40. B1 catches the punt on the B25 and runs to the B35 where he fumbles. During B1’s run: (a) B2 blocks A3 low at the B37; or b) B3 blocks A5 in the back at the B37. A2 recovers the fumble at the B34 and runs to the B33 where he fumbles, and A3 recovers and is downed at the B30.
Rulings:
(a) A’s ball, first-and-10 on B15. B2’s low block is carried over the change of possession and enforced from the dead ball spot, since Team A never lost possession after recovering B1’s fumble.
(b) A’s ball, first-and-10 on B30. Decline illegal block above the waist. Only unnecessary roughness and unsportsmanlike conduct fouls can be carried over the change of possession.

A.R. 14.63 PERSONAL FOUL PRIOR TO DOUBLE CHANGE OF POSSESSION
Fourth-and-10 on A40. B1 catches the punt on the B25 and runs to the B35 where he fumbles. During B1’s run, A3 pulls and twists B2’s facemask at the B37. A2 recovers the fumble at the B34 and runs to the B33 where he fumbles, and B2 recovers and is downed at the B30.
Ruling: B’s ball, first-and-10 on 50. Facemask. This is a foul during a run followed by a change of possession, so the enforcement spot is the spot of B’s fumble (B35). The other option is to decline and take the result of the play. There is no option to carry the foul over the double change of possession and enforce from the dead-ball spot. (14-4-3-Note 1)

A.R. 14.64 PERSONAL FOUL BY EITHER TEAM PRIOR TO DOUBLE CHANGE OF POSSESSION
Third-and-10 on A40. A1 runs to the B24 where he fumbles. B1 recovers at the B20, runs to the B40 and fumbles. A2 recovers at the B40. During A1’s run, at the B22: (a) B2 pulls A2 by the mask; or (b) A3 clips B3.
Rulings:
(a) A’s ball, first-and-10 on B12. Facemask. This is a foul on a run, followed by a change of possession. (14-4-3-Note 1)
(b) B’s ball, first-and-10 on B35. Clipping. Enforce from the spot of B’s recovery.

A.R. 14.65 PUNT—TEAM B PERSONAL FOUL PRIOR TO DOUBLE CHANGE OF POSSESSION
Fourth-and-10 on A40. B1 catches the punt on the B25 and runs to the B35 where he fumbles. Either at the snap, or during the punt, B3 pulls A3 down by the facemask. A2 recovers the fumble at the B30.
Ruling: A’s ball, first-and-10 on B30. Facemask. The options are to enforce from the previous spot, or decline the foul. The foul cannot be enforced from the dead-ball spot, as there is no option to carry over Team B fouls during punts.

A.R. 14.66 PUNT—TEAM A PERSONAL FOUL PRIOR TO DOUBLE CHANGE OF POSSESSION
Fourth-and-10 on A40. B1 catches the punt on the B25 and runs to the B35 where he fumbles. A2 recovers the fumble and is downed at the B30. Either at the snap, or during the punt, A3 pulls B3 down by the facemask.

DOUBLE FOULS WITH A CHANGE OF POSSESSION

A.R. 14.67 KICKOFF—TEAM A FOUL BEFORE CHANGE—TEAM B FOUL AFTER CHANGE
On the opening kickoff, kicking-team player A3 is offside. Receiver B2 catches the ball in the end zone and runs it back to the A35. On the runback, B3 clips on the A26.
Ruling: Rekick A35 or B’s ball, first-and-10 on 50. Offside and clipping. (14-5-2)

A.R. 14.68 KICKOFF—DOUBLe FOUL—DOUBLE CHANGE
On a kickoff from the A35, A1 illegally touches the ball on the A43. B1 picks up the ball at A44, runs to the A25, fumbles, and A2 recovers the ball there. During B1’s run, B2 clipped at the A35.
Ruling: Rekick A35. Illegal touch of a kick and clipping. This was a double foul with a double change of possession, and the last team in possession was not clean prior to recovering the ball. Therefore, the down must be replayed. (14-5-2)

A.R. 14.69 KICKOFF—DOUBLE FOUL—KICKOFF OUT OF BOUNDS—TEAM B CLIP DURING KICK
A’s kickoff from the A35 rolls out of bounds on the B10 after last touching A1. B1 had blocked A2 low at the B15 before the kickoff went out of bounds.
Ruling: Rekick A35. Kickoff out of bounds and clipping. (14-5-2)

A.R. 14.70 KICKOFF—DOUBLE FOUL—TEAM B FOUL IN FIELD OF PLAY/END ZONE AFTER CHANGE
A1 is offside on the kickoff from the A35. B1 catches the ball in end zone and runs to B15. During the run, B2 clips:
(a) on B6; or (b) in B’s end zone.
Rulings:
(a) Re-kick A35, or B’s ball, first-and-10 on B3. Offside and Clipping.
(b) Re-kick A35. Offside and Clipping. (14-5-2-Exc. 2)
A.R. 14.71 KICKOFF OUT OF BOUNDS—DEAD-BALL FOUL BY TEAM B
Kickoff from the A35, and after the ball goes out of bounds untouched at the B20. B1 knocks down A2 from behind.
Ruling: B’s ball, first-and-10 on B10, or Team B could choose to replay. Kickoff out of bounds and personal foul unnecessary roughness. This is a double foul with a change, so B’s foul is enforced from the dead-ball spot, or the spot of the foul, both of which are the B20. (14-5-2)

A.R. 14.72 PUNT—TEAM A FOULS DURING PUNT—TEAM B FOULS AFTER SCORING
Fourth-and-5 on A28. A1: (a) holds; or (b) clips prior to a punt. B1 catches the kick at the B30 and runs for a touchdown. B2 clips after B1 scores.
Rulings:
(a) Touchdown Team B. Kickoff B20. Team A’s offensive holding is declined and the dead ball personal foul is enforced on the kickoff. Clean hands score.
(b) Touchdown Team B. Kickoff B35. A’s clip and B’s clip are offset at the succeeding spot. (14-5-2, 14-2-3)

A.R. 14.73 PUNT—BOTH TEAMS FOUL PRIOR TO THE KICK—KICK IS BLOCKED
Fourth-and-10 on 50. At the snap, A5 grabs and twists B5’s facemask. B1 was offside and gets through to block the punt. The ball is recovered at the A45 by: (a) A2; or (b) B2.
Rulings:
(a) Fourth-and-10 on 50. Facemask and defense offside. Team A’s failure to make a first down on the fourth down play, is a “change of possession” that eliminates 5 vs. 15 enforcement.
(b) Fourth-and-10 on 50. Facemask and defense offside. Double foul, and B’s foul is not a post-possession foul. There is no 5 vs. 15 enforcement because of the change of possession because of Team B recovering the punt.

A.R. 14.74 TEAM A FOUL—CHANGE OF POSSESSION—TEAM B LIVE BALL/DEAD BALL
Second-and-10 on A35. A1 is offside. B1 intercepts the pass and runs to the A20. B2 clipped on A30: (a) during the runback; or (b) after B1 was downed (dead-ball foul).
Rulings:
(a) B’s ball, first-and-10 on A45. Offense offside and clipping. (14-5-2)
(b) B’s ball, first-and-10 on A45. Offense offside and clipping. (14-4-9)

A.R. 14.75 TEAM A FOUL—CHANGE OF POSSESSION—TEAM B FOUL IN FIELD OF PLAY/END ZONE
Third-and-10 on B40. A1 is offside. B1 intercepts pass on B4 and runs to B30. During the run, B2 held: (a) on B10; or (b) in B’s end zone.
Rulings:
(a) B’s ball, first-and-10 on B5. Offense offside and after COP offensive holding. No option to replay on non-kicking play.
(b) Third-and-10 on B40. Replay. Offense offside and after COP offensive holding. Since the enforcement of B’s foul would be a safety, the down is replayed. (14-5-2-Exc. 2)

A.R. 14.76 PUNT—TEAM A FOUL—TEAM B SCORES THEN COMMITS DEAD BALL FOUL
Fourth-and-8 on A36. (a) A2 holds; or (b) A2 is offside prior to the punt. B2 catches the kick on the B32 and runs for a touchdown. B4 clips after B2 scores.
Rulings: (a) and (b) Touchdown Team B. Kickoff B20. In both (a) and (b), Team A’s hold/offside is declined, and Team B’s dead ball unnecessary roughness is enforced on the kickoff. Clean hands score. (14-2-3)

A.R. 14.77 FIELD GOAL—TEAM A FOUL AT SNAP—TEAM B FOUL DURING KICK—CHANGE OF POSSESSION
Fourth-and-3 on B28. Team A attempts a field goal from the B36 that is short. B1 picks up the ball at the B6 and returns it to the B40. While the ball was rolling, B2 clipped at the B8. At the snap, A2 was illegally in motion.
Ruling: B’s ball, first-and-10 on B3 or A’s ball, fourth-and-3 on B28. B2’s foul is considered a post-possession foul. No option for 5/15 enforcement due to the change of possession. (14-5-2)

DOUBLE FOULS AFTER A CHANGE OF POSSESSION
A.R. 14.78 PUNT—DOUBLE FOUL AFTER CHANGE OF POSSESSION
Fourth-and-7 on A22. A2 punts the ball to B1 who catches the punt at the B35. B1 is tackled by the facemask at the 50. During the return, B5 clips on the B40.
Ruling: B’s ball, first-and-10 on B35. (14-5-2)

A.R. 14.79 PUNT—DOUBLE FOUL AFTER CHANGE OF POSSESSION
Fourth-and-10 on 50. During A1’s punt, B1 commits an illegal block in the back at the B20. B2 catches the punt at the B10 and returns it to the B40, where A1 tackles B2 by the facemask.
Ruling: B’s ball, first-and-10 at B10. The illegal block above the waist and the facemask offset at the end of the kick as that is where possession changed.

A.R. 14.80 PUNT—KICK ENDS IN END ZONE—DOUBLE FOUL AFTER CHANGE OF POSSESSION
Fourth-and-6 on B38. During Kicker A1’s punt, B2 blocks A2 low at the B18. The ball lands at the B8 and B3 muffs the ball at the B6, and it rolls into the end zone. B2 recovers the ball and runs to the B31 where A8 tackles him by the facemask.
Ruling: B’s ball, first-and-10 on B20. The low block and facemask offset at the spot of the change of possession. When the spot is in B’s end zone and the normal result is a touchback, the ball is at the B20 (or B25 for a free kick).

A.R. 14.81 INVALID FAIR-CATCH SIGNAL—LEGAL/LATE HIT ON SIGNALLER
Fourth-and-8 on A40. B1 gives an invalid fair-catch signal at the B15 and catches the ball at the B17: (a) A3 tackles
B1 at the B17; or (b) A3 strikes B1 in the head after he makes the catch at B17.

**Rulings:**
(a) B’s ball, first-and-10 on B10. Invalid fair catch signal enforced at the spot of the foul. No foul by A3.
(b) B’s ball, first-and-10 on B17. Invalid fair catch signal and unnecessary roughness. Offset at the spot of the change of possession (end of kick).

**A.R. 14.82 PUNT—LIVE-BALL AND DEAD-BALL FOULS—DOUBLE FOUL AFTER CHANGE OF POSSESSION**
Fourth-and-14 on A31. A1’s punt is fielded by B3 at the B15 and returned to the B23. During the punt, B4 holds A5 at the B20. After the ball is dead at the B23, a scuffle ensues, and A7 hits B7 in the facemask. Unnecessary roughness is called.

**Ruling:** B’s ball, first-and-10 on B15. The live ball offensive holding by B4 combines with the dead ball unnecessary roughness foul by A7 and the penalties offset at the end of the kick.

**A.R. 14.83 PUNT—TEAM B SCORES—DOUBLE FOUL AFTER CHANGE OF POSSESSION**
Fourth-and-10 on A7. The punt is partially blocked, and B1 recovers on the A22 and runs for a touchdown. Prior to the score, B2 holds in A’s end zone. After the score, A3 grabs B1’s facemask and throws him to the ground.

**Ruling:** B’s ball, first-and-10 on A22. The live ball offensive holding by B2, combines with the dead ball unnecessary roughness foul by A3, and the penalties offset at the end of the kick.

**A.R. 14.84 INTERCEPTION—MOMENTUM—DOUBLE FOUL AFTER CHANGE OF POSSESSION**
Second-and-6 on B14. B1 intercepts the pass on B2, and momentum carries him into the end zone where he attempts to advance. A1 trips B1 which causes B1 to go to the ground in the end zone. B2 grabs and twists A1’s facemask after B1 is down.

**Ruling:** B’s ball, first-and-10 on B2. The tripping and unnecessary roughness offset and Team B keeps the ball at the spot of the interception.

**A.R. 14.85 INTERCEPTION—END ZONE—DOUBLE FOUL AFTER CHANGE OF POSSESSION**
Third-and-5 on B22. B1 intercepts a pass in B’s end zone and attempts to run the ball out, but during the run, B2 holds in the end zone where B1 is downed. A3 piles on B1 after the tackle.

**Ruling:** B’s ball, first-and-10 on B20. The offensive holding and dead ball unnecessary roughness offset and Team B keeps the ball at the spot of the change of possession. If that spot would normally result in a touchback, the ball is placed at the B20 or B25 for a free kick.

**A.R. 14.86 INTERCEPTION—END ZONE—DOUBLE FOUL AFTER CHANGE OF POSSESSION**
Second-and-10 on B30. B1 intercepts the ball in the end zone, runs, and is tackled in the end zone. During the run, B2 clips at the B7, and A2 tackles B1 by the facemask.

**Ruling:** B’s ball, first-and-10 on B20. The clipping and facemask offset at the spot of the interception. When the dead-ball spot is in B’s end zone and the normal result of the play is a touchback, the ball is placed at the B20 or B25 for a free kick.

**A.R. 14.87 INTERCEPTION—END ZONE—DOUBLE FOUL WITH AFTER CHANGE**
Third-and-Five on B15. B1 intercepts A1’s pass in the end zone, tries to run it out, but is tackled in the end zone. During B1’s run: (a) B2 pulled A7 down by the facemask at the B3, and A8 grabbed and twisted B1’s facemask in the end zone. Back A4 was illegally in motion at the snap; (b) B6 blocked A6 low at the B4. Team A had six players on the line of scrimmage at the snap; (c) B5 clipped A5 at the B4, and B5 was upset with the call, so he threw the Field Judge’s flag into the air.

**Rulings:**
(a) B-1-10-B20. The double foul after the change takes precedence over the double foul with a change. The facemask by each team offset at the spot of the interception. That spot is the B20, since A’s impetus put the ball in the end zone and the normal result is a touchback. The foul for illegal motion is declined by rule.
(b) B-1-10-B2. Illegal formation by Team A, followed by a low block by B6 after the interception, results in a double foul with a change. Since B’s foul occurred inside the B20, it is enforced from the spot of the foul.
(c) B-1-11-B1. Both the clipping and unsportsmanlike conduct are enforced, since a foul against an official is considered a foul between downs. The clip is enforced from the B4 to the B2, the chains are set, and then the uns is enforced from the B2 to the B1.

**A.R. 14.88 INTERCEPTION—DOUBLE WITH/DUPLICATE AFTER FOULS**
First-and-10 on 50. Illegal motion by A1, and the pass is intercepted by B1 at the B20. On the return, B2 commits an illegal block in the back at the B30, and A2 tackles B1 by the facemask at the B40.

**Ruling:** B’s ball, first-and-10 on B20. Illegal motion prior to the interception followed by an illegal block in the back and a personal foul facemask. The double foul after a change takes precedence over the double foul with a change, and the ball is spotted where 1 first intercepted the pass. (14-5-2-Exc. 3)

**A.R. 14.89 KICKOFF—DOUBLE WITH/DUPLICATE AFTER—OPTION TO REPLAY**
Team A is offside on the kickoff. Team B catches the ball at the B15, and, during the return, B2 clips at the B45 and is tackled at the B37. A1 piles on.

**Ruling:** B’s ball, first-and-10 on B15, or Team B has the option to replay. Offside on the kickoff. During the return, clipping by B2 and a dead ball unnecessary roughness by A1. The double foul after a change takes precedence over the double foul with a change; however, since this is a kicking play, Team B also can opt to replay. (14-5-2)
A.R. 14.90 **KICKOFF OUT OF BOUNDS—DEAD-BALL FOULS BY BOTH TEAMS**
Kickoff from the A35 goes out of bounds at the B24, after which A1 and B2 commit dead-ball fouls.
**Ruling:** B’s ball, first-and-10 on B24, or Team B could elect to replay. Kickoff out of bounds followed by dead ball personal fouls by each team. This is a double foul with a change and a double foul after a change, so the double after is enforced from the dead-ball spot. The B40 is not an option to offset the dead ball fouls. (14-5-2)

**DOUBLE FOUL WITH DOUBLE CHANGE OF POSSESSION**

A.R. 14.91 **DOUBLE FOUL—DOUBLE CHANGE**
**Ruling:** A’s ball, first-and-10 on 50. Illegal motion and defense offside prior to the interception. Clipping by B5 during the return. The double foul before the change of possession requires a replay because the team last in possession did not get it with clean hands. (14-5-2)

A.R. 14.92 **DOUBLE FOUL—DOUBLE CHANGE**
First-and-10 on 50. Illegal motion by A1, and B1 then intercepts the pass. On B’s runback, B2 clips. B1 then fumbles and A2 recovers.
**Ruling:** A’s ball, first-and-10 on 50. Replay. Illegal motion Team A followed by clipping by Team B. If there are fouls by both teams and multiple changes of possession during a down, if the team last in possession did not get the ball prior to fouling the down is replayed. (14-5-2)

A.R. 14.93 **DOUBLE FOUL/DUPLICATE CHANGE—DEAD-BALL FOUL BY TEAM LAST IN POSSESSION**
Third-and-10 on B40. B1 intercepts a pass on the B10 and runs to the B20 where he fumbles. During the run, B2 holds on the B15. A1 recovers the fumble at the B22 and goes out of bounds at the B12 after which A2 roughs B2.
**Ruling:** A’s ball, first-and-10 on B27. The last team in possession, (Team A), was foul-free when they got the ball, so they will keep the ball after enforcement. Team B’s foul was before the last change, and Team A’s foul was after the last change, so the double foul with a change will be enforced – A’s dead ball unnecessary roughness penalty is enforced from the dead ball spot. (14-5-2, 14-4-9)

A.R. 14.94 **DOUBLE FOUL/DUPLICATE CHANGE—PLAYER DISQUALIFIED**
**Ruling:** A’s ball, second-and-10 on B40. Since the last team in possession (A), was not foul-free when it recovered the ball, the unnecessary roughness and facemask offset and the down is replayed. Disqualify B2. (14-5-2)

A.R. 14.95 **DOUBLE FOUL/DUPLICATE CHANGE**
**Ruling:** B’s ball, first-and-10 on B35. Team B got possession with clean hands, so it retains possession after enforcement of the double foul with a change. Team A’s offensive hold is declined by rule, and Team B’s block below the waist penalty is enforced from the spot of the foul. (14-5-2)

A.R. 14.96 **DOUBLE FOUL WITH/AFTER CHANGE OF POSSESSION—END ZONE INVOLVEMENT**
Third-and-Five on B15. B1 intercepts A1’s pass in the end zone, tries to run it out, but is tackled in the end zone. A4 was illegally in motion at the snap. During B1’s run, (a) B6 blocked A6 low at the B4; or (b) B2 pulled A7 down by the facemask at the B3, and A8 grabbed and twisted B1’s facemask in the end zone.
**Rulings:**
(a) B’s ball, first-and-10 on B2. Double foul with a change. By rule, the illegal formation prior to the change is declined, and B’s low block is enforced from the spot of the foul since it occurred inside the B20.
(b) B’s ball, first-and-10 on B20. The facemask penalties offset and Team B keeps the ball at the spot of the interception. When that spot is in B’s end zone and the normal result is a touchback, the ball is placed at the B20 (or the B25 for a kickoff).

**FOULS AFTER CHANGE OF POSSESSION**

A.R. 14.97 **TEAM A’S IMPETUS AND TEAM A’S FOUL**
First-and-10 on 50. B1 intercepts a pass in his own end zone where he is tackled. During B1’s run in the end zone, (a) A2 blocks B2 below the waist; or (b) A2 trips B2, in the field of play or in the end zone.
**Rulings:**
(a) B’s ball, first-and-10 on B35.
(b) B’s ball, first-and-10 on B30. When the result of the play is a touchback, the enforcement spot for all fouls by Team A, (personal fouls or otherwise), is the 20-yard line or the 25 for a free kick.

A.R. 14.98 **TEAM B’S IMPETUS AND TEAM A’S FOUL**
First-and-10 on 50. B1 intercepts on the B8, scrambles, and carries the ball into his own end zone, where he is tackled (not momentum exception). During the run, A2 blocks low anywhere.
**Ruling:** B’s ball, first-and-10 on B15. A’s foul is enforced from the goal line. (14-4-4)

A.R. 14.99 **INTERCEPTION—TEAM B RUNS AND FOULS IN END ZONE**
First-and-10 on 50. B1 intercepts in the end zone and runs with the ball. B2 clips in the end zone during the run. B1 is downed in the end zone or field of play.
**Ruling:** Safety. Safety kick B20. Since Team A’s impetus put the ball in the end zone, the result of the play is not a
A.R. 14.100 INTERCEPTION—TEAM B RUNS AND FOULS IN FIELD OF PLAY
First-and-10 on 50. B1 intercepts the ball in the end zone. B2 clips in the field of play at the B16 during the run. B1 is downed in the end zone.
Ruling: B’s ball, first-and-10 on B8. The clipping foul is enforced from the spot of the foul, since that spot is behind the B20 (touchback spot). (14-4-4)

A.R. 14.101 INTERCEPTION—NO ATTEMPT TO ADVANCE—DEAD BALL FOUL
First-and-10 on 50. B1 intercepts the ball at the B16 and is downed immediately with no return. B2 clips in the end zone or field of play after B1 was downed.
Ruling: B’s ball, first-and-10 on B8. The dead-ball unnecessary roughness is enforced from the succeeding spot. (3-14-1-b, 14-4-9)

A.R. 14.102 INTERCEPTION IN END ZONE AND ADVANCE—TEAM B FOUL IN FIELD OF PLAY
First-and-10 on 50. B1 intercepts in the end zone and runs with the ball. B2 clips in the field of play at the B16 during the run. B1 is downed in the field of play at the B25.
Ruling: B’s ball, first-and-10 on B8. The clipping foul is enforced from the spot of the foul, since that spot is behind the dead ball spot. (14-3-6)

A.R. 14.103 PUNT ENDS IN END ZONE—TEAM B FOULS DURING PUNT—TACKLED IN END ZONE
Fourth-and-10 on 50. B1 catches the punt in the end zone, runs with the ball, but is tackled in the end zone. B2 clips at the B16 while the punt is in the air.
Ruling: B’s ball, first-and-10 on B8. (14-4-4)

A.R. 14.104 ILLEGAL SUBSTITUTION BY TEAM B DURING SCRIMMAGE KICK
Fourth-and-5 on A45. B1 touches A1’s punt at the B5. The ball then rolls into the end zone where B1 picks it up and runs, although he is tackled in the end zone. Team B substitutes the play thought the play was over when the ball rolled into the end zone. Team B players started onto the field at the B35 before B1 was tackled in the end zone.
Ruling: B’s ball, first-and-10 on B15. Since the punt ended in the end zone, and Team A’s impetus put the ball there, B’s illegal substitution at the B35 is enforced from the B20.

A.R. 14.105 PUNT OUT OF BOUNDS IN FIELD OF PLAY—TEAM B FOUL IN END ZONE
Fourth-and-10 on 50. A1’s punt rolls out of bounds at the B16, and B2 clips in the end zone during the punt.
Ruling: B’s ball, first-and-10 on B8. The clipping foul is enforced from the dead ball spot, since B did not run with the ball. (14-4-8)

A.R. 14.106 PUNT OUT OF BOUNDS IN FIELD OF PLAY—TEAM B FOUL IN FIELD OF PLAY
Fourth-and-10 on 50. B2 clips at the B10 while the punt is in the air. The ball rolls out of bounds at the B16.
Ruling: B’s ball, first-and-10 on B5. The clipping foul is enforced from the spot of the foul, since it was behind the dead ball spot. (14-4-8)

A.R. 14.107 PUNT—FIRST TOUCH—TEAM B FOUL IN END ZONE
Ruling: Safety. Safety kick B20. Since the holding penalty occurred in the end zone, and B ran with the ball, the enforcement results in a safety. The enforcement of the penalty eliminates the first touch. (14-3-6, 14-4-8)

A.R. 14.108 MISSED FIELD GOAL—TEAM B FOUL DURING KICK
Fourth-and-8 on B22. A field goal attempt from the B30 is blocked at the B28, and the ball bounces to the B12 where it rolls out of bounds. Before the ball went out of bounds, B3 clipped A2 at the B15.
Ruling: B’s ball, first-and-10 on B6. The post-possession clipping foul is enforced from the end of the kick.

A.R. 14.109 MISSED FIELD GOAL—TEAM B FOUL DURING KICK
Fourth-and-8 on B22. A field goal attempt from the B30 is blocked at the B28, and the ball rolls out of bounds in B’s end zone. Before the ball went out of bounds, B3 clipped A2 at the B16.
Ruling: B’s ball, first-and-10 on B8. The clipping foul is enforced from the spot of the foul. On a field goal attempt, if Team B touches the kick in the field of play beyond the line, or fouls during the kick, they forfeit the right to take the ball at the spot of the kick. (14-4-4-b-1)

SCORING PLAYS
A.R. 14.110 TOUCHDOWN—DEAD BALL FOUL
First-and-10 on 50. Runner A1 crosses B’s goal line after which: (a) A2 clips; or (b) B1 clips.
Rulings:
(a) Touchdown Team A. Kickoff A20.
(b) Touchdown Team A. Kickoff 50. Dead-ball foul after the ball is dead in touch. (14-4-9)

A.R. 14.111 INTERCEPTION—TEAM B FOUL BEFORE AND AFTER TOUCHDOWN
First-and-10 on 50. B1 intercepts a pass at the B20 and runs for a touchdown. B2 clipped in A’s end zone: (a) before; or (b) after B1 crossed the goal line.
Rulings:
(a) B’s ball, first-and-10 on A15. The clipping foul is enforced from the goal line. (14-3-6)
A.R. 14.112 TEAM A FOULS AFTER TOUCHDOWN—TEAM B FOUL ON TRY
Ruling: One-point try is good, KO A25. Enforce both the unnecessary roughness and offside on the kickoff; or retry B1, KO A20. If Team A elects to go for a two-point try, enforce the defense offside from the two, and then enforce the unnecessary roughness on the kickoff. (14-2-3, 11-3-3-Item 4-a)

A.R. 14.113 TOUCHDOWN—MULTIPLE FOULS BY TEAM A
Second-and-goal on B7. A1 throws a pass to A2 in the end zone for a touchdown. A2 then spikes the ball in the face of B2 lying on the ground. A3 was illegally downfield prior to the pass.
Ruling: Second-and-goal on B12. Enforce the ineligible downfield foul from the previous spot. The taunting must be declined, or the score would count.

A.R. 14.114 PERSONAL FOUL BY TEAM A IN ITS END ZONE—RUN ENDS IN FIELD OF PLAY
Ruling: Safety. Safety kick A20. The chop block in the end zone results in a safety. (The penalty could also be declined resulting in fourth-and-10 on A2). (14-3-6)

A.R. 14.115 MULTIPLE FOULS BY TEAM A IN ITS END ZONE—RUN ENDS IN END ZONE/FIELD OF PLAY
Third-and-8 on A4. A2 chop blocks and A3 holds. Both fouls occurred in A’s end zone. A1 is tackled: (a) at the A5; or (b) in the end zone.
Rulings:
(a) Safety. Safety kick A20. Multiple fouls, so only one can be enforced, either of which results in a safety.
(b) Safety. Safety kick A10. Since the result of the play is a safety, the chop block foul would carry over to the safety kick. (14-3-6, 14-2-3)

A.R. 14.116 TOUCHDOWN—MULTIPLE FOULS BY TEAM B
First-and-10 on B20. B1 grabs and twists runner A1’s facemask, but A1 continues and scores a touchdown. Immediately after A1 crosses the goal line, B2 grabs A1’s facemask and pulls him to the ground.
Ruling: Touchdown. Kickoff 50. Multiple fouls. Only one is enforced on the ensuing kickoff.

A.R. 14.117 TEAM B TOUCHDOWN—LIVE AND FOUL BETWEEN DOWNS BY TEAM A
Fourth-and-10 on A40. A1 punts the ball, and A2 commits interference with the opportunity at the B20. B1 picks up the ball and runs for a touchdown. Well after B1 has crossed the goal line and B1 is running toward his bench, A1 grabs and pulls B1 by the facemask.
Ruling: Touchdown Team B. Kickoff A35. Both fouls are enforced on the kickoff. (14-4-9)

DEAD-BALL FOULS
A.R. 14.118 RUN—DEAD BALL FOUL BY EITHER TEAM
Second-and-10 on A30. A1 runs out of bounds at the A35 after which: (a) A2 clips on A30; or (b) B1 clips on A40.
Rulings:
(a) A’s ball, third-and-20 on A20.
(b) B’s ball, first-and-10 on 50. Penalize dead-ball fouls from the succeeding spot A35. (14-4-9)

A.R. 14.119 FOURTH DOWN—DOUBLE/MULTIPLE FOULS—DEAD BALL
Fourth-and-1 on B30. Quarterback A1 is piled on by B2 after running out of bounds at the B30, after which: (a) A2 roughs B1; or (b) B1 roughs A2.
Rulings:
(a) B’s ball, first-and-10 on B30. The dead-ball fouls (14-1-7) offset at the succeeding spot.
(b) B’s ball, first-and-10 on B15. Multiple dead-ball fouls (14-1-3). Only one is assessed, and the down counts, giving the ball to Team B on downs. (14-4-9)

A.R. 14.120 FOURTH-DOWN INCOMPLETE PASS—DEAD BALL FOUL BY EITHER TEAM
Fourth-and-8 on B12. After an incomplete forward pass: (a) B1 roughs A1; or (b) A1 roughs B1.
Rulings:
(a) B’s ball, first-and-10 on B6. Unnecessary roughness against Team B is enforced from the succeeding spot, and it is first-and-10 for Team B.
(b) B’s ball, first-and-10 on B27. Unnecessary roughness against Team A is enforced from the succeeding spot, and it is first-and-10 for Team B.
Note: If these fouls occurred during the forward pass: (a) Team A would accept the penalty. A’s ball, first-and-goal on B6. (b) Team B would accept the penalty. B’s ball, first-and-10 on B27. (14-4-9)

A.R. 14.121 INCOMPLETE PASS—LIVE/DEAD BALL FOULS BY TEAM A
Second-and-10 on A30. A1 grabs B1 by the facemask and throws him to the ground: (a) prior to; or (b) after an incomplete forward pass.
Rulings:
(a) Second-and-25 on A15 or third-and-10 on A30. If accepted, the facemask would be enforced from the previous spot. (14-4-5)
(b) Third-and-25 on A15. Dead ball unnecessary roughness enforced from the succeeding spot. (14-4-9)
A.R. 14.122 FAIR-Catch interference—DEAD-ball fouls—Both Teams
Fourth-and-10 on A10. B1 signals for a fair catch on the A45. A1 interferes at the A45 as the ball hits A1 in flight and goes out of bounds on the A43, after which: (a) A2 roughs B2; or (b) B2 roughs A2.
Rulings:
(a) B’s ball, first-and-10 on A28. Multiple fouls. Since the fair-catch interference is enforced from the spot of the foul, it would be declined, and the unnecessary roughness would be enforced from the dead ball spot. (14-1-3)
(b) Fourth-and-10 on A10, or B’s ball, first-and-10 on B42. This is a double foul with a change of possession on a kick play, so Team B has the option of replaying the down, or having their dead ball foul, for unnecessary roughness enforced from the end of the kick. (14-5-2)

A.R. 14.123 Live and dead-ball fouls—Both Teams
Third-and-6 on B20. A1 runs out of bounds on B14. A2 and B1 punch each other: (a) before; or (b) after A1 goes out of bounds.
Rulings:
(b) A’s ball, first-and-10 on B14. Disqualify A2 and B1. (14-4-9)

A.R. 14.124 Failure to Make Line to Gain on Fourth Down—Team B Dead Ball Foul
Fourth-and-10 on 50. Quarterback A1 scrambles and is run out of bounds by B1 at the A40, after which B1 immediately taunts A1.
Ruling: B’s ball, first-and-10 on B45. The dead-ball foul is enforced from the succeeding spot. (14-4-9)

A.R. 14.125 Team A Fouls in Its End Zone and Then Commits Dead-Ball Foul
Third-and-10 on A4. A1 held in his end zone prior to an incomplete pass. A2 roughed B1 after the incompletion.
Ruling: Safety. Safety kick A20 or A’s ball fourth-and-12 on A2. Multiple fouls by A, and only one can be enforced.

A.R. 14.126 Safety—Dead-Ball Foul by Team B
Fourth-and-10 on A10. A1 is sacked in his own end zone, after which B1 piles on.
Ruling: Safety. Safety kick A35. (14-4-9)

A.R. 14.127 Safety—Live-Ball Foul by Team A and Dead-Ball Foul by Team B
Third-and-10 on A10. A2 is illegally in motion at the snap, and A1 is sacked in his own end zone. After the ball is dead, B1 piles on.
Ruling: Safety. Safety kick on A35. Team B scored with clean hands, so the Team A foul is declined, and the Team B foul is enforced on the safety kick. (14-4-9)

A.R. 14.128 Safety—Dead-Ball Foul by Team B
Fourth-and-15 on A2. Punter A1 jumps to catch the high snap and comes down on the end line. He punts and is then roughed by B1.
Ruling: Safety. Safety kick A35. This is a foul for unnecessary roughness (late hit) as the ball is dead when A1 touches the end line. (14-4-9)

A.R. 14.129 Fourth Down—Fumble Forward Out of Bounds—Team B Dead-Ball Foul
Fourth-and-1 on B30. A1 runs to the B30 and fumbles the ball forward out of bounds at the B28. B1 commits a personal foul immediately after the ball goes out of bounds.
Ruling: B’s ball, first-and-10 on B15. The personal foul is after the ball is out of bounds, so Team B takes over at the dead ball spot (spot of the fumble), and the dead-ball foul is enforced from there. (14-4-9)

A.R. 14.130 Two-Point Try—Team B Dead Ball Foul
On a two-point try, A1 runs with the ball to the B1 and fumbles there. The ball rolls into the end zone where A2 recovers, and B2 piles on.
Ruling: Try fails. Kickoff 50. Fourth-down fumble rules are in effect on a try, so the unnecessary roughness is after the try ends and is enforced on the kickoff. (14-4-9)

A.R. 14.131 Successful Field Goal—Team B Live Ball Foul—Team A Dead Ball Foul
Fourth-and-goal on B5. On a field-goal attempt from the B13, B1 is called for (a) leaping; or (b) holding immediately after the snap. The field goal is good. After the score, A2 then punches B1.
Rulings:
(a) Field goal is good. Kickoff A35. This is a clean hands score, so both the leaping and unnecessary roughness fouls carry over and offset the kickoff. There is no option for A. Disqualify A2. (14-4-9) (14-5-2)
(b) Field goal is good. KO A20. “Clean hands score.” Only the dead-ball unnecessary roughness carries over to the kickoff. Disqualify A2.

A.R. 14.132 Team B Dead-Ball Foul Behind the Line
Third-and-10 on A35. A1 scrambles behind the line and is finally tackled at the A10. B2 piles on after A1 is down.
Ruling: First-and-10 on A25. This dead-ball unnecessary roughness is enforced from the succeeding spot (A10), and the ball does not have to get back to the previous line of scrimmage.

Note: If this had occurred on fourth down, it would have been B’s ball, first-and-10 on A25. The dead-ball foul is enforced after the change of possession.

A.R. 14.133 Last Play of Half—Fumble—Team B Dead-Ball Foul
Fourth-and-4 on B18. Score is tied on the last play of the half. A’s field-goal attempt is blocked and the ball rolls to
the B28. Kicker A2 picks up the ball, runs to the B19, and throws a pass to eligible A6 at the B15. A6 catches the pass at the B15, runs to the B5, fumbles, and: (a) A8 recovers at the B2 and scores; or (b) A6 recovers his fumble at the B4 and B8 piles on him after he is tackled.

**Rulings:**
(a) Half over. No score. A8 was not the fumbling player.
(b) Half over. Enforce B’s foul for unnecessary roughness on the opening kickoff of the second half (or overtime).

A.R. 14.134 **FAILED TRY TWO-POINT TRY—PERSONAL FOUL IN CONTINUING ACTION**
A1 scores on the last play of the fourth quarter to make the score 34-32 in favor of Team B. On the ensuing Try from the B2, A2 is driven out of bounds at the B30, and B2 hits him late out of bounds.

**Ruling:** Fourth-and-35 on A35. Disqualify A2. Both unsportsmanlike conduct fouls are enforced in this situation as a foul against an official is always enforced as a foul between downs.

A.R. 14.135 **RUN ENDS IN FIELD OF PLAY—TEAM A FOUL AGAINST OFFICIAL**
Third-and-10 on B40. A1 runs to the B35 where he is tackled inbounds. Immediately after A1 is down, A3 screams in the face of the Down Judge that A1 was tackled by the facemask, and then A2 shoves the official.

**Ruling:** Fourth-and-35 on A35. Disqualify A2. Both unsportsmanlike conduct fouls are enforced in this situation as a foul against an official is always enforced as a foul between downs.

A.R. 14.136 **MULTIPLE FOULS—BY TEAM B—LIVE BALL/FOUL AGAINST OFFICIAL**
Third-and-10 on B40. B1 commits pass interference at the B28 and a flag is thrown. Right after the play, B1 is angry about the foul and throws his helmet down at the ground in the direction of the official. A second flag for unsportsmanlike conduct is thrown.

**Ruling:** First-and-10 on B14. Disqualify B1. The foul against the official is treated as a foul between downs, so both the defensive pass interference and unsportsmanlike conduct are enforced.

A.R. 14.137 **DOUBLE FOUL—TEAM A LIVE BALL FOUL—TEAM B DEAD BALL FOUL**
Second-and-10 on B40. A1 drops back to pass. A2 holds B1 while pass blocking. A1 passes complete to A3 at the B30 and he is tackled either inbounds or out of bounds, after which B2 piles on.

**Ruling:** Second-and-10 on B40. Replay the down. The offensive holding and dead ball personal foul offset.

**Note:** Live ball fouls combine with dead-ball fouls to create double fouls. (14-4-9)

A.R. 14.138 **DOUBLE FOUL—TEAM B LIVE BALL FOUL—DEAD BALL FOULS BY BOTH TEAMS**
First-and-Ten on A20. Back A2 takes a handoff and runs to the B20 where he is tackled. During A2’s run, B6 pulls A6’s mask at the B10. After the play, A2 shoves B4 (UNR) and B4 shoves A2 (UNR).

**Ruling:** A first-and-10 on A20. Replay the down. There is no option to decline the live ball facemask and offset the dead ball unnecessary roughness fouls at the dead ball spot.

A.R. 14.139 **MULTIPLE FOULS BY TEAM A—LIVE BALL/DEAD BALL—RUNNER MAKES FIRST DOWN**
First-and-10 on 50. A3 is illegally downfield on a forward pass. The pass is complete to A2, who is tackled inbounds at the B30. Immediately after A1 is tackled, A1 taunts B3.

**Ruling:** A’s ball, first-and-15 on A45. Multiple fouls. The ineligible downfield would be accepted. If the taunting was accepted, it would be enforced from the succeeding spot and the down would count, A’s ball, first-and-10 on B45.

A.R. 14.140 **MULTIPLE FOULS BY TEAM A—LIVE BALL/DEAD BALL**
First-and-10 on 50. Incomplete pass by A1, and offensive pass interference on the play at the B25. After the pass is incomplete, A2 roughs B2.

**Ruling:** A’s ball, second-and-25 on A35. The unnecessary roughness would be accepted as the down would count, and the offensive pass interference would be declined. Multiple fouls. (14-1-3, 14-4-9)

A.R. 14.141 **MULTIPLE FOULS BY TEAM B—LIVE BALL/DEAD BALL**
First-and-10 on 50. Incomplete pass by A1, and B1 commits defensive pass interference on the play at the B25. After the pass is incomplete, B2 roughs the passer.

**Ruling:** A’s ball, first-and-10 on B25. Multiple fouls. The defensive pass interference would be accepted and the roughing-the-passer penalty would be declined, as it would be enforced from the previous spot. (14-1-3)

A.R. 14.142 **MULTIPLE FOULS BY TEAM B—LIVE BALL/DEAD BALL—FOURTH DOWN**
Fourth-and-15 on B40. A2 runs a draw up the middle to the B36. During the run, nose tackle B1 holds A2 at the B38 to prevent him from blocking linebacker B2. B3 piles on after the play.

**Ruling:** A’s ball, first-and-10 on B31. Multiple fouls. Since Team A did not make the line to gain, it must accept the live-ball defensive hold and decline the dead-ball unnecessary roughness, or it would be B’s ball. (14-1-3, 14-3-6)

A.R. 14.143 **LIVE BALL AND FOUL BETWEEN DOWNS BY SAME TEAM**
First-and-10 on 50. A3 is illegally downfield. The pass is completed to A2 who either runs out of bounds or is tackled inbounds at the B30. As the referee begins his announcement for the ineligible receiver downfield, A2 taunts B1.

**Ruling:** A’s ball, first-and-30 on A30. The ineligible receiver downfield is enforced, and the significant delay after the play ends and before the dead-ball taunting, permits both fouls to be enforced. (14-4-9)

A.R. 14.144 **MULTIPLE FOULS BY TEAM A—LIVE BALL/DEAD BALL—TOUCHDOWN**
Third-and-5 on B10. As quarterback A1 drops back to pass, A2 holds B1 at the line of scrimmage. A1 subsequently completes a pass to A3 in the end zone for a touchdown. Running back A4, in his excitement, runs into the end zone
to congratulate A3 and takes off his helmet in the process. The Field Judge throws a flag for UNS.

**Ruling:** Third-and-15 on B20. Team B must accept the offensive holding and decline the unsportsmanlike conduct in order to negate the touchdown. (14-1-3, 14-4-9)

**MISCELLANEOUS PLAYS**

**A.R. 14.145 FOUL BETWEEN HALVES OR BEFORE OVERTIME**
At the end of the first half, or at the end of regulation time of a game going into overtime, one of the coaches or players argues with and shoves an official.

**Ruling:** Unsportsmanlike conduct fouls between halves, or between the end of the regulation game and overtime, are assessed on the kickoff at the start of the second half or overtime. Disqualify the coach or player involved, if appropriate. (14-4-9)

**A.R. 14.146 FAILURE TO MAKE LINE TO GAIN ON THIRD DOWN—TEAM A PLAYER PUNCHES OPPONENT**
Third-and-10 on A10. A1 is downed on A16. During the run, A2 punches B1 at the A12.

**Ruling:** Fourth-and-4 on A16. Disqualify A2. A2 is disqualified regardless whether the unnecessary roughness is accepted or declined. (14-1-1)

**RULE 16 OVERTIME PROCEDURES**

**A.R. 16.1 OPENING KICKOFF RETURN FOR TOUCHDOWN**
Team B receives the opening kickoff and returns it for a touchdown.

**Ruling:** Game over. Team B wins. No try.

**A.R. 16.2 OPENING KICKOFF—ONSIDE KICK—LEGALLY RECOVERED BY TEAM A**
On the opening kickoff of overtime from the A35, Team A legally recovers the ball at the A46.

**Ruling:** A’s ball, first-and-10 on A46. A kickoff is considered an opportunity to possess for the receiving team. Team B is considered to have had an opportunity to possess the ball. The first team to score wins the game.

**A.R. 16.3 OPENING KICKOFF—ONSIDE KICK—RECOVERED BY TEAM B**
On the opening kickoff of overtime from the A35, Team A attempts an onside kick. A2 legally touches the ball at the A47, but muffes it and it is recovered by B1 at the A48.

**Ruling:** B’s ball, first-and-10 on A48. Team A is not considered to have had an opportunity to possess the ball.

**A.R. 16.4 TEAM B TRAILS—KICKOFF MUFFED BY TEAM B RECOVERED BY TEAM A**
Following a successful field goal on the opening possession of overtime, Team A’s kickoff is muffed by B1 at the B35 and is recovered by A2.

**Ruling:** Game over. Team A wins. Team B had an opportunity to possess the ball.

**A.R. 16.5 TEAM A SCORES TOUCHDOWN ON FIRST POSSESSION**
Team A drives down the field on the opening possession of overtime and scores a touchdown.

**Ruling:** Game over. Team A wins. No try.

**A.R. 16.6 TEAM A SCORES FIELD GOAL ON FIRST POSSESSION**
Team A kicks a field goal on the opening possession of overtime.

**Ruling:** Three points for Team A, but the game is not over. Team A must kick off to Team B. If Team B scores a touchdown or does not score, the game is over. If B scores a field goal, the game continues in sudden death.

**A.R. 16.7 TEAM B MUFFS PUNT—RECOVERED BY TEAM A**
On the opening possession of overtime, A punts and B3 muffs the punt at the B20. A6 recovers at the B22.

**Ruling:** A’s ball, first-and-10 on B22. Team B had the opportunity to possess the kick. Both teams have met the minimum requirements for possession. The first team to score wins.

**A.R. 16.8 OPENING KICKOFF—TEAM B FUMBLES—TEAM A MUFFS**
On the opening kickoff of overtime, B3 returns the ball to the B30 where he is hit and muffles. A6 muffs the loose ball at the B28 where B5 recovers.

**Ruling:** B’s ball, first-and-10 on B28. Since the ball was loose from a fumble as opposed to a kick, Team A is not considered to have had an opportunity to possess the ball.

**A.R. 16.9 OPENING POSSESSION—TEAM A PUNT BLOCKED—A RECOVERS/ADVANCES FOR FIRST DOWN**
Fourth-and-5 on A45. On the opening possession of overtime, Team A’s punt is blocked by B3 at the A35. A2 picks up the loose ball at the A40 and runs to the 50 for a first down.

**Ruling:** A’s ball, first-and-10 on 50. Team B is not considered to have had an opportunity to possess the ball because it did not touch the ball beyond the line of scrimmage.

**A.R. 16.10 OPENING POSSESSION—TEAM A PUNT BLOCKED—MUFFED BY B BEHIND LINE**
Fourth-and-5 on A45. On the opening possession of overtime, Team A’s punt is blocked by B3 at the A35. B4 attempts to pick up the loose ball at the A40, but muffs it to the A33 where it is recovered by A4 who runs to the B40 for a first down.

**Ruling:** A’s ball, first-and-10 on B40. Team B is not considered to have had an opportunity to possess the ball because it did not touch the ball beyond the line of scrimmage.

**A.R. 16.11 OPENING POSSESSION—TEAM A PUNT HITS BEYOND LINE—RECOVERED BY TEAM A BEHIND LINE**
Fourth-and-5 on A45. On the opening possession of overtime, Team A’s punt is blocked by B3 at the A35. The ball hits the ground beyond the line at the B48 and bounces back to the A43 where it is recovered by A4 who runs to the
B40 for a first down.
**Ruling:** A’s ball, first-and-10 on B40. Team B is not considered to have had an opportunity to possess the ball because it did not touch the ball beyond the line of scrimmage.

**A.R. 16.12 OPENING POSSESSION—TEAM A PUNT—MUFFED BY TEAM B BEYOND LINE—RECOVERED BY TEAM A**

Fourth-and-5 on A45. On the opening possession of overtime, Team A’s punt is blocked by B3 at the A35. The ball bounces beyond the line to the A48, where B4 muffes the loose ball to the A45 where it is recovered by A4.

**Ruling:** A’s ball, first-and-10 on A45. Because Team B touched the punt beyond the line of scrimmage, a new series is awarded to Team A. Since Team B had the opportunity to possess the ball, both teams have met the minimum requirements for possession. The first team to score wins the game.

**A.R. 16.13 OPENING POSSESSION—TEAM A FUMBLE—RECOVERED BY TEAM B**

Third-and-5 on A30. On the opening possession of overtime, A2 takes a handoff and runs to the B35 where he fumbles the ball. B2 recovers the ball and runs to the B40.

**Ruling:** B’s ball, first-and-10 on B40. Both teams have had an actual possession. The first team to score wins.

**A.R. 16.14 OPENING POSSESSION—TEAM A FUMBLE—DOUBLE CHANGE OF POSSESSION**

Third-and-5 on A30. On the opening possession of overtime, A2 takes a handoff and runs to the B35 where he fumbles the ball. B2 recovers the ball and runs to the B40 where he is hit and fumbles. A5 recovers at the B41.

**Ruling:** A’s ball, first-and-10 on B41. Both teams have had an actual possession. The first team to score wins.

**A.R. 16.15 OPENING POSSESSION—INTERCEPTION—RETURNED FOR TOUCHDOWN**


**Ruling:** Game over. Team B wins. No try. Each team has had an actual possession.

**A.R. 16.16 OPENING POSSESSION—FUMBLE—MUFFED BY TEAM B—RECOVERED BY TEAM A**

Second-and-10 on A30. On the opening possession of overtime, A2 takes a handoff and runs to the A38 where he fumbles the ball. B2 muffes the loose ball at the A35 and it is recovered by A5 at the A33.

**Ruling:** A’s ball, third-and-7 on A33. Since the ball was loose from a fumble as opposed to a scrimmage kick beyond the line, Team B is not considered to have had an opportunity to possess the ball.

**A.R. 16.17 OPENING POSSESSION—SAFETY**

Third-and-5 on A7. On the opening possession of overtime, A1 is tackled in his own end zone for a safety.

**Ruling:** Game over. Team B wins. A defensive score by either team in overtime wins the game.

**A.R. 16.18 OPENING POSSESSION—BLOCKED FIELD GOAL ATTEMPT—TEAM A RECOVERS**

Fourth-and-5 on B25. On the opening possession of overtime, Team A’s field-goal attempt is blocked by B3 at the line of scrimmage and lands at the B28 where it is recovered by A4 who runs to the B18 for a first down.

**Ruling:** A’s ball, first-and-10 on B18. Team B is not considered to have had an opportunity to possess the ball because it did not touch the ball beyond the line of scrimmage.

**A.R. 16.19 OPENING POSSESSION—BLOCKED FIELD GOAL HITS BEYOND LINE—REBOUNDS BEHIND LINE**

Fourth-and-5 on B25. On the opening possession of overtime, Team A’s field-goal attempt is blocked by B3 at the line of scrimmage. The ball hits the ground beyond the line at the B22 and bounces back to the B28 where it is recovered by A4 who runs to the B18 for a first down.

**Ruling:** A’s ball, first-and-10 on B18. Team B is not considered to have had an opportunity to possess the ball because it did not touch the ball beyond the line of scrimmage.

**A.R. 16.20 OPENING POSSESSION—BLOCKED FIELD GOAL ATTEMPT—MUFFED BY TEAM B BEYOND LINE**

Fourth-and-5 on B25. On the opening possession of overtime, Team A’s field-goal attempt is blocked by B3 at the line of scrimmage. The ball bounces beyond the line to the B20, where B4 muffes the loose ball to the B18 where it is recovered by A4.

**Ruling:** A’s ball, first-and-10 on B18. Because Team B touched the kick beyond the line of scrimmage, a new series is awarded to Team A. Since Team B had the opportunity to possess the ball, both teams have met the minimum requirements for possession. The first team to score wins the game.

**A.R. 16.21 TEAM A TRAILS—INTERCEPTION—FOUL BY TEAM B PRIOR TO CHANGE OF POSSESSION**

Trailing 13-10 after the first team to possess the ball in overtime kicks a successful field goal, the second team receives the kickoff and is downed at its own 30-yard line. On its first play from scrimmage, QBA1 throws a pass that is intercepted at the 50 by B1, who is tackled immediately. B2 is called for roughing the passer.

**Ruling:** A’s ball, first-and-10 on A45. Team B did not gain possession of the ball legally; therefore the game is not over, and Team A’s initial possession will continue.

**A.R. 16.22 TEAM A TRAILS—INTERCEPTION—FOUL BY TEAM B PRIOR TO CHANGE—TOUCHDOWN BY TEAM A**

Trailing 13-10 after the first team to possess the ball in overtime kicks a successful field goal, the second team receives the kickoff and is downed at its own 30-yard line. On its first play from scrimmage, QBA1 throws a pass that is intercepted at the 50 by B1, who continues to run with the ball. B1 muffes the A20, where A2 scoops it up and runs for a touchdown. B2 is called for roughing the passer during the play.

**Ruling:** A’s ball, first-and-10 on the A45. Team A must accept the penalty, since that is the only way its initial possession will continue. If A declines the penalty and takes the result of the play, the game is over since A’s initial possession ended when the pass was intercepted.
A.R. 16.23 OPENING POSSESSION—FOUL ON TEAM B PRIOR TO DOUBLE CHANGE OF POSSESSION
First-and-10 on A20. On the opening possession of overtime, QBA1 throws a pass that is intercepted at the A49 by B1, who continues to run with the ball to the A30 where he is hit and fumbles. A2 recovers the ball and is downed at the A30. B2 is called for roughing the passer during the play.
Ruling: If A accepts the penalty for roughing the passer, it will be A’s ball, first-and-10 on A35, and Team B is not considered to have had its opportunity to possess the ball. If A declines the penalty, it is A’s ball, first-and-10 on A30, Team B has had its possession, and the first team to score will win the game.

A.R. 16.24 TEAM A TRAILS—INTERCEPTION—FOUL BY TEAM B AFTER CHANGE OF POSSESSION
Trailing 13-10 after the first team to possess the ball in overtime kicks a successful field goal, the second team receives the kickoff and is downed at its own 30-yard line. On its first play from scrimmage, QBA1 throws a pass that is intercepted at the 50 by B1, who continues to run with the ball and is downed at the A30. B2 is called for holding during B1’s return.
Ruling: Game over, Team B wins. Since Team A’s possession ended legally, both teams have met the requirement for possession.

A.R. 16.25 TEAM A TRAILS—INTERCEPTION—DOUBLE FOUL WITH CHANGE OF POSSESSION
Trailing 13-10 after the first team to possess the ball in overtime kicks a successful field goal, the second team receives the kickoff and is downed at its own 30-yard line. On its first play from scrimmage, QBA1 throws a pass that is legally intercepted at the 50 by B1 and is downed at the A20. Team A is called for holding prior to the interception, and Team B is called for an illegal block above the waist after the interception.
Ruling: Game over, Team B wins. Since Team A’s possession ended legally, both teams have met the requirement for possession, and the game is over.

A.R. 16.26 TEAM A TRAILS—INTERCEPTION—TEAM B FOUL BEFORE—TEAM A FOUL AFTER CHANGE
Trailing 13-10 after the first team to possess the ball in overtime kicks a successful field goal, the second team receives the kickoff and is downed at its own 30-yard line. On its first play from scrimmage, QBA1 throws a pass that is intercepted at the 50 by B1, who continues to run with the ball and is downed at the A20. Team B is called for holding prior to the interception, and Team A is called for a low block after the interception.
Ruling: Fouls offset, and Team A’s initial possession continues. A’s ball, first-and-10 on A30.

A.R. 16.27 TEAM A TRAILS—INTERCEPTION—DOUBLE FOUL AFTER CHANGE OF POSSESSION
Trailing 13-10 after the first team to possess the ball in overtime kicks a successful field goal, the second team receives the kickoff and is downed at its own 30-yard line. On its first play from scrimmage, QBA1 throws a pass that is intercepted at the 50 by B1, who continues to run with the ball and is downed at the A20. After the interception, Team B is called for holding, and Team A is called for a facemask.
Ruling: Game over, Team B wins. Since Team A’s possession ended legally, both teams have met the requirement for possession.

A.R. 16.28 TEAM A TRAILS—INTERCEPTION IN TEAM A’S END ZONE
Trailing 13-10 after the first team to possess the ball in overtime kicks a successful field goal, the second team receives the kickoff and is downed at its own five-yard line. On its first play from scrimmage, QBA1 throws a pass that is tipped at the line of scrimmage and intercepted by B7 in A’s end zone.
Ruling: Game over, Team B wins 19-10. Since Team A’s possession ended legally, both teams have met the requirement for possession. The score counts since it occurred at the instant B7 gained possession of the ball.

A.R. 16.29 TEAM A TRAILS—INTERCEPTION ADVANCED INTO A’S END ZONE
Trailing 13-10 after the first team to possess the ball in overtime kicks a successful field goal, the second team receives the kickoff and is downed at its own 15-yard line. On its first play from scrimmage, QBA1 throws a pass that is legally intercepted at the A20 by B1, who continues to run with the ball across Team A’s goal line.
Ruling: Game over, Team B wins 13-10. Since Team A’s possession ended legally, both teams have met the requirement for possession. The score does not count since it occurred after Team B gained possession of the ball.

A.R. 16.30 REGULAR SEASON—TEAM A TRAILS WHEN PERIOD EXPIRES
During a regular season game, the first team scores a field goal on its initial possession of overtime. The second team receives the kickoff and is downed at its own 10-yard line. Time expires during the second team’s possession.
Ruling: Game over, the first team wins. For preseason and regular season games, there is a maximum of one 10-minute period. The game is over at the end of that period, and the result is based on the score at that point.

A.R. 16.31 POST SEASON—TEAM A TRAILS WHEN PERIOD EXPIRES
During a post-season game, the first team scores a field goal on its initial possession of overtime. The second team receives the kickoff and is downed at its own 10-yard line. Time expires during the second team’s possession.
Ruling: A second overtime period will begin, and the game will continue until the second team’s possession ends. If it does not score, the game is over, and the first team wins. If it scores a field goal, the game will continue, and the next team to score by any means shall be declared the winner.
2017
INSTANT REPLAY CASEBOOK
OF THE
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by the
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Roger Goodell, Commissioner

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RULE 15, 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 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.

A team may challenge any reviewable play identified in Article 5 below, except when the on-field ruling is:
(a) a score for either team;
(b) an interception;
(c) a fumble or backward pass that is recovered by an opponent or goes out of bounds through an opponent’s end zone; or
(d) a muffled scrimmage kick recovered by the kicking team.

A team may not challenge a reviewable play:
(a) after the two-minute warning of each half;
(b) throughout any overtime period;
(c) after committing a foul that delays the next snap; and
(d) after exhausting all of its challenges or timeouts.

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 2. REPLAY OFFICIAL’S REQUEST FOR REVIEW. A Replay Review will be initiated by a Replay Official from a Replay Booth comparable to the location of the coaches’ booth or Press Box when the on-field ruling is:
(a) a score for either team;
(b) an interception;
(c) a fumble or backward pass that is recovered by an opponent or goes out of bounds through an opponent’s end zone; or
(d) a muffled scrimmage kick recovered by the kicking team;
(e) after the two-minute warning of each half; and
(f) throughout any overtime period.

There is no limit to the number of Replay Reviews that may be initiated by the Replay Official. His ability to initiate a review will be unrelated to the number of timeouts that either team has remaining, and no timeout will be charged for any review initiated by the Replay Official. The Replay Official must initiate a review before the ball is next legally put in play.

The Replay Official and designated members of the Officiating Department at the League office may consult with the on-field officials to provide information on the correct application of playing rules, including appropriate assessment of penalty yardage, proper down, and status of the game clock.

Article 3. REPLAY REVIEWS. All Replay Reviews will be conducted by a designated member of the Officiating department at the League office. During the review, the designee shall consult with the Referee, who will have access to a hand-held, field-level device. A decision will be reversed only when there is clear and obvious visual evidence available that warrants the change. Before consulting with the Officiating department designee, the Referee will discuss the play with the covering official(s) to gather any information that may be pertinent to the review.

Each review will be a maximum of 60 seconds in length, timed from when the hand-held, field-level device is provided to the Referee.

All reviewable aspects of the play may be examined and are subject to reversal, even if not identified in a coach’s challenge or if not the specific reason for a Replay Official’s request for review.

Article 4. NON-REVIEWABLE PLAYS. The following play situations are not reviewable:
(a) Fouls, except for Article 5 (g) below.
(b) Spot of the ball and runner:
   (1) Runner ruled down by defensive contact or out of bounds (not involving fumbles or the line to gain).
   (2) The position of the ball not relating to first down or goal line.
   (3) Whether a runner’s forward progress was stopped before he went out of bounds or lost possession of the ball.
   (4) Whether a runner gave himself up.
(c) Miscellaneous:
   (1) Field Goal or Try attempts that cross above either upright without touching anything.
   (2) Erroneous whistle.
   (3) Spot where an airborne ball crosses the sideline.
   (4) Whether a player was blocked into a loose ball.
   (5) Advance by a player after a valid or invalid fair catch signal.
   (6) Whether a player created the impetus that put the ball into an end zone.

Article 5. REVIEWABLE PLAYS. The Replay System will cover the following play situations:
(a) Plays involving possession.
(b) Plays involving touching of either the ball or the ground.
(c) Plays governed by the goal line.
(d) Plays governed by the boundary lines.
(e) Plays governed by the line of scrimmage.
(f) Plays governed by the line to gain.
(g) Number of players on the field at the snap, even when a foul is not called.
(h) Game administration:
   (1) Penalty enforcement.
   (2) Proper down.
   (3) Spot of a foul.
   (4) Status of 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, 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.

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 fewer), 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. A correction of a timing error for a team timeout may be made only if there is visual evidence of an official’s signal.

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. The recovery must occur in the continuing action following the loss of possession. If the ball goes out of bounds in an end zone, the result of the play will be either a touchback or a safety. If the Referee does not have clear and obvious 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.

The following provides further clarification regarding reviewable play situations:

(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 boundary lines, 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 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.

(f) Plays governed by the line to gain, including:
   (1) The position of the ball with respect to a first down.

(g) Number of players on the field at the snap, even when a foul is not called.

(h) Game administration:
   (1) Whether a penalty is enforced correctly.
   (2) Whether the down is correct.
   (3) Whether the spot of a foul is correct.
   (4) Whether the game clock is correct.
FREE KICKS
On a free kick, until the ball is legally possessed, replay can review the touching of the kick (including illegal touching, which team touched the kick first, and whether the ball was touched before it went out of bounds), whether the ball hit a boundary line, pylon, or the ground, the recovery of a free kick, and momentum/touchback. Once the kick is possessed, it becomes a running play and the guidelines for runs apply. A ruling that the kicking team recovered a free kick is not an automatic Replay Official review outside of two minutes of either half.

ILLEGAL TOUCHING
A.R. 15.1 Illegal touch after being out of bounds
On a kickoff from the A35, the ball is rolling loose at the sideline at the B40. A1 goes out of bounds, re-establishes, and is the first to touch at the B40 where he recovers the ball. There are no flags on the play.

A.R. 15.2 Illegal touch before ball goes 10 yards
With 6 minutes remaining in the fourth quarter, on an onside kick attempt from the A35, the ball is touched first by A2 at the A40 and then is recovered by A3 at the A45. Officials award ball to A at A45. B challenges the ruling.

A.R. 15.3 Legal touching of onside kick
Team A attempts an onside kick from the A35. A1 has his feet at the A44 when he picks up the ball that is on the ground at the A46. Officials rule illegal touching.
Ruling: Reviewable. A’s ball first-and-10 on A46. No foul because the ball was touched after it reached B’s restraining line.

FREE KICK OUT OF BOUNDS
A.R. 15.4 Kick touched before going out of bounds
On a kickoff to start the game, the ball is rolling loose at the B12-yard line. The ball rolls out of bounds at the B10-yard line after touching B1’s foot. Officials rule kickoff out of bounds.
Ruling: Reviewable, touching of a kick, B’s ball first-and-10 on B10.

A.R. 15.5 Kick not touched in field of play—Kickoff out of bounds
Team A kicks off and the ball goes between the legs of kick returner B3 without touching him and out of bounds at the B5-yard line. Officials rule the ball touched B3 and spot the ball at the B5.
Ruling: Reviewable, kickoff out of bounds, B’s ball first-and-10 on B40, reset game clock.

A.R. 15.6 Player straddling sideline—Kickout of bounds
Team A kicks off and the airborne ball comes down near the sideline at the B5-yard line where B9 catches it with one foot on the sideline and another in the field of play. Officials rule that B9 was inbounds when he touched the ball and spot it at the B5.
Ruling: Reviewable, kickoff out of bounds, B’s ball first-and-10 on B40.

A.R. 15.7 Ball touching pylon
Team A kicks off and the ball hits the outside edge of the goal line pylon and then goes out of bounds. Officials rule the ball did not hit the pylon and that it is a kick off out of bounds, B’s ball on B40.
Ruling: Reviewable, touchback, B’s ball first-and-10 on B25. Replay can review whether or not the ball hit the pylon.

A.R. 15.8 Ball touching sideline
Team A kicks off and the ball hits the sideline at the B15-yard line and bounces back towards the middle of the field where A2 falls on it. Officials rule that the ball did not hit the sideline at the B15 and award possession to A.
Ruling: Reviewable, B’s ball first-and-10 on B40. Reset game clock to when ball hit sideline.

A.R. 15.9 Officials rule ball hit sideline, clear recovery by Team A
Team A kicks off and the ball lands near the sideline at the B15-yard line and bounces back towards the middle of the field where A2 falls on it at the B17. Officials rule that the ball hit the sideline at the B15, kick off out of bounds. Replays show the ball did not touch the sideline.
Ruling: Reviewable. A’s ball first-and-10 on B17. If there is a clear recovery in the continuing action after the ball hit the ground, then the Referee can award the ball to the recovering team at that spot.

RECOVERY OF LOOSE BALL
A.R. 15.10 Recovery at sideline
Team A kicks off and the ball lands near the sideline at the B15-yard line. A2 recovers it there with his left leg touching the sideline. Officials award the ball to Team A at the B15.
Ruling: Reviewable, kickoff out of bounds, B’s ball first-and-10 on B40. Replay can review whether a player recovered a kick in or out of bounds.

A.R. 15.11 Recovery in end zone
B9 muff’s A’s kickoff at the B2. The ball goes into the end zone where B2 and A4 jump on the loose ball. B2 clearly possesses it while on the ground. A4 then pulls it away from him. Officials award possession to A for a TD.
Ruling: Reviewable, touchback, B’s ball first-and-10 on B25. The recovery between two or more players is reviewable in the end zone or field of play. Only the Replay Official can initiate a review of this play.

A.R. 15.12 Recovery of a kick in the field of play
On an onside kick attempt from the A35, A1 leaps in the air and grabs the ball at the A47-yard line and goes to the ground with it. A1 maintains control of the ball through his initial contact with the ground, and then B2 then pulls the ball away from A1. The officials rule A1 never had possession and give the ball to Team B.
Ruling: Reviewable. A’s ball first-and-10 on A47. Possession of a loose ball in the field of play is reviewable. This applies to fumbles, forward/backward passes, and kicks.

BALL TOUCHING GROUND
A.R. 15.13 Kick hitting ground off the tee
A1 attempts an onside kick from the A35. The ball hits the ground as soon as it leaves the tee and bounds high in the air to the A48 where B2 calls for a fair catch. A2 hits B2 before the ball arrives and then A3 recovers it. Officials rule fair catch interference.

Ruling: Reviewable. A’s ball first-and-10 on A48. Whether the ball hit the ground off the tee is reviewable. Once the ball hits the ground, fair catch rules no longer apply.

NON-REVIEWABLE SITUATIONS ON FREE KICKS
A.R. 15.14 Blocking by kickers before touch
On an onside kick attempt, before the ball travels 10 yards, A1 blocks passive player B1 at the A40-yard line enabling his teammate to recover. Officials give possession to Team A with no flag.

Ruling: Not reviewable.

A.R. 15.15 Spot of kick out of bounds near goal line
Team A kicks off and the ball lands at the B3. It bounces high into the air before going out of bounds untouched at the B1. Officials rule touchback.

Ruling: Not reviewable. Replay can only review whether the ball touches a player, a boundary line, the pylon, or anything on a boundary line. Where an airborne kick crossed the sideline is not reviewable.

SCRIMMAGE KICKS
On kicks from scrimmage, replay can review touching of the kick (including first touching, illegal touching, which team touched the kick first, the spot of touching in relation to the line of scrimmage or the goal line, and touching of the kick before contact with the kicker), whether the ball hit the ground, a boundary line, the pylon, or anything on a boundary line. The recovery of a scrimmage kick in the field of play is also reviewable (see Loose Balls). This includes whether a punt was possessed and fumbled or.muffed.

Replay can also review whether a kick from scrimmage in play hits a scoreboard, guide wire or any other object. If it is not detected by the officials on the field, the Replay Official can stop the game to review at any time including outside two minutes of either half. A team could also challenge this if it occurs outside two minutes. If it is determined that the ball did hit an object then the down will be replayed from the previous spot and the game clock will be reset to when the ball was snapped and then started on the next snap. This applies to all loose balls.

For field goal and try attempts, see Scoring Plays.

FIRST TOUCHING
A.R. 15.16 First touched by Team B
Fourth-and-10 on A40. Team A punts and the ball is rolling loose and is downed by A1 on the B10-yard line. The officials rule first touching by A1 and award the ball to the receivers. Replays show the punted ball grazed off the fingertips of B1 at the B13-yard line before the recovery by A1.

Ruling: Reviewable. A’s ball first-and-goal on B10.

A.R. 15.17 First touched by Team A
Fourth-and-10 on A40. A1 recovers a punted ball at the B10-yard line ruled to have been touched by B1 on the B15-yard line. Replays show that the ball did not touch B1.

Ruling: Reviewable. B’s ball first-and-10 on B10. Only the Replay Official can initiate a review of this play.

A.R. 15.18 Touch with fair catch signal
Fourth-and-7 on A35. B1 signals for a fair catch. The ball hits the ground near A4 and then bounces to the B35-yard line where B2 picks it up and returns it for a TD. The officials rule A4 touched the ball making B2’s advance legal. Replays show the ball did not touch A4.

Ruling: Reviewable. B’s ball first-and-10 on B35. Since A did not touch the ball, it is dead when B2 possessed it. Reset the clock to the time when B2 recovered the ball. Only the Replay Official can initiate a review of this play.

TOUCHING OF THE KICK NEAR THE LINE OF SCRAMMAGE
A.R. 15.19 Fourth-and-9 on A10. A1’s punt is partially blocked and goes to the A13 where it rebounds, untouched, to the A11. A1 recovers the loose ball at the A11 and runs to the A26. Officials rule that A1 recovered the ball behind the line of scrimmage and award the ball to Team A at the A26.

Ruling: Reviewable. B’s ball first-and-10 on A11. Replay can review the spot of A1’s touching in relation to the line of scrimmage. Reset the clock to the time when A1 recovered the loose ball.

TOUCHING OF KICK BEFORE CONTACT WITH KICKER
A.R. 15.20 Touching of kick before running into the kicker
Fourth-and-11 on B45. B1 is called for running into the kicker. Replays show that B1 tipped the ball before running into the punter.

Ruling: Reviewable. If the ball is touched before contact with the kicker, there is no foul for running into the kicker.

A.R. 15.21 Touching before roughing the kicker
Fourth-and-19 on B40. B1 is called for roughing the kicker. Replays show that B1 tipped the ball before roughing the punter.

Ruling: Reviewable. The touching is reviewable and negates the penalty. If the Referee considers the action to be unnecessary roughness, the Referee should tell the challenging coach or the Replay Official and announce that the play will not be reviewed for that reason.
TOUCHING OF KICK AT GOAL LINE
A.R. 15.22  Touched in field of play
Fourth-and-7 on B42. A’s punt hits on the 1-yard line and bounces in the air toward the end zone. A1 leaps from the field of play and while airborne bats the ball back to A3 at the 2-yard line. Officials rule touchback. Replays show that A1 did not touch the goal line before he made contact with the ball.
Ruling: Reviewable. B’s ball first-and-10 on B2. If spot where A1 left his feet in field of play is more advantageous to receiving team the ball will be placed there.

A.R. 15.23  Touched in end zone
Fourth-and-7 on B42. A’s punt hits on the 1-yard line and bounces in the air toward the end zone. A1 leaps near the goal line and bats the ball to A3 at the 2-yard line. Officials rule ball dead at 2-yard line. Replays show that A1 stepped on the goal line before touching the ball.
Ruling: Reviewable. Touchback. B’s ball first-and-10 on B20. Reset the clock to the time when A1 touched the ball.

A.R. 15.24  Player does not re-establish
Fourth-and-15 on B40. A2 goes into the end zone and then returns to the field of play to down the ball at the B1-yard line. Replays show that A2 only had one foot down in the field of play before touching the ball. Officials rule the ball dead at the 1-yard line.
Ruling: Reviewable. B’s ball first-and-10 on B20, touchback. A2 must re-establish in the field of play with both feet or any body part other than his hands before he touches the ball.

A.R. 15.25  Ball hitting the goal line
Fourth-and-20 on B40. Punted ball hits the goal line and bounces to the B3-yard line, where it is downed by A1. Officials give the ball to B at the 3-yard line.
Ruling: Reviewable. B’s ball first-and-10 on B20, touchback. Reset the clock to the time when it hit the goal line. Ball is dead when it hits in the end zone. Whether a ball touched the goal line is reviewable.

ILLEGAL TOUCHING
A.R. 15.26  Player out of bounds coming back in and touching kick
Fourth-and-17 on A40. A1’s punt goes over the head of receiver B1 and rolls to the B9-yard line where A2 is the first to touch the kick. Officials rule that A2 did not step on sideline during the play and give ball to B at the B9-yard line. Replays show A2 touching the sideline at the 50 before touching the ball.
Ruling: Reviewable. Illegal touching of kick. Receiving team has option for re-kick, A’s ball fourth-and-22 on A35 or tack on B’s ball first-and-10 on B14.

A.R. 15.27  Illegal touching inside 5-yard line
Fourth-and-9 on 50. A2 touches the sideline while running downfield to cover a punt and downs the ball at the B3-yard line. Officials rule that A2 was not out of bounds and give the ball to B at the 3-yard line.
Ruling: Reviewable. Illegal touching on A. Receiving team has option for re-kick, A’s ball fourth-and-14 on A45 or B’s ball first-and-10 on B20. If the touching is inside the 5-yard line then B has the option of taking an awarded touchback.

A.R. 15.28  No illegal touching, ball first touched by Team B
Fourth-and-7 on A23. A2 touches the sideline while running downfield to cover the punt. B1 muffes the punt and A2 recovers at the B30-yard line. Officials penalize A2 for illegal touching of a kick.
Ruling: Reviewable. Touching of kick by B1 allows A2 to legally recover. A’s ball first-and-10 on B30. Since the onfield ruling was B’s ball, this is a coach’s challenge if the snap occurred before the two-minute warning.

TOUCHING OF KICK AT SIDELINE
A.R. 15.29  Ball hitting sideline
Fourth-and-9 on A25. A punts and the ball hits the sideline at the B27 and bounces back into field of play where B2 picks it up and runs for a touchdown. Officials award TD to B.
Ruling: Reviewable. B’s ball first-and-10 on B27. Reset the clock to the time when the ball hit the sideline. Only the Replay Official can initiate a review of this play.

A.R. 15.30  Ball does not hit sideline
Fourth-and-9 on A25. A punts and the ball is muffed by B2 at the B25. The ball hits near the sideline and is recovered by A3 at the B23. Officials rule the ball hit the sideline at the B25 and award possession to Team B there. Replays show the ball did not hit the sideline.
Ruling: Reviewable. A’s ball first-and-10 on B23. There must be a clear recovery in the immediate continuing action in order to give the ball to the recovering team.

A.R. 15.31  No clear recovery in the immediate continuing action
Fourth-and-9 on A25. A punts and the ball lands near the sideline at the B35 and then bounces to the B5 where it is eventually downed by A3. Officials rule the ball hit the sideline at the B35 and spot the ball there. Replays show that the ball did not touch the sideline.
Ruling: Reviewable, but the recovery must occur in the immediate continuing action to change the ruling. If players did not continue to play through the recovery, then it is B’s ball first-and-10 on B35.

A.R. 15.32  Recovery at sideline
Fourth-and-9 on A25. A punts and the ball is muffed by B2 at the B25. A2 recovers the ball there with one foot on the sideline. Officials award possession to A.
Ruling: Reviewable. B’s ball first-and-10 on B25. Only the Replay Official can initiate a review of this play.
BALL TOUCHING OBJECT/GROUND
A.R. 15.33 Ball hitting guide wire
Fourth-and-4 on A33. A punts and the ball hits the guide wire for an overhead camera and lands at the B48 where it is downed by A20. Officials spot the ball there.
Ruling: Reviewable. A’s ball fourth-and-4 on A33. Reset the clock to the time at the snap, and start on snap.

A.R. 15.34 Ball hitting the ground before reaching the punter
Fourth-and-11 on B45. B1 is called for running into the kicker. Replays show the ball hit the ground before the punter caught it.
Ruling: Reviewable. Whether the ball hit the ground in the field of play before being touched is reviewable, and the flag for running into the kicker is picked up.

MUFF VERSUS FUMBLE
A.R. 15.35 Possession of a punt
Fourth-and-10 on A20. B1 attempts to field a punt, but loses the ball at the B40-yard line. A3 recovers there. The officials rule fumble, and A3 is allowed to advance for a touchdown. Replays show that B1 never had control of the ball before it hit the ground.
Ruling: Reviewable. A’s ball first-and-10 on B40. Whether a punt was muffed or fumbled is reviewable. Reset the clock to when A3 recovered the ball. Only the Replay Official can initiate a review of this play.

A.R. 15.36 Possession of a punt
Fourth-and-10 on A20. B1 attempts to field a punt, but fumbles the ball at the B40, A3 recovers there and advances the ball across B’s goal line. Officials rule that B3 muffed the ball and kill the play when A3 recovers it.
Ruling: Reviewable. A’s ball first-and-10 on B40. Whether the punt was muffed or fumbled is reviewable, but no advance can be given. The touching of the kick by B1 is also reviewable. Only the Replay Official can initiate a review of this play.

NON-REVIEWABLE SITUATIONS ON SCRIMMAGE KICKS
A.R. 15.37 Spot of untouched kick out of bounds
Fourth-and-5 on A45. A’s airborne punt goes out of bounds untouched at the 9-yard line. Officials mark the ball at the 4-yard line.
Ruling: Not reviewable. The spot where an airborne kick crosses the sideline is not reviewable.

A.R. 15.38 Blocking into a kicked ball
Fourth-and-8 on A33. A’s punt is rolling at the B31 where A1 blocks passive player B1 into the ball. A2 picks up the ball and the officials award possession to A.
Ruling: Not reviewable. While touching of a kick is reviewable, being blocked into a kicked ball is not. Replay can review the touch by B and possession by A.

A.R. 15.39 Fair catch interference
Fourth-and-18 on A40. B1 signals for a fair catch, but is contacted by A1 before he can catch the ball. The ball bounces off B1 to the B35. A1 recovers the ball there and the officials award Team A possession with no flags on the play.
Ruling: Not reviewable. The action that creates a foul for fair catch interference or interference with the opportunity is not reviewable. The only reviewable aspect of this play is whether B1 touched the ball and whether A1 recovered it.

A.R. 15.40 Invalid fair catch signal
Fourth-and-5 on A35. On a punted ball B1, who is standing at the B30-yard line, extends his right arm straight up in the air for a second and brings it back down. B1 is awarded with a valid fair catch.
Ruling: Not reviewable. Fair catch signal is not reviewable.

A.R. 15.41 Advance by fair catch signaler
Fourth-and-7 on A35. B1 signals for a fair catch. The ball hits the ground and bounces to B1 who scores a TD.
Ruling: Not reviewable. A fair catch signal is not reviewable.

RUNNING PLAYS
On running plays, replay can review whether a player advanced the ball across the line to gain or the goal line. This is reviewable in the field of play and at the sideline.

The next situation involves a player allowed to advance by the officials because he is ruled not down by contact or not out of bounds. Replay can review whether the player should have been down by contact or out of bounds before the advance. If the officials put the player down or out of bounds, replay can only review the position of the ball in relation to the line to gain or the goal line, and can award a TD or fumble (with clear recovery) that occurs before the runner takes two additional steps.

If the officials rule forward progress, then replay can only review the position of the ball in relation to the line to gain or goal line. If the line to gain or goal line is not involved then forward progress is not reviewable.

If a runner’s helmet comes off during the play, this is treated the same as down by contact. Replay can review the position of the ball in relation to the line to gain or the goal line when the runner’s helmet came completely off his head.

LINE TO GAIN
A.R. 15.42 Line to gain in field of play
Third-and-10 on A20. A2 takes a handoff and runs close to the first down marker. Officials spot the ball at the 29 even though A1 had the ball extended to the 31-yard line when his knee hit at the 29.
Ruling: Reviewable. A’s ball first-and-10 on A31.

A.R. 15.43 Line to gain at the sideline
Third-and-4 on A36. A1 runs near the sideline and is pushed out of bounds at the A40. Officials rule that the ball crossed the sideline at the A39 and make it fourth down. Replays show that the ball crossed the sideline at the A41.
Ruling: Reviewable. A’s ball first-and-10 on A41.

A.R. 15.44 Line to gain at the sideline, player ruled out of bounds
Third-and-5 on A35. A1 runs near the sideline and officials rule that he stepped out of bounds at the A39 and spot the ball there. Replays show that A1 did not step out of bounds at the A39, and when his foot was near the sideline, the ball was at the A40.
Ruling: Reviewable. A’s ball first-and-10 on A40. Whether A1 stepped out of bounds at the A39 is not reviewable. However, the spot of the ball when A1 was ruled out of bounds is reviewable in relation to the line to gain.

A.R. 15.45 Forward progress related to line to gain
Third-and-10 on B20. A1 runs to the B9-yard line and then gets driven back by defenders. Officials rule forward progress was stopped at the 11-yard line.

A.R. 15.46 Forward progress near sideline
Second-and-3 on B43. QBA1 throws a forward pass to A2 at the B40 where he is contacted by B3. A2 runs forward to the B39 and is then driven backwards and out of bounds at the B41. Officials rule A2 out of bounds, stop the clock and mark the ball short of the line to gain at the B41. Team A wants to challenge that the forward progress of A2 was stopped beyond the line to gain.
Ruling: Reviewable play. Forward progress is reviewable in relation to the line to gain and the goal line. Because the line to gain was involved, A2’s forward progress is reviewable, and the ball can be placed at the spot of farthest forward progress as long as the defender continuously contacted the runner as he was pushed out of bounds. Replay can also review where the ball was when A2 first touched out of bounds. A’s ball first-and-10 at the B39 and wind on the ready for play. Team A is not charged a timeout.

A.R. 15.47 Re-spotting of ball
Third-and-3 on A40. A2 takes a handoff and is tackled near the line to gain. The officials spot the ball at the A41. The team A coach challenges that the ball reached the line to gain. Replays show the spot was actually the A42.
Ruling: Reviewable play. A’s ball, fourth-and-1 on A42. The ball is re-spotted at the 42, but since the line to gain was not reached Team A loses the challenge and is charged a timeout.

A.R. 15.48 Cannot move the ball away from line to gain
Third-and-3 on A40. A2 takes a handoff and is tackled near the line to gain. The officials spot the ball at the A42. Team A’s coach challenges that the ball reached the line to gain. Replays show the spot was actually the A41.
Ruling: Reviewable play. A’s ball, fourth-and-1 on A42. Team A can challenge the spot in relation to the line to gain, but if the spot is missed replay cannot move the ball farther away from the line. He can only move it closer to the line and re-measure. Team A loses challenge and timeout.

DOWN BY CONTACT
A.R. 15.49 Runner down by contact
First-and-10 on A30. A2 takes a handoff and runs to the A40-yard line where he is hit by a defender and his right knee hits the ground, but he continues to run and is eventually tackled at the B43-yard line. Officials rule the runner down at the B43.
Ruling: Reviewable. A’s ball first-and-10 on A40, no clock adjustment.

A.R. 15.50 Runner down by contact
First-and-10 on A30. A2 takes a handoff and runs to the A45 where he is hit by B3 causing him to stumble and before he can regain his balance he goes to the ground at the 50 where he gets up and advances to the B20.
Ruling: Reviewable. A’s ball first-and-10 on A50, no clock adjustment. If the runner does not regain his balance he is down by contact when a body part other than the hands or feet touch the ground.

A.R. 15.51 Receiver down by contact
First-and-10 on A30. A2 jumps to catch a pass at the B38 and controls the ball while airborne. B2 jumps to try to bat the pass down and makes contact with A2. They separate and A2 goes to the ground. He immediately gets up and advances the ball for a TD which the officials allow.
Ruling: Reviewable. A’s ball first-and-10 on B38, no clock adjustment. If the contact occurs after the receiver gains control of the ball, then he is down by contact when a body part, other than the hands or feet, touches the ground. Only the Replay Official can initiate a review of this play.

OUT OF BOUNDS
A.R. 15.52 Runner stepping out of bounds
First-and-10 on A30. A2 takes a handoff and runs to the B24-yard line where he is pushed out of bounds. Replays show that A2 stepped on the sideline at the B42-yard line.
Ruling: Reviewable. A’s ball first-and-10 on B42. Reset clock to when A2 stepped out of bounds.

RUNNER LOSES HELMET
A.R. 15.53 Line to gain
Third-and-6 on B46. A1 runs to the B40 and gets hit, causing his helmet to come off. Officials kill the play and spot the ball at the B41. Replays show that the ball was at the B40 when the helmet came completely off his head.
Ruling: Reviewable Play. A’s ball first-and-10 on B40. The helmet coming off is treated just like down by contact.

NON-REVIEWABLE SITUATIONS ON RUNNING PLAYS
A.R. 15.54 Down by contact
First-and-10 on A20. A2 takes a handoff and runs to the A25 where he is hit by B3 causing him to stumble and his left knee appears to hit the ground at the A28 but he regains his balance and runs out of bounds at the A40. Officials rule the runner down at the A28. Replays show that he was not down.
Ruling: Not reviewable. A’s ball second-and-2 on A28. On this type of play, once an official rules down by contact, replay cannot award any further advance.

A.R. 15.55   Runner stepping out of bounds
Second-and-10 on A10. A2 takes a handoff and the officials’ rule that he steps out of bounds at the A16-yard line. Replays show that A2 did not step out at the A16.
Ruling: Not reviewable. A’s ball third-and-4 on A16.

A.R. 15.56   Forward progress not involved with line to gain or goal line
Second-and-10 on B45. A2 takes a handoff and is tackled in bounds at the B36. Officials rule his forward progress was stopped there and make it third-and-one. The defense challenge that the runner’s forward progress was stopped at the B37.
Ruling: Not reviewable. A’s ball third-and-1 on B36. The team must challenge that the line to gain was either made or not made in order for play to be reviewable.

FUMBLES (LOOSE BALLS)
There are several situations involving fumbles that are reviewable. The most frequent is whether a runner fumbled or was down by contact. If the ruling on the field is a fumble, then replay can determine whether the runner was down by contact, out of bounds, or that his helmet came completely off before he lost possession. Replay cannot rule on whether his forward progress was stopped before the fumble.

If a runner is ruled down or out of bounds, but he really fumbled the ball, there must be a clear recovery in the continuing action after the fumble in order to give the ball to the recovering team.

Replay can also review whether a loose ball touched a boundary line, or anything on a boundary line, including the pylon. If there is no video evidence as to which player recovered the loose ball, the ruling on the field stands.

A.R. 15.57   Runner down before fumble
First-and-10 on A20. A2 takes a handoff and runs to the A25 where he is hit by a defender and loses the ball and B1 recovers. Officials rule fumble and give possession to B. A1’s left knee hit the ground before he lost the ball.
Ruling: Reviewable. A’s ball second-and-5 on A25. Only the Replay Official can initiate a review of this play.

A.R. 15.58   Runner not down, back of hand or wrist touches
First-and-10 on A20. A2 takes a handoff and runs to the A25 where he is hit by a defender and loses the ball and B1 recovers. Officials rule fumble and give possession to B. The back of A2’s hand and wrist touched the ground before he lost control of it.
Ruling: Reviewable. B’s ball first-and-10 on A25. Any part of the hand or wrist does not put a player down. Any part of the arm above the wrist will put a player down. The same holds true for the foot or the ankle. It must be above the ankle (shin/calf) to put a player down. Only the Replay Official can initiate a review of this play.

A.R. 15.59   Runner down, any body part other than hand or foot touches
First-and-10 on A20. A2 takes a handoff and runs to the A25 where he is hit by a defender and loses the ball and B1 recovers. Officials rule fumble and give possession to B. A2’s left shin hit the ground before he lost control of the ball.
Ruling: Reviewable. A’s ball second-and-5 on A25. Any part of the leg above the ankle will put a player down. Only the Replay Official can initiate a review of this play.

A.R. 15.60   Runner out of bounds before fumble
First-and-10 on A20. A2 takes a handoff and runs to the A35 near the sideline where he is hit by a defender and loses the ball and B1 recovers. The officials rule fumble and give possession to B. A2’s left foot was out of bounds before he lost the ball.
Ruling: Reviewable. A’s ball first-and-10 on A35, reset the clock to when A2 stepped out of bounds. Only the Replay Official can initiate a review of this play.

DOWN BY CONTACT—CLEAR RECOVERY
A.R. 15.61   Runner fumbled, clear recovery
First-and-10 on 50. A2 takes a handoff and runs to the B40 where he loses the ball and B1 recovers at the B42 and advances into A’s end zone. Officials rule A2 was down by contact at the B40. Replays show that A2 lost the ball before he was down by contact.
Ruling: Reviewable. B’s ball first-and-10 on B42. Replay can give the ball to B, but cannot award an advance. Reset the clock to the time when B1 recovered the ball.

A.R. 15.62   Runner fumbled, no clear recovery
First-and-10 on 50. A2 takes a handoff and runs to the B42 where he loses the ball and several players from both teams attempt to recover it in a pile. Officials rule that A2 was down by contact at the B42, but replays show he fumbled.
Ruling: Reviewable. A’s ball second-and-2 on B42. There must be a clear recovery in order to change the ruling to a fumble. If there is no clear recovery, then the ball goes back to team A at the down by contact spot and the defense loses the challenge and a timeout. A player coming out of a pile with the ball is not a clear recovery.

A.R. 15.63   Runner fumbled, touchback
First-and-goal on B5. A2 takes a handoff and runs to the B1 near the goal line pylon. He gets hit and fumbles the ball through the end zone before he is down by contact. The officials rule A2 down at the B1.
Ruling: Reviewable. B’s ball first-and-10 on B20. If there is clear visual evidence that the ball went out of bounds through the end zone in the continuing action after the fumble, then replay can make it a touchback.

OUT OF BOUNDS—CLEAR RECOVERY
A.R. 15.64   Runner fumbled, clear recovery
First-and-10 on 50. A2 takes a handoff and runs to the B40 where he loses the ball and B1 recovers at the B42 and advances into A’s end zone. Officials rule that A2 was out of bounds at the B40. A2 lost the ball before he was out of bounds.
Ruling: Reviewable. B’s ball first-and-10 on B42. Replay can give the ball to B, but there will be no advance. Reset game clock if wound before the review. There must be video evidence of a clear recovery in bounds or the ruling on the field stands.

A.R. 15.65  Runner fumbled, touchback
First-and-goal on B5. A2 takes a handoff and runs to the B1 near the goal line pylon. He gets hit and fumbles the ball through the end zone. The officials rule A2 out of bounds at the B1.
Ruling: Reviewable. B’s ball first-and-10 on B20. If there is clear visual evidence that the ball went out of bounds through the end zone in the continuing action after the fumble, replay can make it a touchback.

A.R. 15.66  Fumble backward out of bounds
First-and-10 on A5. A2 takes a handoff and runs to the A7 near the sideline. He gets hit and loses the ball which goes out of bounds at the A1. The officials rule A2 out of bounds at the A7. Replays show that A2 lost the ball before he stepped out of bounds.
Ruling: Reviewable. A’s ball second-and-14 on A1. In this play, if there is clear visual evidence that the ball went out of bounds in the field of play, then replay can put it at that spot after the review. If there is no video evidence that the ball went out of bounds in the field of play or through the end zone, then the ruling on the field stands.

RUNNER LOSES HELMET—FUMBLE
A.R. 15.67  Helmet comes off before fumble
First-and-10 on A20. A2 takes a handoff and runs to the A25 where he is hit by a defender and loses the ball and B1 recovers. Officials rule fumble and give possession to B. A1’s helmet came completely off his head before he lost control of the ball.
Ruling: Reviewable. A’s ball second-and-5 on A25. Only the Replay Official can initiate a review of this play.

A.R. 15.68  Fumble before helmet comes off
First-and-10 on A20. A2 takes a handoff and runs to the A25 where he is hit by a defender and loses the ball and B1 clearly recovers. Officials rule that A1’s helmet came completely off before he lost control of the ball. Replays show that the ball was loose before the helmet came off.
Ruling: Reviewable. B’s ball first-and-10 on A25, reset the clock to when B1 recovered the ball. There must be a clear recovery in the continuing action after the fumble in order to give the ball to the recovering team.

LOOSE BALL RECOVERY IN FIELD OF PLAY
A.R. 15.69  Loose ball recovery in field of play
First-and-10 on 50. A2 takes a handoff and runs up the middle to the B47 and fumbles. Replays show that B1 recovers in the field of play and is contacted by an opponent. Officials rule that A3 recovered.
Ruling: Reviewable. B’s ball first-and-10 on B47. Possession of a loose ball between opponents is reviewable in the field of play and the end zone.

A.R. 15.70  Simultaneous recovery of loose ball
First-and-10 on A20. A2 runs to the A25 and fumbles. Replays show that A1 and B1 recover simultaneously in the middle of the field. Officials give the ball to Team B.
Ruling: Reviewable. A’s ball second-and-5 on A25. Wind clock. This play is reviewable in the field of play and in the end zone. Only the Replay Official can initiate a review of this play.

LOOSE BALL RECOVERY AT SIDELINE
A.R. 15.71  Recovery of a fumble in relation to the sideline
First-and-10 on A20. A2 runs to the A28 and fumbles. Replays show B1 recovers at the A30 with one foot on the sideline. Officials give ball to Team B.
Ruling: Reviewable. A’s ball second-and-2 on A28, wind clock. Forward fumble out of bounds, bring ball back to spot of fumble. Only the Replay Official can initiate a review of this play.

A.R. 15.72  Going to the ground to recover loose ball
First-and-10 on A20. A1 runs to the A35-yard line and fumbles. B1 goes to the ground to recover the ball at the A34 but loses possession after hitting the ground out of bounds. Officials award the ball to B at the A34.
Ruling: Reviewable. A’s ball first-and-10 on A34, wind clock. Gaining possession of a fumble is treated in the same manner as catching a pass. If he is going to the ground, the player must maintain control until after his initial contact with the ground in order to establish possession. Only the Replay Official can initiate a review of this play.

A.R. 15.73  Player must re-establish
First-and-10 on A20. A2 runs to the A25 and fumbles. B1 leaps from out of bounds and touches the ball at the A27 before re-establishing himself in the field of play. B2 then recovers the ball inbounds at the A29. Officials give the ball to B.
Ruling: Reviewable. A’s ball second-and-5 on A25, reset the clock to the time when B1 touched the ball and then wind. Only the Replay Official can initiate a review of this play.

LOOSE BALL HITTING SIDELINE
A.R. 15.74  Ball out of bounds
First-and-10 on A20. A2 runs to the A28 and fumbles. The ball hits the sideline at the A30 and bounces back into the field of play where B1 recovers. Officials give ball to Team B at the 30-yard line.
Ruling: Reviewable. A’s ball second-and-2 on A28, reset game clock and then wind. Only the Replay Official can initiate a review of this play.

A.R. 15.75  Ball not out, clear recovery
First-and-10 on A20. A2 runs to the A28 and fumbles. The ball hits near the sideline at the A30 and is recovered by B1 at the A32. Officials rule the ball hit the sideline and give the ball back to A. Replays show the ball did not hit the sideline.
Ruling: Reviewable. B’s ball first-and-10 on A32. If there is a clear recovery in the continuing action after the ball hit the ground, replay can give the ball to that team at that spot. If there is no clear recovery, the ruling on the field stands.

NON-REVIEWABLE SITUATIONS ON FUMBLES
A.R. 15.76  Forward progress before ball coming loose
First-and-10 on 50. A2 takes a handoff and runs up the middle to the B47 where he gets hit and loses the ball. The Down Judge ruled that A2’s progress had been stopped before the ball came loose.
Ruling: Not reviewable. A’s ball second-and-7 on B47. Forward progress as it relates to a fumble or potential fumble is not reviewable.

A.R. 15.77  Fumble before forward progress
First-and-10 on 50. A2 takes a handoff and runs up the middle to the B47 where he gets hit and loses the ball as he is being driven back by defenders. The Down Judge rules fumble and B77 recovers at the B45.
Ruling: Not reviewable. B’s ball first-and-10 on B45. Forward progress as it relates to a fumble or potential fumble is not reviewable.

FOURTH DOWN/TWO-MINUTE FUMBLE/FUMBLE FORWARD OUT OF BOUNDS
If the officials fail to bring the ball back to the spot of a fourth down, two minute, fumble forward out of bounds, or spot of recovery when required to do so by rule, the play is reviewable, and replay can bring the ball back to the spot of the fumble/recovery regardless of whether it involves a score, potential score, a change of possession, or the line to gain.

A.R. 15.78  Fourth-down fumble
Fourth-and-goal on B8. A1 runs to the B3 and fumbles, the ball rolls into the end zone where it is recovered by A4. Officials award touchdown to A.
Ruling: Reviewable. B’s ball first-and-10 on B3. Only the Replay Official can initiate a review of this play.

A.R. 15.79  Two-minute fumble
Second-and-12 on A23. With 1:12 remaining in the second quarter, QBA1 and back A2 muff the exchange at the A20, the ball bounces up to A2 who runs to the A28 where he is tackled. Officials spot the ball at the A28.
Ruling: Reviewable. A’s ball third-and-15 on A20. If the officials fail to bring the ball back to the spot of a fumble or fumble recovery when required to do so by rule, it is a reviewable play.

A.R. 15.80  Two-minute fumble, Team A score
Third-and-goal on B2. With 1:42 remaining in the fourth quarter, QBA1 and back A2 muff the exchange at the B4 and the ball rolls into the end zone where A2 falls on it. Officials award a touchdown to Team A.
Ruling: Reviewable. A’s ball fourth-and-goal on B4. reset the clock to the time when A2 recovered the ball and either team can elect to use a charged team timeout to avoid a 10-second runoff from that time. Since A2 never possessed the ball, the fumbling player is A1. Only the Replay Official can initiate a review of this play.

A.R. 15.81  Two-minute fumble, change of possession
Second-and-10 on A26. With 1:42 remaining in the fourth quarter, A2 catches a pass and runs to the A39 where he is hit and fumbles. A3 picks up the loose ball at the A41 and runs to the 50 where he fumbles. B6 recovers and returns to the A20.
Ruling: Reviewable. A’s ball first-and-10 on A39, reset the clock to the time when A3 recovered the ball and either team can elect to use a charged team timeout to avoid a 10-second runoff from that time. The ball is dead once it is possessed by A3. Team A retains possession at the spot of the fumble. Only the Replay Official can initiate a review of this play.

A.R. 15.82  Two-minute fumble, safety
Third-and-10 on A2. With 0:56 left in the fourth quarter, QBA1 drops back into his end zone and gets hit causing him to fumble the ball. A3 picks up the loose ball in the EZ and runs to the A7 where the officials spot the ball.
Ruling: Reviewable. Safety, SK A20. Reset the clock to the time when A3 recovered the loose ball. Only the Replay Official can initiate a review of this play.

A.R. 15.83  Fourth-down fumble, line to gain
Fourth-and-4 on B34. A1 runs to the B31 and fumbles. The ball is recovered by A2 at the B30 and the officials spot the ball there, first-and-10 for Team A.

A.R. 15.84  Fumble forward out of bounds, line to gain
Third-and-6 on B46. A1 runs to the B41 and fumbles. The ball goes out of bounds at the B39 where the officials spot the ball for A.
Ruling: Reviewable. A’s ball fourth-and-1 on B41.

SPOT OF FUMBLE
When the officials in administering a fourth-down fumble, two-minute fumble, or fumble forward out of bounds bring the ball back to the spot of the fumble, replay can review that spot. When a reversal of another reviewable aspect of a play creates a fourth-down, two-minute, or fumble forward out of bounds, replay will review the spot of the fumble as part of the administration after the review.

NOT INVOLVING LINE TO GAIN/GOAL LINE
A.R. 15.85  Spot of fumble
Second-and-10 on B20. On the first play after the two-minute warning, A1 runs to the B12 and fumbles. A2 recovers at the B5-yard line. Officials move the ball to the B16-yard line instead of the B12.
LINE TO GAIN/GOAL LINE

A.R. 15.86 Fumble forward out of bounds, goal line
Third-and-12 on A2. Back A2 gets hit in the end zone and fumbles the ball which goes out of bounds at the A5. The officials bring the ball back to the A1 and spot the ball there.

A.R. 15.87 Fourth-down fumble, line to gain
Fourth-and-5 on B25. A2 catches a pass and fumbles the ball at the B19-yard line. The ball is recovered by A3 at the B15. Officials bring the ball back to the B21-yard line and give the ball to B.
Ruling: Reviewable. A’s ball first-and-10 on B19. Spot of fumble was beyond the line to gain, wind clock. This is a coach’s challenge for all plays that start before the two-minute warning.

A.R. 15.88 Fumble forward out of bounds, line to gain
Third-and-3 on A27. A2 runs to the A29 and fumbles the ball and it rolls out of bounds at the A33. Officials bring the ball back to the A30 and award a first down to Team A.
Ruling: Reviewable. A’s ball fourth-and-1 on A29, wind clock. Spot of fumble was behind the line to gain.

SPOT OF FUMBLE AFTER REVERSAL

A.R. 15.89 QB pass/fumble
Fourth-and-10 on B20. QBA1 drops back to pass, is hit at the B27 where he loses the ball. A2 catches the ball in mid-air at the B25 and runs to the B5. Officials rule the play a pass, but replays show that A1 lost the ball before his arm started moving forward.
Ruling: B’s ball first-and-10 on B27, reset the clock to the time when A2 caught the ball. Reversal creates fourth-down fumble administration.

A.R. 15.90 Fumble forward out of bounds
First-and-10 on B20. A1 runs to the B18-yard line and fumbles. B2 recovers at the B15-yard line where the officials award Team B possession. Replays show that B2 had his foot on the sideline when recovering the ball.
Ruling: A’s ball second-and-8 on B18, wind clock. Reversal creates fumble forward out of bounds administration. Only the Replay Official can initiate a review of this play.

PASSING PLAYS

Whether a pass is complete or incomplete is reviewable at all times. This includes in the field of play, at a sideline, and in an end zone.

In order to complete a catch, there are three primary requirements that must be met. First, the player must gain firm grip and control of the ball. Second, he must get two feet or another part of the body, other than his hands, on the ground inbounds. And, after these first two requirements have been met, he must maintain control of the ball long enough to clearly become a runner. A player has the ball long enough to become a runner when after his second foot is on the ground he is capable of avoiding or warding off impending contact by an opponent, tucking the ball away, turning up field, or taking additional steps. If the player does not complete all three of the requirements, then the pass is incomplete. These guidelines apply both on the field and in replay.

In all pass situations, if a player goes to the ground before completing the requirements for a catch, he must maintain control of the ball until after his initial contact with the ground. A player is going to the ground in the act of attempting to catch a pass if he is unable to remain upright long enough to demonstrate that he is clearly a runner. In the field of play or in the end zone, if the player loses control of the ball during his initial contact with the ground, and the ball hits the ground, then the pass is incomplete. If the receiver is contacting the sideline, any loss of control during his initial contact with the ground will make the pass incomplete, regardless of whether the ball touches the ground.

PASSES IN FIELD OF PLAY

A.R. 15.91 Process complete
Third-and-5 on A30. Pass over the middle to the B45 is ruled incomplete. Replay shows that receiver A2 had his hands under the ball and it never hit the ground.
Ruling: Reviewable. Pass is complete, A’s ball first-and-10 on B45. Wind clock on ready.

A.R. 15.92 Does not complete process
Third-and-5 on A30. Pass over middle is ruled complete at the B45. Replays show that the ball hit the ground before the receiver gained control.
Ruling: Reviewable. Incomplete pass. A’s ball fourth-and-5 on A30. Reset the clock to the time when the ball hit the ground.

A.R. 15.93 No advance allowed
Third-and-10 on 50. Pass to the B30-yard line is close to the ground as defender B1 attempts to intercept it. B1 knocks the ball into the air, A2 catches it and runs for a touchdown, but the Back Judge comes in and rules the pass incomplete. Replays show that the ball never hit the ground.
Ruling: Reviewable. A’s ball first-and-10 on B30. In this situation, the ball is dead where A2 gained possession, no advance can be given.

A.R. 15.94 Going to the ground, does not complete process
Third-and-5 on A30. Pass over middle is ruled complete at the B45. Replays show that the receiver controlled the ball while going to the ground, but when his upper body hit, the nose of the ball touched the ground and then he lost control of it.
Ruling: Reviewable. Incomplete. A’s ball fourth-and-5 on A30. Reset the clock to the time when the ball hit the ground. Receiver is going to the ground and must maintain control of the ball until after his initial contact with the ground.
A.R. 15.95  Process complete before going to ground
Third-and-10 on A20. Pass over the middle is ruled incomplete at the A30. The receiver controlled the pass, got both feet completely on the ground and after turning up field was hit, causing him to go to the ground where he lost the ball when he landed.
Ruling: Reviewable. Completed pass and down. A’s ball first-and-10 on A30. The receiver had completed the catch before the contact by the defender so he was not going to the ground in the process of making the catch. When he hit the ground he was down by contact.

A.R. 15.96  Does not become runner before going to ground
Third-and-10 on A20. Pass over the middle is ruled incomplete at the A30. The receiver controlled the pass with one foot down and was then contacted by a defender. As he went to the ground, he got his second foot down and then, still in control of the ball, he reached out for the line to gain, losing the ball when he landed.
Ruling: Reviewable. Incomplete pass. A’s ball fourth-and-10 on A20. In this situation, the receiver did not have the ball long enough to clearly become a runner before going to the ground. To complete the catch, he must maintain control until after his initial contact with the ground. The act of reaching out with the ball while going to the ground does not trump the requirement to maintain control of the ball when he lands.

A.R. 15.97  Possession of pass
First-and-10 on A20. Both A2 and B3 jump up to catch a pass at the A45. Both players go to the ground and A2 ends up with the ball and the pass is ruled complete. Replays show that B3 completed the catch and A2 pulled it free after both players were on the ground. Team B attempts to challenge. Reset the clock to the time when B3 was down by contact. This play is reviewable in the field of play and the end zone. Can also review whether the pass was complete or incomplete.

A.R. 15.98  Simultaneous catch
First-and-10 on A20. Both A2 and B3 jump up to catch a pass at the A45. Both players go to the ground and B3 ends up with the ball and the pass is ruled intercepted. Replays show that the catch was simultaneous.
Ruling: Reviewable. A’s ball first-and-10 on A45. A simultaneous catch in the field of play is reviewable. Can also review whether the pass was complete or incomplete. Only the Replay Official can initiate a review of this play.

PASSES AT SIDELINE
A.R. 15.99  Both feet down inbounds
Third-and-10 on A30. A2 controls a pass near the sideline and gets both feet down inbounds at the 50-yard line and maintains control as he goes out of bounds. The officials rule the pass incomplete.

A.R. 15.100  Foot drag, pass complete
Third-and-10 on A30. A2 controls a pass and gets his left foot down in bounds at the 50. As his right foot comes down, he drags his toes inbounds and then the foot hits out of bounds. Officials rule incomplete.

A.R. 15.101  Heel/toe
Third-and-10 on A30. A2 controls a pass and gets his left foot down in bounds at the 50. As his right foot comes down, the heel hits in bounds and in the normal motion of taking a step, his toes hit out of bounds. Officials rule complete.
Ruling: Reviewable. A’s ball fourth-and-10 on A30. Incomplete. Adjust clock if wound before review. If any part of the foot hits out of bounds during the normal process of taking a step (no drag or delay), then the foot is out of bounds.

A.R. 15.102  No force-out
Second-and-10 on 50. Pass goes to A2 near the sideline at the B35. A2 controls the ball while airborne, but before he can get both feet down he is knocked out of bounds by defender B3 where he maintains control of the ball when he lands. Official rules complete.
Ruling: Reviewable. Incomplete pass. A’s ball third-and-10 on 50. Adjust clock if wound before review. For the pass to be complete in this situation, the receiver must be carried out of bounds by the defender.

A.R. 15.103  Receiver who is out of bounds making catch
First-and-10 on A20. Wide Receiver A1 leaps and catches a legal forward pass at the 50 and runs for a touchdown. Replays show A1’s left foot on the sideline right before he jumped.
Ruling: Reviewable. Incomplete pass, A’s ball second-and-10 on A20. Reset game clock to the time when the receiver touched the ball. Only the Replay Official can initiate a review of this play.

A.R. 15.104  Pass complete, no advance
First-and-10 on A20. QBA1 throws a pass to A2 who leaps at the A35-yard line near the sideline, makes the catch and runs for a touchdown. Officials rule A2 was out of bounds before making the catch and did not re-establish in bounds, making the pass incomplete. Replays show that A2 was never out of bounds.
Ruling: Reviewable. Complete pass. A’s ball first-and-10 on A35. On these plays, replay can award a catch, but not the advance, since the original ruling was incomplete. Wind clock on ready.

A.R. 15.105  Going to the ground, ball hits ground
First-and-10 on A20. QBA1 throws a pass to A2 at the A35-yard line near the sideline. As A2 is going to the ground to make the catch, he gains control of the ball, gets both feet down in bounds, and then loses the ball when he hits the ground out of bounds. Officials rule complete.
Ruling: Reviewable. Incomplete Pass. A’s ball second-and-10 on A20. Adjust clock if wound before review. Receiver is going to the ground in an attempt to make the catch and must maintain control of the ball until after his initial contact with the ground.
A.R. 15.106 Going to the ground at sideline, ball does not hit ground
First-and-10 on A20. QBA1 throws a pass to A2 at the A35 near the sideline. As A2 is going to the ground to make the catch, he gains control of the ball, gets both feet down in bounds and momentarily loses control of the ball when he hits the ground out of bounds. He regains control before the ball touches the ground. Officials rule complete.
Ruling: Reviewable. Incomplete Pass. A’s ball second-and-10 on A20. Adjust clock if wound before review. Receiver is going to the ground and must maintain control of the ball until after his initial contact with the ground. If he is touching the sideline, any loss of control during the process of the catch makes the pass incomplete.

A.R. 15.107 Simultaneous catch
First-and-10 on A20. QBA1 throws a pass to A2 near the sideline at the A35. A2 and B2 jump up to catch the pass, A2 comes down inbounds, but B2’s left foot hits the sideline before the rest of his body lands in bounds. Officials rule simultaneous catch and give ball to A at the 35-yard line.
Ruling: Reviewable. Incomplete pass. A’s ball second-and-10 on A20. Adjust clock if wound before review. When a simultaneous catch is ruled in the field of play or the sideline, replay can rule on which player completed the catch, and also whether the pass is complete or incomplete. On this play, both players must complete the process of the catch for it to be a completed pass.

NON-REVIEWABLE SITUATIONS ON PASSES
A.R. 15.108 Down by contact
First-and-10 on A20. QBA1 scrambles to the A17 where he is hit by B3 and stumbles as he releases a pass that falls incomplete at the A30. The Referee rules that the A1’s left knee was down before he released the ball. Replays show that he was still up when he threw the pass.
Ruling: Not reviewable. A’s ball second-and-13 on A17. When a player is ruled down by contact, replay cannot make it a pass (forward or backward).

A.R. 15.109 Out of bounds
First-and-10 on A20. QBA1 scrambles near the sideline to the A17 and throws a pass that is caught by A2 at the A30. The Referee rules that the QB’s left foot was out of bounds before he released the ball. Replays show that his foot was not out of bounds.
Ruling: Not reviewable. A’s ball second-and-13 on A17. On this type of play, once an official rules the player out of bounds, replay cannot make it a pass (forward or backward).

PASS COMPLETE AND FUMBLE OR INCOMPLETE
Replay can review whether a pass was complete and a fumble or the receiver did not gain possession of the ball and it should be incomplete. If the receiver is going to the ground to make the catch, then he must maintain control of the ball until after his initial contact with the ground.

If a player has firm control of the ball with two feet completely down inbounds, and has the ball long enough to clearly become a runner before losing it, then it is a catch and fumble. If the receiver loses the ball simultaneous or near simultaneous with the second foot coming down (bang-bang), then the pass is incomplete.

When a pass is ruled incomplete, the defense can challenge that it was a catch and fumble and gain possession of the ball if there is a clear recovery. The Replay Official can also initiate a review of this play if it occurred after the two-minute warning or during overtime. If there is video evidence of a clear recovery by either team, the ball will be awarded to that team at the spot of the recovery, but no advance will be allowed. On fourth down or inside two minutes, the ball will be brought back to the spot of the fumble if recovered beyond it. If there is no video evidence of a clear recovery or ball going out of bounds, then the ruling of incomplete stands.

TIME ELEMENT
A.R. 15.110 Receiver completes time element requirement
First-and-10 on A20. QBA1 throws a forward pass to A2 at the A35-yard line. A2 catches it and is hit by a defender causing him to lose the ball and B3 falls on it at the A35. Officials rule the pass complete and a fumble. Replays show the receiver had control, two feet completely down and turned upfield before he was hit causing him to lose the ball.
Ruling: Reviewable, if the receiver maintains control of the ball long enough to clearly become a runner, then it is a catch and fumble in the field of play. B’s ball first-and-10 on A35. Only the Replay Official can initiate a review of this play.

A.R. 15.111 Receiver does not complete time element requirement
First-and-10 on A20. QBA1 throws a forward pass to A2 at the A28 who takes two steps and gets hit by a defender causing him to lose the ball and B3 falls on it at the A35. Officials rule the pass complete and a fumble. Replays show that the receiver lost the ball just as his second foot hit the ground.
Ruling: Reviewable, incomplete pass. A’s ball second-and-10 on A20, reset the clock to the time when the ball hit the ground. Only the Replay Official can initiate a review of this play.

BALL CONTROL
A.R. 15.112 Does not establish control, incomplete
First-and-10 on A20. QBA1 throws a forward pass to A2 at the A28 who takes two steps and gets hit by a defender. The ball comes out and B3 falls on it. Officials rule the pass complete and a fumble and give the ball to B. Replays show that A2 did not gain control of the ball before he got hit.
Ruling: Reviewable. Incomplete pass, A’s ball second-and-10 on A20. Reset the clock to the time when the ball hit the ground, and start on snap. Only the Replay Official can initiate a review of this play.
GOING TO GROUND
A.R. 15.113  Going to ground before becoming runner
Second-and-9 on A18. QBA1 throws a pass to A2 at the A31. A2 controls the ball and just as his second foot touches the ground, he is contacted by a defender and driven to the ground. Before the receiver hits the ground, the defender pulls the ball loose. B3 recovers the loose ball and returns to the A5. Officials rule catch and fumble.
Ruling: Reviewable. Incomplete pass. Because the receiver did not have the ball long enough to become a runner before being contacted and taken to the ground, he must maintain control of the ball until after his initial contact with the ground. A’s ball third-and-9 on A18. Adjust clock and start on the snap. Only the Replay Official can initiate a review of this play.

POSSESSION AFTER FUMBLE
A.R. 15.114  Clear recovery
Second-and-6 on B35. QBA1 throws a forward pass to A2 at the B27 who catches it and is hit by a defender, causing him to lose the ball and B3 falls on it. Officials rule the pass incomplete.
Ruling: Reviewable. B’s ball first-and-10 on B27. The defense can gain possession if there is video evidence of a clear recovery.

A.R. 15.115  Loose ball out of bounds
First-and-10 on A20. QBA1 throws a forward pass to A2 near the sideline. A2 gains control of the ball, takes two steps, turns up field, and is then hit by a defender causing him to lose the ball at the A40. It goes out of bounds at the A44. Officials rule the pass incomplete.
Ruling: Reviewable, A’s ball first-and-10 on A40. The ball going out of bounds is treated like a clear recovery. If the ball is fumbled forward out of bounds, the ball comes back to spot where the player lost control of it. If the ball is fumbled backward out of bounds, the ball is placed at the out-of-bounds spot.

PASSES IN END ZONE
The rules regarding whether a pass is complete or incomplete in the field of play also apply to the end zone. The only difference is that a player cannot catch and fumble the ball in his opponent’s end zone, since the play is over once he completes the catch.

TIME ELEMENT
A.R 15.116  Completes time element requirement
First-and-goal on B5. A1 clearly controls a pass in the end zone with both hands above his head, gets two feet completely down and tucks the ball under his arm before B3 knocks it loose. Officials rule the pass incomplete.
Ruling: Reviewable. Touchdown. If the receiver maintains control of the ball long enough to become a runner, then it is a catch and score.

A.R. 15.117  Does not complete time element requirement
First-and-goal on B5. A1 clearly controls a pass in the end zone, gets one foot down and just as his second foot hits the ground, he loses the ball and remains upright. Officials rule the pass incomplete.
Ruling: Reviewable. A’s ball second-and-goal on B5. Incomplete pass. In this situation, the receiver did not maintain control of the ball long enough to clearly become a runner.

GOING TO GROUND
A.R. 15.118  Going to ground, incomplete
First-and-goal on B5. A1 controls a pass in the end zone as he is going to the ground. He loses the ball when he hits the ground. The officials rule the pass complete.
Ruling: Reviewable. Incomplete pass. If the receiver is going to the ground to make the catch he must maintain control until after his initial contact with the ground. Only the Replay Official can initiate a review of this play.

A.R. 15.119  Process complete before going to ground
First-and-goal on B5. A1 clearly controls a pass in the end zone, gets two feet completely down, tucks the ball and starts to turn before he is hit by a defender, causing him to go to the ground where he loses possession of the ball. Officials rule the pass incomplete.
Ruling: Reviewable. Touchdown. If the receiver maintains control of the ball long enough to become a runner before the contact by the defender causes him to go to the ground, then it is a catch and score.

PYLON
A.R. 15.120  Body part touching pylon
Third-and-10 on B25. Wide receiver A2 controls a pass and gets his left foot down inbounds in the field of play, but replays show that his right foot hits the pylon before hitting the ground inbounds in the end zone with the ball breaking the plane of the goal line. Officials rule incomplete pass.
Ruling: Reviewable. Touchdown. Touching a pylon with any part of his body does not put a player out of bounds.

A.R. 15.121  Ball touching pylon
Third-and-10 on B25. Wide receiver A2 controls a pass and gets his left foot down inbounds in the field of play. He reaches for the pylon and the ball touches it before his right foot comes down inbounds in the end zone. Officials rule pass complete for TD.
Ruling: Reviewable. A’s ball fourth-and-10 on B25. Incomplete pass. When a loose ball touches a pylon, it is out of bounds. Since A2 did not complete the catch before the ball touched the pylon, it is a loose ball out of bounds, and the pass is incomplete. Only the Replay Official can initiate a review of this play.

FORWARD PROGRESS IN END ZONE
A.R. 15.122  Driven back into field of play, maintains control
Third-and-goal on B5. Airborne receiver A2 controls a pass in the end zone where he gets contacted by a defender and driven back into the field of play where he lands and holds onto the ball. Officials rule pass complete at the B1-yard line.
Ruling: Reviewable. Touchdown A. As long as the receiver completes the catch he will be awarded a TD. Reset the clock to the time when A2 completed the catch. This is treated the same way as forward progress in the field of play.

A.R. 15.123 Continuous control after contact
Third-and-goal on B5. Airborne receiver A2 controls a pass in the end zone where he gets contacted by a defender and driven back into the field of play where he goes to the ground. When A2 got hit, he lost control of the ball and did not regain it until he landed on the ground at the B1. 

Ruling: Reviewable. A’s ball fourth-and-goal on B1. The receiver must maintain continuous control after the contact in order to be awarded a score in this situation. If the ball hit the ground while loose, it would be an incomplete pass. Only the Replay Official can initiate a review of this play.

A.R. 15.124 No forward progress
Third-and-goal on B5. Airborne receiver A2 controls a pass in the end zone and comes back into the field of play on his own where he lands and is tackled at the B2-yard line. Officials rule TD.

Ruling: Reviewable. A’s ball fourth-and-goal on B2. Since the receiver came back into the field of play on his own, he must get the ball back into the end zone in order for it to be a TD. Only the Replay Official can initiate a review of this play.

QB PASS OR FUMBLE
Replay can always review whether a player threw a forward pass or fumbled. If the passer’s hand comes forward in an obvious forward passing motion with control of the ball, it is considered a forward pass until he begins to bring the ball back toward his body. Once he starts to bring the ball back to his body, any subsequent loss of control is a fumble.

If there is a fumble that is ruled an incomplete pass, and there is a clear recovery, replay can give the ball to the recovering team at the spot of recovery. In this situation, there must be a clear recovery in the continuing action after the fumble in order for the recovering team to get possession at that spot. No advance will be given. If there is no video evidence of a clear recovery or ball going out of bounds, then the ruling of incomplete stands.

HAND COMING FORWARD
A.R. 15.125 Hand coming forward with control
First-and-10 on A20. QBA1 is hit while passing and loses the ball. B1 recovers the ball and returns it for a touchdown. 

Ruling: Reviewable. Incomplete forward pass, A’s ball second-and-10 on A20. Reset the clock to the time when the ball hit the ground. Only the Replay Official can initiate a review of this play.

A.R. 15.126 Fumble
First-and-10 on B20. QBA1 starts to bring his hand forward in an attempt to throw a forward pass to receiver A3. After realizing that A3 is covered, A1 starts to bring the ball back toward his body, but before he gets it all the way back, he loses it and B77 recovers at the B27. The Referee rules fumble.

Ruling: Reviewable. Fumble, B’s ball first-and-10 on B27. Only the Replay Official can initiate a review of this play.

CLEAR RECOVERY
A.R. 15.127 Fumble with clear recovery, no advance allowed
Second-and-10 on A25. QBA1 is hit at the A22 while attempting to throw a forward pass. The ball hits the ground at the A20 and B1 recovers it there and starts to run with it, but the Referee rules incomplete pass. 

Ruling: Reviewable. B’s ball first-and-10 on A20, no advance allowed.

A.R. 15.128 No clear recovery
Second-and-10 on A25. QBA1 is hit while attempting to throw a forward pass. The ball hits the ground at the A20 and goes into a pile, eventually B3 comes out of the pile with the ball. The Referee rules incomplete pass. 

Ruling: Reviewable, but defense cannot gain possession since there was no clear recovery. A’s ball third-and-10 on A25. If there is no clear recovery, the ruling on the field stands.

PASSING MOTION
A.R. 15.129 No forward passing motion
Second-and-10 on A20. QBA1 is under pressure and he brings the ball up towards his head to avoid a defender. He gets hit and the impact causes his hand to go forward and he loses the ball and B recovers at the A17. Officials rule fumble.

Ruling: Reviewable, B’s ball first-and-10 on A17. The QB was not attempting to pass when he lost the ball, so it is a fumble regardless of whether his hand went forward or not. Only the Replay Official can initiate a review of this play.

CANNOT CREATE FOUL AFTER REVERSAL
A.R. 15.130 Intentional grounding
Second-and-10 on A20. QBA1 who is standing in the pocket at the A15 throws the ball into the ground at the A23 to avoid a sack. There are no eligible receivers in the area where the ball hit the ground. The Referee rules fumble and B3 recovers the ball.

Ruling: Reviewable. A’s ball third-and-10 on A20, reset the clock to the time when the ball hit the ground. This is an incomplete pass, but replay cannot create a foul for intentional grounding. The only way a foul for intentional grounding can be enforced in this situation is if the Referee threw his flag and picked it up, or before the review made an announcement that grounding would be enforced if the fumble ruling is reversed to an incomplete pass. Only the Replay Official can initiate a review of this play.

QB SPIKE TO CONSERVE TIME
A.R. 15.131 QB spike
First-and-10 on B33. After completing a pass in the field of play, Team A lines up and QBA1 attempts to spike the ball to stop the
clock. He loses control of the ball before his hand comes forward and it hits the ground where B7 recovers it. The Referee rules incomplete pass. 

Ruling: Reviewable. B’s ball first-and-10 on B33. If there is a clear recovery, replay can award possession to the defense in this situation.

FORWARD/BACKWARD PASSES, ILLEGAL FORWARD PASSES, AND HANDOFFS

All illegal forward passes and handoffs are reviewable. Whether a pass is forward or backward is always reviewable. A pass is forward if it first strikes the ground, or anything else, at a point that is nearer the opponent’s goal line than the point where the ball leaves the passer’s hand. If it is parallel, it is a backward pass. Also, if the quarterback’s hand comes forward with the ball in an obvious forward passing motion and then is hit by a defender causing the ball to go backwards, it is considered a forward pass. If a backward pass is ruled forward and incomplete on the field, after review, replay can give the ball to the opponent if there is a clear recovery in the continuing action. No advance is allowed. If there is no video evidence of a clear recovery or the ball going out of bounds, the ruling on the field of incomplete pass stands. If the ball goes out of bounds through an end zone, it is either a touchback or a safety.

FORWARD/BACKWARD PASS

A.R. 15.132 Backward pass, clear recovery
First-and-10 on A20. QBA1 throws a pass from the A15-yard line that is ruled forward and incomplete. B7 thinking the pass was backward, falls on the loose ball at the A14. Replays show the pass was backward, hitting the ground at the A14. 

Ruling: Reviewable. B’s ball first-and-10 on A14. The defense can gain possession of the ball with a clear recovery.

A.R. 15.133 Backward pass, no clear recovery
First-and-10 on A20. QBA1 throws a pass from the A15-yard line that is ruled forward and incomplete. Several players from both teams jump on the loose ball. B7 emerges from the pile with the ball. Replays show the pass was backward, hitting the ground at the A14-yard line. 

Ruling: Reviewable. A’s ball second-and-10 on A20. If there is no evidence of B7 recovering the ball the ruling on the field stands.

A.R. 15.134 Backward pass out of bounds
First-and-10 on A20. QBA1 throws a pass from the A15-yard line that is ruled forward and incomplete. After hitting the ground, the ball goes out of bounds at the A12-yard line. Replays show the pass was backward, hitting the ground at the A14-yard line. 

Ruling: Reviewable. A’s ball second-and-18 on A12, wind clock on ready. In this situation, the ball will be placed at the out of bounds spot. The ball going out of bounds is treated like a clear recovery.

A.R. 15.135 Backward pass out of bounds, safety
First-and-10 on A5. QBA1 throws a pass from the A3-yard line that is ruled forward and incomplete. After hitting the ground, the ball hit the goal line pylon. Replays show the pass was backward, hitting the ground at the A1. 


A.R. 15.136 Incomplete forward pass
Second-and-10 on A40. QBA1 throws a pass from the A35 toward the sideline and it hits the ground at the A36 and is recovered by B56. The Line Judge rules the pass backward. 

Ruling: Reviewable. A’s ball third-and-10 on A40, reset the clock to the time when the ball hit the ground. Only the Replay Official can initiate a review of this play.

A.R. 15.137 Forward pass, no grounding
Second-and-10 on B37. QBA1 who is in the pocket and under pressure at the B44 throws the ball towards the sideline and it hits the ground at the B43 and then goes out of bounds. There was no eligible receiver in the area when it hit the ground. The Line Judge rules the pass backward. Team A challenges that the pass was forward. 

Ruling: Reviewable. A’s ball third-and-10 on B37. Reset the clock to the time when the ball hit the ground. In this situation, replay can overturn the ruling to a forward pass, but he cannot create a foul for intentional grounding. If he had thrown his flag initially for intentional grounding and then picked it up because of the LJ’s ruling, then he can put the flag back down, or if he made an announcement regarding grounding before the review, he could enforce the foul after the reversal.

A.R. 15.138 Reversal negates foul
First-and-10 on A20. QBA1 throws a swing pass to back A2 at the A18 who runs out of bounds at the A26. Officials rule the pass forward and call tight end A3 for pass interference as he was blocking downfield before the pass was caught. Replays show that the pass was backward. 

Ruling: Reviewable. A’s ball second-and-4 on A26. Since the pass was backward, there is no foul for pass interference. This would also apply to a foul called for an ineligible player illegally downfield.

A.R. 15.139 Passing motion affected
First-and-10 on A20. QBA1 is under pressure at the A17 and attempts to throw a forward pass to A2 near the sideline at the A24. He brings his hand forward with control of the ball but is then tackled by B77 and the ball lands at the A14 where B99 falls on it. The Referee rules incomplete pass. 

Ruling: Reviewable. A’s ball second-and-10 on A20. If the QB’s hand comes forward in an obvious passing motion, but contact by a defender causes the pass to go backward, it is still a forward pass.

ILLEGAL FORWARD PASS

A.R. 15.140 Passer beyond the line of scrimmage
First-and-10 on B20. QBA1 scrambles and throws a pass from the B19 that is caught by receiver A8 for a touchdown. 

Ruling: Reviewable. Illegal forward pass. A’s ball second-and-14 on B24. In order for it to be an illegal forward pass, the passer’s
whole body and the ball must be over the line of scrimmage when he releases the ball. Only the Replay Official can initiate a review of this play.

**A.R. 15.141**  Pass behind line of scrimmage after ball has been beyond it  
First-and-10 on B20. QBA1 scrambles to the B19 and then back to the B21 where he throws a pass that is caught by receiver A80 in B's end zone for a touchdown.  
**Ruling:** Reviewable. Illegal forward pass. A’s ball first-and-15 on B25. Only the Replay Official can initiate a review of this play.

**A.R. 15.142**  Two forward passes behind the line of scrimmage  
First-and-10 on B30. Shotgun QBA1 pitches back to A2 who runs toward the sideline, stops and throws a pass to QBA1 who then throws a forward pass to A4 for a TD. Officials rule the play legal. Replays show that A2 was standing on the B36 when he released the ball and QBA1 was on the B34 when he caught it.  
**Ruling:** Reviewable. A’s ball first-and-15 on B35. Second forward pass is illegal. Previous spot foul, no loss of down. Only the Replay Official can initiate a review of this play.

**A.R. 15.143**  Illegal forward pass beyond line of scrimmage  
Second-and-10 on A20. A2 catches a forward pass at the 50 and runs to the B20-yard line where he throws the ball forward to A3 at the B18-yard line. A3 is allowed to run for a touchdown.  
**Ruling:** Reviewable. Illegal forward pass. A’s ball first-and-10 on B25. Only the Replay Official can initiate a review of this play.

**A.R. 15.144**  Backward pass with clear recovery  
Second-and-10 on A20. B2 intercepts a pass at the A40 and returns it to the A30 where he attempts to throw a pass to B3 at the A31. The ball hits the ground at the A31 and A7 falls on it there. The officials rule that B2’s pass was forward and give B the ball after enforcing a five-yard penalty from the A30.  
**Ruling:** Reviewable. A’s ball first-and-10 on A31. Since the pass was backward and was recovered in the continuing action after it hit the ground, the ball is awarded to Team A. Only the Replay Official can initiate a review of this play.

**ILLEGAL FORWARD HANDOFF**  
**A.R. 15.145**  Player not in advance of teammate  
Second-and-10 on A20. A2 takes a handoff and runs to the 50. As he is being tackled, he hands the ball to A3 who is running parallel with him. A3 initially touches the ball at the 50, but doesn’t control it until the B48 ahead of A2. A3 runs for a touchdown.  
**Ruling:** Reviewable. Legal handoff, touchdown. For it to be illegal, the player receiving the handoff must be clearly in advance of the player making the handoff when he first touches the ball. Only the Replay Official can initiate a review of this play.

**TOUCHING OF PASS**  
Replay can review whether a pass was touched or not. This includes by eligible or ineligible players. Only the aspect of touching, and not intent, is reviewable.

**ORIGINALLY INELIGIBLE PLAYERS**  
**A.R. 15.146**  No foul, player does not touch ball  
First-and-10 on A20. QBA1 is under pressure and attempts to throw a pass to back A2. Guard A6 is in front of A2 and reaches out to catch the ball, but it falls incomplete. Officials call Guard A6 for illegal touching of the pass. Replays show that A6 did not touch the ball.  
**Ruling:** Reviewable. No foul. Second-and-10 on A20.

**A.R. 15.147**  Cannot rule on intent  
First-and-10 on A20. QBA1 throws a pass towards A2 that glances off the left arm of Guard A6 and then is caught by A2 who runs to the 50. Officials call A6 for illegal touching.  
**Ruling:** Reviewable. A’s ball first-and-15 on A15, call stands. Replay can only review whether the player touched it or not, and cannot look at whether there was intent to touch. The Referee should explain this to the coach on the sideline if he wants to challenge the ruling.

**A.R. 15.148**  T-Formation QB  
First-and-10 on A20. T-formation QBA1 receives the snap and pitches back to A2. A2 runs to his right and throws a forward pass to A1 who catches it and runs for a TD.  
**Ruling:** Reviewable. Illegal touching of a forward pass. A’s ball first-and-15 on A15. T-formation QB (under center) is always ineligible. The pass must be touched intentionally to be a foul in this situation, but the intent aspect is not reviewable, just the touch. A1 cannot be more than one yard beyond the line of scrimmage before the pass is thrown, but that aspect of the play is not reviewable. Only the Replay Official can initiate a review of this play.

**ELIGIBLE RECEIVER OUT OF BOUNDS**  
**A.R. 15.149**  Illegal touching of pass  
First-and-10 on A20. Wide receiver A1 catches a pass at the 50 and runs for a touchdown. Replays show A1 stepping on the sideline at the A35-yard line and re-establishing inbounds before the catch.  
**Ruling:** Reviewable. Illegal touching of a forward pass. Second-and-10 on A20. The pass does not have to be touched intentionally to be a foul in this situation. Only the Replay Official can initiate a review of this play.

**A.R. 15.150**  No foul  
First-and-10 on A20. A1 throws a pass to A2 near the sideline. A2 catches the pass inbounds and then is tackled at the 50, but he is flagged for illegally touching the pass. Replays show that A2 did not step out of bounds before touching the ball.  
**Ruling:** Reviewable. No foul for illegal touching. A’s ball first-and-10 on 50.
FIRST TOUCH
A.R. 15.151 Pass touched first by an eligible player
Second-and-10 at A20. QBA1 overthrows a screen pass to back A2 and the ball is then caught by Guard A5 who runs out of bounds at the A30. Officials call Guard A5 for illegal touching. Replays show that A2 tipped the pass before A5 caught it.
Ruling: Reviewable. No foul, A’s ball first-and-10 on A30.

TOUCHING OF PASS BY DEFENSIVE PLAYER
A.R. 15.152 Defensive pass interference
Third-and-10 at A30. Pass to A2 is incomplete, but B1 is called for defensive pass interference at the A40. Replays show the pass was tipped at the line of scrimmage by B2 before the interference.
Ruling: Reviewable. No foul. A’s ball fourth-and-10 on A30. In order for the foul to be negated, the ball must be touched before the interference and by a player away from the action that creates the foul.

A.R. 15.153 Foul occurs before touch
First-and-10 on A20. QBA1 throws a pass to A2 at the A35. The BJ rules DPI, but the flag is picked up because the officials rule the ball was touched by B at the line of scrimmage before the foul. Replays show that the DPI occurred before the touching.
Ruling: Reviewable. Defensive pass interference, A’s ball first-and-10 on A35. This would be the same ruling if the officials ruled the pass was touched and replays showed that it was not touched.

NON-REVIEWABLE SITUATIONS INVOLVING TOUCHING OF PASS
A.R. 15.154 Player ineligible by formation
First-and-10 on A20. Flanker A1 moves up on to the line of scrimmage and covers up tight end A2, making him ineligible. A2 goes downfield and catches a pass at the 50. No flags on the play.
Ruling: Not reviewable. A’s ball first-and-10 on 50.

A.R. 15.155 Illegal contact
First-and-10 on A20. After stepping out of bounds at the A38 and immediately re-establishing, wide receiver A1 catches a pass at the 50 and runs for a touchdown. Officials penalize A for illegal touching of a forward pass. Replays show that A1 was illegally chucked out of bounds beyond 5 yards.
Ruling: Not reviewable. Illegal contact is not reviewable. A’s ball second-and-10 on A20. The only thing replay can review on this play is whether the receiver stepped out and re-established before he touched the pass.

A.R. 15.156 Illegal bat
Second-and-10 on A47. A1 leaps high in the air at the B40 and grabs the pass. Before A1’s feet touch the ground he pitches the ball forward to A2 at the B38-yard line. A2 is allowed to run for a score.
Ruling: Not reviewable. An illegal bat is not reviewable, even in the end zone.

A.R. 15.157 Defensive pass interference
Third-and-10 on A30. Pass to A2 is incomplete, but B1 is called for defensive pass interference as he played through the back of the receiver at the A40. B attempts to challenge that B1 touched the pass before the contact.
Ruling: Not reviewable. A’s ball first-and-10 on A40. In order to negate the foul, the touch must occur away from the interference and by a player other than the one who caused the interference.

SCORING PLAYS (GOAL LINE AND END ZONE)
Replay can review the status of the ball in relation to the goal line, going in or coming out. This includes where a fumble occurs in relation to the goal line. Replay can also review recovery of a loose ball and simultaneous possession in the field of play and in the end zone.

The Replay Official is responsible for initiating a replay review on all plays that result in a score. This will apply throughout the entire game and replay is responsible for looking at all reviewable aspects of the play.

GOAL LINE
A.R. 15.158 Down by contact
Third-and-goal on B1. A1 dives over the goal line, but is ruled down short by the officials. Replays show A1 extending the ball beyond the goal line before being down.
Ruling: Reviewable. Touchdown. Reset the clock to the time when the ball broke the plane of the goal line.

A.R. 15.159 Forward progress
Third-and-goal on B2. A1 takes a hand off and gets hit near the goal line and driven back to the B3-yard line where he is tackled. The officials rule touchdown. Replays show that the ball did not break the plane of the goal line and was at the 1-yard line when A1’s progress was stopped.
Ruling: Reviewable. No touchdown, A’s ball fourth-and-goal on B1, wind clock on ready. Only the Replay Official can initiate a review of this play.

A.R. 15.160 Player down in end zone, safety
Third-and-17 on A3. QBA1 is sacked near the goal line. Officials rule A1 down at the one. Replays show the ball was breaking the plane of the goal line when A1 was first down.
Ruling: Reviewable. Safety, reset the clock to the time when A1 was down by contact. Safety kick A20.

A.R. 15.161 Forward progress, safety
Third-and-10 on A5. QBA1 is hit at the goal line and driven into the end zone. Officials rule forward progress at the A1. Replays show that when A1’s progress was stopped, the ball was breaking the plane of the goal line.
**Ruling:** Reviewable. Safety, reset the clock to the time when A1 was down by contact. Safety kick A20. In order for it not to be a safety, the entire ball must be beyond the goal line when forward progress is stopped.

**A.R. 15.162 Forward progress, no safety**
Third-and-10 on A5. QBA1 is hit at the A1 and driven backwards into the end zone. Officials rule a safety. Replays show QBA1 was first contacted at the A1 and was continuously contacted while being driven into the end zone.

**Ruling:** Reviewable. A’s ball fourth-and-14 on A1. Only the Replay Official can initiate a review of this play.

**A.R. 15.163 Fumble at the goal line**
First-and-goal on B5. A1 runs to the goal line and the officials rule touchdown. Replays show that A1 fumbled before crossing the goal line and the ball went out of bounds through the end zone.

**Ruling:** Reviewable. Touchback, B first-and-10 on B20. Only the Replay Official can initiate a review of this play.

**A.R. 15.164 Fumble at the goal line, clear recovery**
First-and-goal on B9. A1 runs to the goal line and the officials rule TD. Replays show that A1 fumbled before crossing the goal line and the ball was clearly recovered by B3 in the end zone.

**Ruling:** Reviewable. Touchback. B first-and-10 on B20. There must be a clear recovery by the defense in order to reverse to a touchback. The ball will be placed at the spot of the recovery and here that results in a touchback. If there is no clear recovery or there is a long delay with players stopping before the ball is recovered, then the offense retains possession (unless it was fourth down and the fumble occurred before the line to gain) and the ball will be placed at the spot of the fumble. Only the Replay Official can initiate a review of this play.

**A.R. 15.165 Backward pass at goal line**
First-and-10 on A20. QBA1’s pass is intercepted by B20 who returns it to A’s goal line. The officials rule TD. Replays show that before B20 crossed the goal line, he threw the ball backward thinking he had already scored. A2 immediately jumped on the loose ball at the A2.

**Ruling:** Reviewable. A’s ball first-and-10 on A2. This is treated the same way as a fumble at the goal line. If the ball is clearly recovered, replay can give it to the recovering team. If the ball goes out of bounds through the end zone, it is a touchback. If there is no clear recovery or the ball does not go out of bounds, the team which had the ball keeps possession at the spot where the fumbling player lost control of the ball (unless it was fourth down and the line to gain was not reached). Only the Replay Official can initiate a review of this play.

**A.R. 15.166 Illegal forward pass**
Second-and-10 on B46. A1 takes a handoff and runs to the goal line. When he gets to the goal line he spikes the ball thinking he has scored a TD. Officials rule that he did score. Replays show that he spiked the ball at the one-yard line before it broke the plane, and it hit the ground in the end zone.

**Ruling:** Reviewable. A’s ball first-and-goal on B6. This is an illegal forward pass and the ball is dead when it hits the ground. Only the Replay Official can initiate a review of this play.

**PLAYS INVOLVING PYLON**
**A.R. 15.167 Ball inside or over pylon**
Third-and-goal on B5. A1 runs near the sideline to the B1-yard line, dives for the goal line and lands out of bounds. The officials rule the ball did not cross inside or over the pylon and mark him out at the B1½-yard line. Replays show that while airborne A1 was crossing the sideline, he extended the ball over the pylon.

**Ruling:** Reviewable. TD. Reset the clock to the time of the touchdown if it was wound before the review. For an airborne player who lands out of bounds to be awarded a score, part of the ball must pass over or inside the pylon before the player is out of bounds.

**A.R. 15.168 Goal line extended**
First-and-10 on B18. A3 takes a handoff, breaks through the line and angles towards the goal line pylon with the ball in his outside arm. He crosses the goal line with his feet inbounds in the end zone, but the ball crosses the plane outside the pylon and he continues out of bounds on his feet. Officials rule out of bounds at the 1-yard line.

**Ruling:** Reviewable, touchdown. Reset the clock to the time of the touchdown if it was wound before the review. If part of the runner’s body comes down in the end zone before he touches out of bounds then the ball does not have to pass over or inside the pylon. The ball must still break the plane of the goal line extended before he goes out of bounds.

**OUT OF BOUNDS**
**A.R. 15.169 Player not out of bounds**
First-and-10 on B17. A1 runs to the B1-yard line near the sideline and dives for the goal line. The officials rule that his right foot stepped out of bounds at the one just before he dove for the line. Replays show that A1’s right foot was in bounds and the ball broke the plane of the goal line inside the pylon during his dive.

**Ruling:** Reviewable. Touchdown. Reset the clock to the time of the touchdown if it was wound before the review. Even though the officials ruled the player stepped out of bounds, if he did not step out and he took fewer than two steps to get into the end zone, replay can reverse to a score. If the runner took two or more steps after being ruled out of bounds, the on-field ruling stands.

**RECOVERY OF LOOSE BALL**
**A.R. 15.170 Recovery in relation to the goal line**
First-and-10 on A4. A2 fumbles and B1 recovers at the goal line. Officials give the ball to B at the A1-yard line. Replays show that B1 recovered the ball in the end zone.

**Ruling:** Reviewable. Touchdown B. Where the player recovered in relation to a boundary line (sideline, end line, or goal line) is reviewable. Only the Replay Official can initiate a review of this play.
A.R. 15.171  Recovery between opponents in end zone  
First-and-10 on A2. A2 takes a handoff and fumbles when hit by B3. B4 jumps on the loose ball in the end zone, possesses it on the ground, but then A2 pulls the ball out of B4’s hands and A3 recovers the loose ball in the end zone. Officials rule A recovered for a safety.  
**Ruling:** Reviewable. Touchdown. B had possession of the ball in the end zone before A pulled it loose. *Reset the clock to the time when B4 completed the recovery.* Only the Replay Official can initiate a review of this play.

**POSSSESSION OF A PASS**  
A.R. 15.172  Possession between players  
First-and-goal on B5. A1 and B1 go up in the air together to catch a pass in the end zone. Officials rule interception. Replays show that A1 caught the pass.  
**Ruling:** Reviewable. Touchdown. Only the Replay Official can initiate a review of this play.

A.R. 15.173  Simultaneous catch  
First-and-goal on B5. A1 and B1 go up in the air together to catch a pass in the end zone. Officials rule simultaneous catch and a TD for A. Replays show B1 controlled the ball first and then both players came down with it.  
**Ruling:** Reviewable. Touchback. In order to be a simultaneous catch, both players must gain control at the same time and maintain that control throughout the entire process of the catch. Only the Replay Official can initiate a review of this play.

**MOMENTUM**  
A.R. 15.174  Momentum, ball possessed in end zone  
First-and-10 on B35. A1’s pass is intercepted by B1 near his own goal line and he is tackled in the end zone. Officials rule momentum and award B the ball at the B1. Replays show that after controlling the ball, B1’s left foot came down on the goal line.  
**Ruling:** Reviewable. Touchback. B’s ball first-and-10 on B20. When reviewing momentum, the ball will be placed at the spot where the second foot (or other body part other than the hands) touches the ground. If that spot is in the end zone, it is a touchback. Only the Replay Official can initiate a review of this play.

A.R. 15.175  Momentum, ball possessed in field of play  
First-and-10 on B35. A1’s pass is intercepted by B1 near his own goal line and officials rule touchback. Replays show that after controlling the ball B1’s second foot came down at the 2-yard line.  
**Ruling:** Reviewable. B’s ball first-and-10 on B2. Only the Replay Official can initiate a review of this play. If the player gained possession of the ball inside the 1-yard line the ball will be placed at the 1.

**FIELD GOALS AND EXTRA POINTS**  
A.R. 15.176  Ball outside upright  
Fourth-and-10 on B35. Team A attempts a long field goal and the ball hooks, crossing just in front of the left upright about five feet above the crossbar. The officials rule the attempt no good and award Team A three points.  
**Ruling:** Reviewable. FG attempt is no good. Only the Replay Official can initiate a review of this play.

A.R. 15.177  Ball hitting object  
Fourth-and-6 on B23. Team A attempts a field goal and the ball hits the camera mounted on the goal post and bounces back into the end zone. The officials rule the attempt no good and award the ball to B.  
**Ruling:** Reviewable. FG attempt is good. Once ball crosses above the crossbar and hits anything on the other side it is good. The coach must challenge this play outside two minutes of either half.

A.R. 15.178  Ball hitting offensive player  
Fourth-and-6 on B17. On a field-goal attempt from the B25, the ball skips off the shoulder of Center A6 and then passes through the uprights. The officials rule the attempt good.  
**Ruling:** Reviewable. Field-goal attempt is no good. B’s ball first-and-10 on B25. Only the Replay Official can initiate a review of this play.

**SPOT OF A FOUL**  
A.R. 15.179  Safety as result of foul in end zone  
Third-and-12 on A6. QBA1 completes a pass to receiver A3 at the A20. A7 is called for holding in the end zone and B is awarded a safety. Replays show the holding took place at the A2-yard line.  
**Ruling:** Reviewable. A’s ball third-and-15 on A3. The spot of a foul is reviewable and if it is clear that the hold took place in the field of play, the safety is overturned.

**NON-REVIEWABLE SITUATIONS INVOLVING SCORING PLAYS**  
A.R. 15.180  Out of bounds  
First-and-10 on B23. Runner A2 takes a handoff and runs down the sideline towards the end zone. He steps near the sideline at the 8-yard line with his left foot and then continues running and crosses the goal line. Officials rule A2 out of bounds at the B8-yard line. Replays show that A2’s left foot did not touch the sideline.  
**Ruling:** Not reviewable. A’s ball first-and-10 on B8. In this situation, once the officials rule the player out of bounds, replay can only look at the position of the ball in relation to the line to gain or goal line at that point. Since the ball was not breaking the plane of the goal line at that point and the player had to continue running (defined as taking two or more steps) after he was ruled out of bounds to get in the end zone, this play is not reviewable.

A.R. 15.181  Field-goal attempt above upright  
Fourth-and-10 on B35. A’s field-goal attempt is ruled good. Replays show the ball crossed above the top of the left upright.  
**Ruling:** Not reviewable. In order to be reviewable, the ball must cross below the top of the uprights.
A.R. 15.182   Player takes ball into end zone
Fourth-and-10 on B45. A punts and B1 receives the punt at the B2, starts to run to avoid a tackler and takes the ball into his own end zone where he is tackled. Officials rule safety.
Ruling: Not reviewable. The officials’ ruling on the field that the player took the ball into his own end zone (not momentum) is not reviewable. If the player had completed the catch in the end zone, the play would be reviewable. See A.R. 15.174.

A.R. 15.183   Illegal Bat
First-and-10 on A3. A2 runs to the A5 and fumbles. B3 then bats the loose ball through A’s end zone and over the end line. Officials rule safety.
Ruling: Not reviewable. Safety, SK A20. An illegal bat is not reviewable, even if it results in a score or occurs in the end zone.

**TIMING**

The game clock is reviewable, and time can be put back on the clock in certain situations. If the clock operator incorrectly starts the game clock when it should remain stopped, replay can fix the error, provided the correction occurs before the next legal snap or kick.

At the end of either half, if there is visual evidence of a down ending with two or more seconds remaining, but time expires on the game clock, it can be reset. In the first half the score is not a factor, but the Replay Official will have some discretion based on the field position of the next snap. The offensive team’s 40 yard line will be a general guideline. In the 4th quarter the score must be within eight points (one score), and the team that is behind must put the ball in play next (either team if score is tied). The next down must be a snap from scrimmage. The clock will not be reset if the next timed down is a free kick.

The game clock can also be reset if there is visual evidence of a game official beginning to signal for a called team timeout with two or more seconds remaining, but time expires on the clock.

The game clock can be reset following a reversal of an on-field ruling. After a reversal, the game clock should be reset if: (1) the clock continued to run after the down, but a reversal created a stopped clock; (2) the clock was stopped after the down, but a reversal would have stopped the clock earlier; (3) the clock stopped at the end of the play for a timeout, penalty, or the two-minute warning; or (4) the clock had stopped at the end of the down, but was restarted on the ready for play before a review and a reversal created a stopped clock.

There are two situations in replay when replay can take time off the game clock: (1) For any play that starts after the two-minute warning of either half, if the on-field ruling results in a stopped clock and the correct ruling would not have stopped the clock, there will be a 10-second runoff from the time the play should have ended. The defense cannot decline the runoff, but either team can use a remaining timeout to save the 10 seconds; and (2) at the end of either half, if there is clear visual evidence of the game clock expiring before a down ended, but the game officials put time back on the game clock, it can be reset to 0:00 and the half/game will end.

Whether a runner’s forward progress was stopped or a runner was down by contact in the field of play is not reviewable as it relates to the game clock. If the officials rule progress or down, and wind the clock, replay cannot review whether the clock should have been stopped. In addition, the status of the play clock is not reviewable.

**GAME CLOCK REVIEW**

A.R. 15.184   Game clock starts incorrectly
Fourth-and-7 on A43. With the score tied, B2 fair catches a punt at the B24 with 0:50 remaining in the fourth quarter. Before the next snap, the game clock starts and runs down to 0:35 before stopping again.
Ruling: B’s ball first-and-10 on B24, reset game clock to 0:50.

A.R. 15.185   Reset game clock at end of half
Third-and-2 on B29. With 0:07 remaining in the first half, Team A trails 13-0. QB A1 throws a pass to wide receiver A2, and the ball is batted away by B2 at the B8. After the play is over, the clock shows 0:00. The Replay Official reviews the play. When the ball hit the ground, there was 0:02 remaining on the game clock.
Ruling: A’s ball fourth-and-2 on B29, reset game clock to 0:02. If there is visual evidence of the ball on the ground with two or more seconds on the game clock, then it is reset. The score is not a factor in the first half.

A.R. 15.186   No adjustment to game clock, less than 0:02
Third-and-6 on A49. With 0:07 remaining in the first half, the clock is running, A is behind 13-10, and is out of timeouts. A rushes to the line, gets set and snaps the ball. A1’s pass intended for A2 is knocked down at the B12 by B1. After the down, the clock shows 0:00. The Replay Official looks at the play and sees there was actually one second remaining on the clock when the ball hit the ground after it was touched by B1.
Ruling: Half over. There must be at least 0:02 seconds remaining in order to put time back on the game clock.

A.R. 15.187   End of half, Replay Official discretion
Second-and-4 on A22. With 0:09 remaining in the first half, Team A is behind 10-0. QB A1 scrambles and throws a pass intended for A2 which falls incomplete at the B44. At the end of the down, the clock shows 0:00. The Replay Official notices immediately that when the ball hit the ground the game clock was at 0:02.
Ruling: Half over. At the end of the first half, the Replay Official will have discretion whether to review the game clock based on the field position for the next snap. The offensive team’s 40-yard line will be a general guideline.

A.R. 15.188   Reset game clock at end of game
Third-and-5 on B36. With 0:06 remaining in the fourth quarter, Team A trails 20-13. QBA1’s pass is caught by A3 at the B29 who then runs to the B27 and steps out of bounds. At the end of the down, the game clock shows 0:00, but when A3’s right foot hit the ground out of bounds there was 0:02 remaining.
With 0:06 remaining in the fourth quarter, Team A trails 21-18. With 0:05 remaining in the fourth quarter, Team A lines up, and QBA1 spikes the ball with 0:02 remaining on the clock, but the game clock runs to 0:00 and officials rule the game over.

**Ruling:** A’s ball second-and-10 on B20, reset game clock to 0:02. If there is video evidence of the ball on the ground with two or more seconds on the game clock, then it is reset.

**A.R. 15.189** End of half/game, time off game clock
Second-and-6 on B32. With 0:07 remaining in the fourth quarter, Team A trails 21-17 and has no timeouts remaining. QBA1’s pass is broken up in the end zone by B2, and the ball hits the ground with 0:00 remaining on the clock. The game officials confer and decide to put 0:01 back the clock.

**Ruling:** Reviewable. Game over. If there is clear visual evidence that the clock had expired before the down ended, then replay can reset the clock to 0:00.

**A.R. 15.190** Reset game clock, QB spike
First-and-10 on 50. With 18 seconds remaining in the fourth quarter, Team A has no timeouts remaining and trails 24-21. QBA1 completes a pass to A2 at the B20 where he is tackled inbounds. Team A lines up, and QBA1 spikes the ball with 0:02 remaining on the clock, but the game clock runs to 0:00 and officials rule the game over.

**Ruling:** A’s ball second-and-10 on B20, reset game clock to 0:02. If there is video evidence of the ball on the ground with two or more seconds on the game clock, then it is reset.

**A.R. 15.191** Reset game clock, timeout
First-and-10 on 50. With 0:10 seconds remaining in the fourth quarter, Team A has one timeout remaining and trails 24-21. QBA1 completes a pass to A2 at the B20 where he is tackled inbounds. Team A’s head coach runs down the sideline at the end of the play and signals to the Line Judge for a timeout, but the game clock runs to 0:00 and the officials rule the game over. Replays show the Line Judge start to physically signal with 0:02 remaining on the game clock.

**Ruling:** A’s ball first-and-10 on B20, reset game clock to 0:02. If there is video evidence of a game official beginning the physical signal for a called team timeout (brings both arms over his/her head) with two or more seconds on the game clock, then it is reset.

**A.R. 15.192** Reset game clock, unsuccessful field goal
Fourth-and-8 on B18. With 0:05 remaining in the fourth quarter in a tied game, A1’s field-goal attempt from the B26 is no good and hits the netting behind the goal post with 0:02 remaining on the game clock, but the clock operator runs the clock to 0:00.

**Ruling:** Reviewable. B’s ball first-and-10 on B26. Reset the clock to 0:02. On an unsuccessful field goal where the clock runs to 0:00, there must be visual evidence of the ball hitting the net, the ground, or an object with 0:02 or more to reset the clock.

**A.R. 15.193** No adjustment to game clock, score
Second-and-five on B26. With 0:06 remaining in the fourth quarter, Team A trails 20-10. QBA1’s intended pass to A2 falls incomplete at the B6. At the end of the down, the game clock shows 0:00, but when the ball hit the ground there was 0:02 remaining.

**Ruling:** Game over. No review, due to score. At the end of the fourth quarter, the score must be within eight points to reset the game clock.

**A.R. 15.194** No review, kickoff
Fourth-and-8 on B18. With 0:05 remaining in the fourth quarter, Team A trails 21-19 and has no timeouts remaining. A1’s field goal attempt from the B26 is good and hits the netting behind the goal post with 0:02 remaining on the game clock, but the clock operator runs the clock to 0:00.

**Ruling:** Not reviewable. Game over, Team A wins 22-21. In order to reset the game clock, the next down must be a snap from scrimmage. A maximum of five seconds can run off the game clock on a successful field-goal attempt.

**GAME CLOCK RESET**

**A.R. 15.195** Reversal creates stopped clock
First-and-10 on A20. A pass to the A35-yard line is ruled complete in the field of play with 10:00 on the game clock. With 9:30 remaining, B challenges that the pass was incomplete. Replays show that the ball hit the ground.

**Ruling:** Reviewable. Incomplete pass. Second-and-10 on A20. Reset the clock to the time when the pass was incomplete and start on the snap.

**A.R. 15.196** Clock wound before challenge
First-and-10 on A20. In the third quarter, QBA1’s pass to A80 is ruled complete at the sideline at the A35. When A80 went out of bounds, the clock was stopped at 9:30. The clock is then wound and Team B challenges the ruling with 9:15 remaining. Replays show the pass was incomplete.

**Ruling:** Reviewable. Incomplete pass. Second-and-10 on A20. Reset the clock to the time when the pass was incomplete and start on the snap.

**A.R. 15.197** Out of bounds
First-and-10 on A20. A1 runs and is ruled down inbounds at the 50 with 9:45 on the clock. Team B challenges and replays show A1 stepping out of bounds at the A25 with 10:00 remaining on the game clock.

**Ruling:** Reviewable. Second-and-5 on A25. Reset the clock to 10:00 and wind the clock. If this play occurred during the last two minutes of the first half, or inside of 5 minutes of the second half, the clock would start on the snap.

**A.R. 15.198** Down by contact after change of possession
First-and-10 on A20. B1 recovers a fumble at the B45 and is tackled in bounds at the A20-yard line with 9:40 on the clock. The Replay Official initiates a review of the play and replay determines that B1 was down by contact at the B45 with 9:45 remaining on the game clock.

**Ruling:** Reviewable. B’s ball, first-and-10 on B45. Reset the clock to 9:45, start on snap. Only the Replay Official can initiate a review of this play.
A.R. 15.199  Score
First-and-goal on B5. A1 runs to the goal line and is ruled down short with 10:00 showing on the game clock. With 9:40 on the clock, Team A challenges that the runner scored. Replays show the ball over the goal line before A1 was down.
Ruling: Reviewable. Touchdown Team A. Reset the clock to the time when A1 scored the touchdown.

A.R. 15.200  Two-minute warning
Second-and-6 on A47. With 2:03 remaining in the second quarter, A2 takes a handoff and runs to the B30 where he is tackled with 1:51 left on the game clock. Replays showed that A2 was down by contact at the B45 with 1:57 left on the clock.
Ruling: Reviewable. A’s ball first-and-10 on B45. Reset the clock to 1:57 since the clock would have stopped at the end of the down for the two-minute warning.

A.R. 15.201  Challenge after two-minute warning
First-and-10 on 50. At the snap, there is 2:07 remaining in the 2nd quarter. A1 runs and is ruled down at the B20 with 1:56 on the game clock. Officials stop the clock for the two-minute warning. During the two-minute warning, Team B challenges that A1 stepped out of bounds at the B45. Replays show that A1 did step out at the B45 with 2:02 on the game clock.
Ruling: Reviewable. A’s ball second-and-5 on B45. Reset the clock to 2:02 and the clock will start on the ready for play. Teams can challenge a non-scoring/non-turnover play up until the first legal snap or kickoff following the two-minute warning. The two-minute warning will occur when the clock reaches 2:00. Unless TV needs a break, the “second” two-minute warning will be 30 seconds. If this play occurred in the fourth quarter, the clock will start on the snap.

A.R. 15.202  Clock stopped for foul
Second-and-6 on A47. A2 takes a handoff and runs to the B25 with 8:40 showing on the game clock. B77 is flagged on the play for a facemask. Replays show that A2 was down by contact at the B45 with 8:47 remaining.
Ruling: Reviewable. A’s ball first-and-10 on B30. Enforce facemask foul from the B45 and adjust game clock to 8:47 since the clock would have stopped at the end of the play for the penalty. Wind on the ready.

A.R. 15.203  Timeout called
Second-and-10 on A25. With 1:24 remaining in the 4th quarter, A trails 17-14 and has two timeouts remaining. Receiver A8 catches a pass at the A35 with 1:18 left on the clock. He is hit there, but stumbles forward and runs to the 50 where he is tackled with 1:10 remaining and immediately calls a timeout. Replays show that A8 was down by contact at the A35.
Ruling: Reviewable. A’s ball first-and-10 on A35, reset the clock to the time when A2 was down by contact at the A35. A is still charged the timeout.

A.R. 15.204  Kickoff not touched in field of play
With five seconds left in the fourth quarter, Team A has just kicked a field goal to take a 17-14 lead. On the ensuing kickoff, the ball goes between the legs of kick returner B3 without touching him and out of bounds at the B5-yard line. Officials rule the ball touched B3 and the game clock ran out during the play.
Ruling: Reviewable. Kickoff out of bounds, B’s ball first-and-10 on B40 and reset the clock to 5 seconds. Since the ball was not legally touched in the field of play, the clock should not have started.

10-SECOND RUNOFF
A.R. 15.205  Reversal creates running clock, run 10 seconds
First-and-10 on 50. With 1:22 remaining in the second quarter, Team A is out of timeouts. QBA1’s pass to receiver A8 is ruled incomplete in the middle of the field at the B35. Replays show that A8 did catch the ball with 1:15 seconds left on the clock.
Ruling: Reviewable. A’s ball first-and-10 on B35, adjust game clock to 1:05 and wind. The clock is reset to the time when the pass was complete and then 10 seconds are run off from that point. Team B could use a remaining timeout in lieu of the runoff.

A.R. 15.206  Reversal creates running clock, half over
Second-and-6 on B20. With 14 seconds remaining in the second quarter, Team A is out of timeouts. QBA1 completes a pass to receiver A8 who is tackled at the goal line. The officials rule TD and the clock is stopped with 7 seconds remaining. The Replay Official stops the game after a replay comes up that clearly shows A8 was down by contact with the ball at the B1 and 9 seconds on the clock.
Ruling: Reviewable. Run 10 seconds off the clock, half over. If Team A had a timeout remaining it could use it in lieu of the runoff, and it would have the ball at the B1 with 9 seconds remaining.

A.R. 15.207  Reversal creates running clock, game over
Third-and-10 on B40. There are 12 seconds left in the game, Team A trails 17-14, and it has no timeouts remaining. QBA1 completes a pass to end A4 at the B32 who runs to the B25 and is tackled there with 6 seconds left on the clock. A4 loses the ball and B5 recovers and runs to the 50 as time expires. Officials rule that A4 fumbled, but replays show that he was down by contact before he lost the ball.
Ruling: Reviewable. Run 10 seconds, game over. The ball is returned to A at the B25, but since they were out of timeouts and would not have been able to stop the clock the game is over.

NO ADJUSTMENT TO GAME CLOCK
A.R. 15.208  Runner down in field of play
First-and-10 on A20. With 3 minutes remaining in the second quarter, A2 takes a handoff and fumbles at the A27. B4 recovers the ball and returns it for a TD. Replays show that A2 was down by contact at the A27.
Ruling: Reviewable. A’s ball second-and-3 on A27. Do not adjust the game clock because the reversal does not create a stopped clock. Only the Replay Official can initiate a review of this play.

A.R. 15.209  Runner down before two-minute warning
First-and-10 on A20. With 2:06 remaining in the second quarter, A1 dives for a catch near the A24. A1 gets up as B3 attempts a
tackle and runs to the A40, where he is downed with 1:52 remaining on the game clock. Officials stop the clock for the two-minute warning. Replays show that A1 completed the catch, but was down by contact at the A24 with 2:02 remaining on the game clock. Team B challenges the ruling that A1 was not down by contact.

**Ruling:** Reviewable. A’s ball second-and-6 on A24. Because the two-minute warning did not occur before the snap, Team B can challenge the ruling. There is no clock adjustment because the ruling of down by contact would create a running clock. The clock will start on the snap after the review because of the two-minute warning.

**A.R. 15.210** Kick touched before going out of bounds

With five seconds left in the fourth quarter, Team A kicks off and the ball glances off the leg of B3 and goes out of bounds at the B5-yard line. Officials rule that the ball did not touch B3 and rule a kickoff out of bounds.

**Ruling:** Reviewable. B’s ball first-and-10 on B5, but in this situation, replay cannot take time off the clock, five seconds still remain.

**A.R. 15.211** Play started before two-minute warning

Second-and-10 on B45. With 2:09 remaining in the 4th quarter, Team A trails 17-14 and has no timeouts remaining. QBA1 completes a pass to receiver A8 at the B30 who is hit but stumbles forward and then runs out of bounds at the B15 with 1:54 left on the clock. Replays show that A8 was down by contact at the B30 with 2:02 remaining on the clock.

**Ruling:** Reviewable. A’s ball first-and-10 on B30, no adjustment to the game clock. In order to run 10 seconds, the play must have started after the two-minute warning.

**A.R. 15.212** Pass ruled complete in end zone

Second-and-3 on B14. QBA1’s pass to A3 is ruled complete at the end line for a TD with 0:45 remaining on the clock in the fourth quarter. The Replay Official initiates a review and it is determined that A3’s second foot came down out of bounds. When the foot hit there was 0:46 remaining on the clock.

**Ruling:** Reviewable. A’s ball third-and-3 on B14, no adjustment to the game clock. The ruling on the field stopped the game clock for the same action, so there is no adjustment.

**NON-REVIEWABLE PLAYS INVOLVING THE CLOCK**

**A.R. 15.213** Stop or wind

Second-and-10 on B45. With 10 seconds remaining in the fourth quarter, Team A trails 17-14 and is out of timeouts. Receiver A80 catches a pass at the B35 with five seconds on the clock and attempts to get out of bounds. He dives for the sideline and is ruled out with one second left on the clock. Replays show that A80 was contacted by a defender and the first body part to hit the ground was his left knee inbounds at the B35.

**Ruling:** Not reviewable. A’s ball first-and-10 on B35 with one second remaining. Whether the game clock should have stopped or not at the end of a down is not reviewable.

**A.R. 15.214** Play clock

Second-and-10 on B15. With the play clock winding down QBA1 receives the snap and throws a TD pass to A80. Replays show that the play clock expired before the snap.

**Ruling:** Not reviewable. Touchdown A, KO A35.

**TIMEOUTS**

If a team challenges and loses the challenge, it is charged a timeout. If a team takes a timeout and then challenges and loses, it is charged both timeouts.

Inside two minutes, if a team takes a timeout to stop a running clock and a subsequent replay review results in a reversal to a stopped clock, the timeout is restored.

If a team challenges a ruling that occurred during (1) a scoring play; (2) an interception; (3) a fumble or backward pass recovered by the opponent or that goes out of bounds in the opponent’s end zone; (4) a scrimmage kick ruled to be touched by the receiving team and recovered by the kicking team; (5) plays that start after the two-minute warning; or (6) overtime, it will be charged with a timeout. If a team attempts to challenge any play without a timeout, a 15-yard penalty for Unsportsmanlike Conduct will be assessed. The UNS will be enforced as a foul between downs. The play will still be reviewable by the Replay Official.

**TIMEOUT CHARGED**

**A.R. 15.215** On-field ruling upheld

First-and-10 on A35. QBA1’s pass is ruled complete at the B40. Team B coach challenges the ruling, but replays show that the pass was complete.

**Ruling:** Reviewable. A’s ball first-and-10 on B40. Team B loses the challenge and is charged a timeout.

**A.R. 15.216** First down in the middle of field, status of down not changed

Third-and-10 on A35. A2 takes a handoff and is ruled down at the A43. Team A challenges the spot claiming that it was a first down. The replays show that the correct spot was the A44.

**Ruling:** Reviewable. A’s ball fourth-and-1 on A44. Re-spot the ball at the A44, and start on the snap. Team A loses the challenge and is charged with a timeout because the down did not change.

**A.R. 15.217** First down spot at sideline

Third-and-10 on A20. A2 takes a handoff and is ruled out of bounds at the A28-yard line. Team A challenges that A2 gained the first down. Replays show that the ball was at the A29-yard line when A2 stepped on the sideline.

**Ruling:** Reviewable. A’s ball fourth-and-1 on A29. Re-spot the ball at the A29, and start on the snap. Team A loses the challenge and is charged with a timeout because the down did not change.

**A.R. 15.218** Down by contact, no clear recovery

Second-and-10 on A20. Runner A2 gets hit and loses the ball at the A23. The officials rule A2 down by contact. The ball goes into
a pile and B3 eventually comes out with it. Replays show that A2 lost the ball before he was down. Team B challenges the play. 

Ruling: Reviewable, but when down by contact is ruled there must be a clear recovery in order to win the challenge. A’s ball third-and-7 on A23. Team B loses the challenge and is charged a timeout. This also applies to a ruling of incomplete pass, and a loose ball ruled out of bounds.

A.R. 15.219 Challenge not permitted, timeout charged 
First-and-10 on B46. QBA1’s pass is ruled intercepted in the field of play by B3 at the B20. Replays show the pass hit the ground before B3 possessed it. Team A coach throws his challenge flag. 

Ruling: Reviewable. A’s ball second-and-10 on B46, charge Team A with a timeout. If the ruling on the field is an interception, the play cannot be challenged by either team. A timeout is automatically charged, but the play is still reviewable by the Replay Official. If A was out of timeouts, a 15-yard penalty would be enforced from the B46.

A.R. 15.220 Challenge not permitted, team out of timeouts 
First-and-10 on B46. QBA1’s pass is ruled intercepted in the field of play by B3 at the B20. Replays show the pass hit the ground before B3 possessed it. Team A coach throws his challenge flag. Team A has no timeouts.

Ruling: Reviewable. A’s ball second-and-25 on A39, reverse to incomplete and enforce a 15-yard penalty from the previous spot. If the ruling on the field is an interception, the play cannot be challenged by either team.

A.R. 15.221 Coach attempts to withdraw challenge 
First-and-10 on A20, QBA1’s pass is ruled incomplete at the sideline at the 50. Team A’s coach challenges that the pass was complete. While the Referee was coming to the sideline, a replay on the video board shows the pass was incomplete. The coach then tells the Referee that he doesn’t want to challenge the ruling.

Ruling: Reviewable. A’s ball second-and-10 on A20, charge Team A with a timeout. A coach cannot challenge a reviewable play and then change his mind. If the Referee feels that is the case, the head coach has two choices. He can either go through with the challenge and all normal rules will apply. (If the play stands, the team loses a challenge and a timeout.) Or, the coach can take a team timeout (no challenge charged). If the Referee feels the coach is genuinely confused as to what is reviewable, then the Referee can allow the coach to pick up the red flag with no challenge or timeout charged.

TIMEOUT NOT CHARGED

A.R. 15.222 Aspect of the play changed 
Fourth-and-10 on A35. A1 punts to B1 at the B25-yard line. B1 returns the punt to the B32, where he is hit and fumbles. A2 recovers the ball at the B34, but is ruled out of bounds. Team A challenges that A2 was not touching the sideline during the recovery. Replays show that B1’s knee touched down before the fumble.

Ruling: Reviewable. B’s ball first-and-10 on B32. Reset the clock to the time when B1 was down by contact. This is a successful challenge and A will not be charged with a timeout because a reviewable aspect of the play was changed. The only exception to this is when a team challenges the line to gain, the ball is re-spotted, but the down remains the same.

TIMEOUT INSIDE TWO MINUTES

A.R. 15.223 Timeout restored, reversal creates stopped clock 
First-and-10 on A40. With 1:30 remaining in the fourth quarter and Team A trailing 17-14, QBA1 completes a pass to A2 in the middle of the field at the B42 and then calls a timeout. Replays show the pass hitting the ground before A2 possessed it and the Replay Official initiates a review of the play.

Ruling: Reviewable. Incomplete pass, A’s ball second-and-10 on A40, reset the clock to the time when the ball hit the ground. Team A’s timeout is restored. In order for the timeout to be restored, the timeout must have been taken to stop a running clock and there is a reversal to a stopped clock.

A.R. 15.224 Timeout restored, change of possession 
Second-and-5 on A25. With 53 seconds remaining in the second quarter, QBA1 throws a low pass that appears to be intercepted by B4 at the A33, but the officials rule that the ball hit the ground. During the play Tackle A6 is injured and needs assistance getting off the field. Team A is charged an injury timeout. Replays show that the ball never hit the ground and the Replay Official initiates a review of the play.

Ruling: Reviewable. B’s ball first-and-10 on A33. Team A’s timeout is restored because by rule an injury timeout is not charged on a play involving a change of possession.

A.R. 15.225 Timeout not restored, line to gain 
Third-and-10 on A40. With 1:52 remaining in the fourth quarter, QBA1 completes a pass to A2 who runs out of bounds near the sideline. Officials mark the ball just short of the 50 making it fourth down. Team A takes a timeout to decide whether to go for it and a replay comes up showing the ball crossed the sideline just beyond the 50. The Replay Official initiates a review of the play.

Ruling: Reviewable, A’s ball first-and-10 on 50. Team A’s timeout is not restored because it was not taken to stop a running clock.

FOULS THAT DELAY SNAP 
If a team commits a foul that delays the next snap, it is no longer permitted to challenge the previous play. If the team attempts to challenge, it will be charged a timeout or UNS penalty (if out of timeouts). This will not prevent the Replay Official from initiating a review that would benefit the offending team. This rule applies to both offensive and defensive fouls. There is nothing a team can do to prevent a review when the Replay Official is responsible for initiating it.

NO REVIEW PERMITTED

A.R. 15.226 Encroachment, coach cannot challenge 
First-and-10 on A20. With 8 minutes to go in the third quarter, A2 catches a pass at the A45. Before the next snap, defensive end B7 encroaches.

Ruling: Reviewable, but since Team B committed a foul that delayed the next snap, it cannot challenge the ruling. A’s ball first-
and-10 on 50.

**A.R. 15.227 Encroachment, coach throws flag**
First-and-10 on A20. With 2:45 to go in the fourth quarter, A2 catches a pass at the A45. Before the next snap, defensive end B7 encroaches and then the Team B coach throws his challenge flag. Team B is out of timeouts.

**Ruling:** Reviewable, but since Team B committed a foul that delayed the next snap, it cannot challenge the ruling. A’s ball first-and-10 on B35. In this situation, the UNS is considered a foul between downs, so both fouls are enforced.

**REVIEW PERMITTED**

**A.R. 15.228 False start, inside two minutes**
First-and-10 on A20. With 1:23 left in the second quarter, QBA1’s pass to A3 is ruled incomplete at the A45. Before the next snap tackle A67 false starts. Replays show that A3 caught the pass.

**Ruling:** Reviewable, A’s ball first-and-10 on A45, the FST is ignored. When the play falls under the Replay Official’s jurisdiction, a foul that delays the next snap will not prevent a review. The false start is only ignored if the call is overturned.

**A.R. 15.229 Defensive foul, offense challenges**
First-and-10 on B20. In the third quarter, A3 catches a pass at the B3 and gets tackled right at the goal line. The officials rule A3 down short of the goal line. Before the next snap, B77 encroaches. Team A then challenges the ruling on the field thinking A3 scored. Replays show that the ball was breaking the plane of the goal line before A3 was down and also that QBA1 was at the B18 when he threw the pass.

**Ruling:** Reviewable. IFP, A’s ball, second-and-13 on B23. If the team that did not commit the foul challenges the previous play, then replay can review all aspects and either team may benefit from the review. The challenge is successful because a reviewable aspect was changed.

**REVIEWABLE AND NON-REVIEWABLE PENALTIES**
Replay can review whether a player touched a pass or kick, or touched the sideline, and fouls can be created or negated based on that information. These situations are explained in the touching of a pass, free kick, and scrimmage kick sections of the casebook. The other penalty situation that is reviewable is 12 or more players on the field at the snap. The number of players in the offensive huddle or in either formation before the snap, and purely subjective fouls such as holding and pass interference are not reviewable.

Penalty administration including the number of the down, yardage, and the spot of a foul is reviewable, and the normal rules pertaining to coach’s challenges and Replay Official reviews apply. In addition, designated members of the Officiating department can consult with the Referee in these situations.

**NUMBER OF PLAYERS ON FIELD**

**A.R. 15.230 Too many men on the field**
Third-and-10 on B22. B7 realizes he is the twelfth player on defense and attempts to get to the sideline before the snap. At the snap, B7 was still one yard from the sideline. Pass is incomplete and there are no flags on the play.

**Ruling:** Reviewable. A’s ball third-and-5 on B17. All 12 men must be viewable on the screen in order to overturn. Replay can piece different shots together to determine how many players were on the field at the snap. In order to be off the field, the player must have a body part down out of bounds before the snap.

**A.R. 15.231 Too many men in the formation**
Third-and-10 on B22. B1 intercepts a pass and returns it for a touchdown. Before the snap, B had 12 players in the formation, but no foul was called, and the snap was allowed.

**Ruling:** Reviewable. B’s ball third-and-5 on B17. **Replay** can only review the number of players on the field at the snap. If the officials shut the play down for too many men in the formation, it is not reviewable. If this foul is created in replay it is enforced as a live ball foul. Only the Replay Official can initiate a review of this play.

**ADMINISTRATION**

**A.R. 15.232 Spot of foul**
Third-and-10 on B20. QBA1 is under pressure and throws an incomplete pass while standing at the B38. The Referee calls intentional grounding and after enforcing the penalty, the ball is placed at the B32.

**Ruling:** Reviewable. A’s ball fourth-and-28 on B38.

**A.R. 15.233 Number of down after penalty enforcement**
Third-and-6 on A35. B1 is offside. The penalty is accepted. Officials mark off the penalty, but mistakenly make it fourth down.

**Ruling:** Reviewable. A’s ball third-and-1 on A40. **Replay** can be used to determine the proper down.

**A.R. 15.234 Penalty yardage**
First-and-10 on B35. A1 completes a forward pass to the B12-yard line, but A2 is called for holding. The officials mistakenly mark off a five-yard penalty.

**Ruling:** Reviewable. A’s ball first-and-20 on B45. **Replay** can be used to determine the yardage penalty.

**NON-REVIEWABLE PLAYS INVOLVING PENALTIES**

**A.R. 15.235 Offensive holding**
First-and-10 on A30. A2 takes a handoff and runs to the B47 where he is tackled. A7 is called for holding B9 at the A32. Replays show that B9 tripped and was not held.

**Ruling:** Not reviewable. A’s ball first-and-18 on A22.

**A.R. 15.236 12 men in offensive huddle**
Third-and-1 on B43. Team A has 12 men in the huddle and then A8 runs off the field before the snap. A2 takes a handoff and
runs to the B38.

Ruling: Not reviewable. Replay cannot review how many players were in the offensive huddle. A’s ball first-and-10 on B38.

A.R. 15.237 Too many men in the formation
Second-and-10 on B40. The Side Judge shuts the play down just before the snap, ruling that Team B had 12 players in the formation, but there were actually only 11 players in the formation.

Ruling: Not reviewable. A’s ball second-and-5 on B35. The number of players in the formation before the snap is not reviewable.

A.R. 15.238 Intentional grounding
Third-and-10 on A8. QBA1 rolls out of the pocket to avoid a sack and throws the ball from the end zone to the A10 with no eligible receivers in the area. The Line Judge rules that the ball did not make it back to the line of scrimmage and the Referee throws his flag for intentional grounding.


A.R. 15.239 Ineligible players downfield
First-and-10 on B20. Back A1 catches a screen pass and runs for a touchdown. Replays show Guard A2 moving downfield at the B15-yard line before the pass.

Ruling: Not reviewable. Touchdown stands.

A.R. 15.240 Illegal substitution
Third-and-5 on B17. B1 intercepts a pass and is returning it down the sideline. B12 comes off the bench and makes a block that allows B1 to run for a score.

Ruling: Not reviewable. Illegal substitution or a palpably unfair act is not a reviewable infraction.

MISCELLANEOUS SITUATIONS
INITIATING REPLAY REVIEW
A.R. 15.241 Play ruled score
First-and-10 on B12. With 4:02 remaining in the second quarter, QBA1’s pass to A80 is ruled complete in the end zone for a TD. Replays show the ball hit the ground before A80 possessed it.

Ruling: Reviewable. Incomplete pass, A’s ball second-and-10 on B12. Only the Replay Official can initiate a review of this play since the ruling on the field resulted in a score.

A.R. 15.242 Play ruled turnover
First-and-10 on A30. With 10:00 remaining in the second quarter, QBA1’s pass is ruled intercepted by B3 at the A45. Replays show the ball hit the ground before B3 possessed it.

Ruling: Reviewable. Incomplete pass, A’s ball second-and-10 on A30. Only the Replay Official can initiate a review of this play since the ruling on the field resulted in an interception.

A.R. 15.243 Multiple aspects to review
First-and-10 on A30. With 10:00 remaining in the second quarter, back A2 fumbles at the A45 and it is returned by B4 to the A5. Replays show that after recovering the fumble, B4 was down by contact at the A45.

Ruling: Reviewable. B’s ball first-and-10 on A45, reset the clock to the time when B4 was down by contact. The ruling on the field was a fumble recovered by the defense. Although that is not in question, only the Replay Official can initiate a review of this play. Once the review is initiated, replay will look at all reviewable aspects of the play.

A.R. 15.244 Play not ruled score
Third-and-goal on B4. In the third quarter, back A2 takes a handoff and runs to the goal line where he is hit and driven backward. The officials spot the ball short of the goal line and make it fourth down. Replays show that the ball broke the plane of the goal line.

Ruling: Reviewable. Touchdown, KO A35, reset the clock to the time of the touchdown. Since the ruling on the field did not result in points for either team, the Team A coach must challenge the ruling outside two minutes of either half.

A.R. 15.245 Foul negates score
Fourth-and-goal on B8. With 3:43 remaining in the fourth quarter, QBA1’s pass to A8 is ruled complete in the end zone, but A7 is penalized for offensive holding. Replays show that the ball hit the ground before A8 possessed it.

Ruling: Reviewable. Incomplete pass, B’s ball first-and-10 on B8, decline holding foul. The holding foul negated the score so the Team B coach must challenge this ruling outside two minutes of either half.

A.R. 15.246 Play not ruled turnover
Fourth-and-10 on A30. With 10:00 remaining in the second quarter, Team A’s punt grazes the left leg of B19 and is then recovered by A44 at the B30. The officials rule that B19 did not touch the ball and award possession to B.

Ruling: Reviewable. A’s ball first-and-10 on B30. The ruling on the field was that the scrimmage kick was not touched by B, so the Team A coach must challenge outside two minutes.

A.R. 15.247 Line to gain on fourth down
Fourth-and-2 on B41. With 3:43 remaining in the fourth quarter, back A2 takes a handoff and runs to the B38½ where he is hit and driven backward. The officials spot the ball at the B39½ and award possession to Team B.

Ruling: Reviewable. A’s ball first-and-10 on B38½. Team A coach must challenge this play outside two minutes of either half. Replay Official is not responsible for initiating a review on downs outside two minutes.

A.R. 15.248 Onside kick
With 2:40 remaining in the fourth quarter, Team A attempts an onside kick from the A35. A19 is the first to touch the ball at the A44 and then recovers it at the A46. The officials award possession to Team A.

Ruling: Reviewable. B’s ball first-and-10 on A41. ITK. Team B’s coach must challenge this play outside two minutes of either half.
The Replay Official is not responsible for initiating a review during a free kick before the two-minute warning, but is responsible for challenging the play if there is a turnover or score during a subsequent run.

TIMING OF CHALLENGE
A.R. 15.249  Double Challenge
Second-and-10 on B35. With 12:00 remaining in the fourth quarter, QBA1 rolls out and throws a pass to A2 at the back of the end zone that is ruled incomplete. Team A challenges that the pass was complete but replays show that A2 only got one foot down inbounds and the call on the field is upheld. While the Referee is making his announcement, a new replay comes up that shows the QB stepping on the sideline at the B40 before releasing the pass. Team B challenges the play.

Ruling: Reviewable. Both teams can challenge the same play. A’s ball third-and-15 on the B40, reset the clock to the time when the QB stepped out of bounds. A team cannot challenge the same play twice. It is important that all reviewable aspects of a play are confirmed by replay regardless of what is actually being challenged.

A.R. 15.250  Next legal snap
First-and-10 on A20. In the third quarter, A2 catches a pass at the A45. Before the next snap, Tackle A5 false starts. Replays show that the ball hit the ground before A2 caught it.

Ruling: Reviewable. Play can be reviewed up until the next legal snap. Incomplete pass, A’s ball second-and-10 on A20, reset the clock to the time the ball hit the ground, and the penalty for false start is ignored. Only Team B can challenge the ruling in this situation since it did not commit the foul that delayed the next snap.

A.R. 15.251  Try before two-minute warning, coach’s challenge
First-and-10 on B15. At the start of the play there is 2:02 remaining in the second quarter. A2 catches a pass in the end zone that is ruled a TD with 1:53 left on the clock. Team A then attempts a two point conversion and QBA1 is ruled down short of the goal line. Replays show that the ball broke the plane before he was down.

Ruling: Reviewable, two-point conversion is good, KO A35. The try is before the two-minute warning and the coach must challenge the ruling if the play was not ruled a score.

PENALTY ENFORCEMENT AFTER REVERSAL
A.R. 15.252  UNR/UNS enforcement
First-and-10 on A30. QBA1 throws a low pass that is ruled intercepted by B2 at the A43-yard line. B2 returns the ball to the A10-yard line where he is tackled by the facemask by A3. Replays show that the ball hit the ground before B2 intercepted it.

Ruling: Reviewable. Pass is incomplete but the facemask penalty must be enforced. A’s ball second-and-25 on A15, reset the clock to the time when the ball hit the ground. This applies to any UNR or UNS foul, and it is enforced as a dead ball penalty. Only the Replay Official can initiate a review of this play.

A.R. 15.253  UNR/UNS enforcement, double foul
First-and-10 on A30. QBA1 throws a low pass that is ruled intercepted by B2 at the A43-yard line. B2 returns the ball to the A10-yard line. During the return B4 blocked A5 low at the A23-yard line. Replays show that the ball hit the ground before B2 intercepted it. Team A was in an illegal formation at the snap.

Ruling: Reviewable. A’s ball, first-and-10 on A45. Pass is incomplete, reset the clock to the time when the ball hit the ground and the low block must be enforced. It combines with the live ball illegal formation to create a 5/15 enforcement. Only the Replay Official can initiate a review of this play.

A.R. 15.254  Penalty not enforced after reversal
First-and-10 on A30. QBA1 throws a low pass that is ruled intercepted by B2 at the A43-yard line. B2 returns the ball to the A10-yard line and during his return B5 is called for an illegal block above the waist. Replays show that the ball hit the ground before B2 intercepted it.

Ruling: Reviewable. A’s ball second-and-10 on A30, reset the clock to the time when the ball hit the ground. Only UNR/UNS fouls are enforced in this situation. Only the Replay Official can initiate a review of this play.

REPLAY SYSTEM
A.R. 15.255  Loss of communication with League office
Second-and-10 on B30 with one minute remaining in the second quarter. QBA1 throws a pass to A3 at the B15 near the sideline and the pass is ruled incomplete. Replays show that the receiver had two feet in bounds with possession of the ball. The Replay Official initiates a review and as the Referee is coming over to the hand-held, field-level monitor, officials at the stadium lose communications with the League office.

Ruling: A’s ball first-and-10 on B15. The Referee is to stay at the monitor for one minute while communications are being repaired. If the equipment is not operational in two minutes, the play stands as called on the field. No challenges or timeouts are charged. If communications are not restored in one minute, then the Referee will conduct the replay review. If communications are repaired within the one-minute time frame, then the League office will review the play as normal.