

2019 Playing Rule Proposals Summary

1. By Competition Committee; to amend Rule 6 to make permanent the kickoff rule changes that were implemented during the 2018 season.
2. By Competition Committee; to amend Rule 12 to expand protection to a defenseless player.
3. By Competition Committee; to amend Rule 14, Section 5, Article 2 to change the enforcement of double fouls when there is a change of possession.
4. By Competition Committee; to amend Rule 11, Section 4, Article 2 to simplify the application of scrimmage kick rules for missed field goals.
5. By Competition Committee; to amend Rule 14, Section 2, Article 3 to allow teams to elect to enforce on the succeeding try or on the succeeding free kick an opponent's personal or unsportsmanlike conduct foul committed during a touchdown.
6. By Competition Committee; to amend Rule 15, Section 2 for one year only to expand the reviewable plays in instant replay to include fouls for pass interference; also expands automatic replay reviews to include scoring plays and turnovers negated by a foul, and any Try attempt (extra point or two-point conversion).
- 6a. By Competition Committee; to amend Rule 15, Section 2 for one year only to expand the reviewable plays in instant replay to include all fouls for pass interference, roughing the passer, and unnecessary contact against a player who is in a defenseless posture; also expands automatic replay reviews to include scoring plays and turnovers negated by a foul, and any Try attempt (extra point or two-point conversion).
7. By Kansas City Chiefs; to amend Rule 16 to (1) allow both teams the opportunity to possess the ball at least one time in overtime, even if the first team to possess the ball in overtime scores a touchdown; (2) eliminate overtime for preseason; and (3) eliminate overtime coin toss so that winner of initial coin toss to begin game may choose whether to kick or receive, or which goal to defend.
8. By Denver; to amend Rule 6, Section 1, Article 1 to provide an alternative to the onside kick that would allow a team who is trailing in the game an opportunity to maintain possession of the ball after scoring
9. By Washington; to amend Rule 15, Section 2 to subject all plays that occur during a game to coaches' challenge by teams or review by the Officiating department in the instant replay system.
10. By Washington; to amend Rule 15, Section 2, Article 5 to add review of personal fouls as reviewable plays in the instant replay system.

11. By Kansas City; to amend Rule 15, Section 2, to add review of personal fouls (called or not called on the field) as plays subject to coaches' challenge in the instant replay system.
12. By Carolina, Los Angeles Rams, Philadelphia, and Seattle; to amend Rule 15, Section 2, to add review of designated player safety-related fouls (called or not called on the field) as plays subject to coaches' challenge in the instant replay system.
13. By Philadelphia; to amend Rule 15, Section 2, to add scoring plays and turnovers negated by a foul to be subject to automatic review in the instant replay system.
14. By Denver; to amend Rule 15, Section 2, to add all fourth down plays that are spotted short of the line to gain or goal line to be subject to automatic review in the instant replay system.
15. By Denver; to amend Rule 15, Section 2, to add all Try attempts (Extra point or Two-point conversion) to be subject to automatic review in the instant replay system.
16. By Competition Committee; to amend Rule 15, Section 1, Article 5 to allow League personnel to disqualify for both flagrant football and non-football acts.

2019 Bylaw Proposals Summary

1. By Buffalo; to amend Article XVII, Section 17.4 to liberalize the rule for reacquisition of a player assigned via waivers.
2. By Competition Committee; to amend Article XVII, Section 17.1 to provide clubs with more roster flexibility during training camp.
3. By Competition Committee; to amend Article XVIII, Section 18.1 to provide teams more effective access to players during the postseason.
4. By Competition Committee; to amend Article XIV, Section 14.3(B)(8) to make the tie-breaking procedures fairer for the selection meeting.
5. By Competition Committee; to amend Article XVII, Section 17.1 to provide additional roster spots during the preseason.
6. By Competition Committee; to amend Article XVII, Section 12.3 to offer more roster flexibility.

2019 Resolution Proposals Summary

- G-1. By Competition Committee; to amend the Anti-Tampering Policy to permit an interested club to contact a Vested Veteran before clubs have been notified of the player's termination via the Player Personnel Notice if (i) the player is not subject to the Waivers System and, (ii) the employer club has publicly announced the player's release.
- G-2. By Washington; to amend current League practices regarding teams' post-game officiating inquiries and allow opposing teams to receive the League's post-game responses to any officiating inquiries submitted by either team.
- G-3. *Withdrawn*, By Philadelphia; to continue the annual tradition of having Dallas and Detroit play on Thanksgiving, provided that one of those clubs host a home game with the other club playing away, and alternating home and away games each subsequent season.

2019 Playing Rule Proposals

1. By Competition Committee; to amend Rule 6 to make permanent the kickoff rule changes that were implemented during the 2018 season.
2. By Competition Committee; to amend Rule 12 to expand protection to a defenseless player.
3. By Competition Committee; to amend Rule 14, Section 5, Article 2 to change the enforcement of double fouls when there is a change of possession.
4. By Competition Committee; to amend Rule 11, Section 4, Article 2 to simplify the application of scrimmage kick rules for missed field goals.
5. By Competition Committee; to amend Rule 14, Section 2, Article 3 to allow teams to elect to enforce on the succeeding try or on the succeeding free kick an opponent's personal or unsportsmanlike conduct foul committed during a touchdown.
6. By Competition Committee; to amend Rule 15, Section 2 for one year only to expand the reviewable plays in instant replay to include fouls for pass interference; also expands automatic replay reviews to include scoring plays and turnovers negated by a foul, and any Try attempt (extra point or two-point conversion).
- 6a. By Competition Committee; to amend Rule 15, Section 2 for one year only to expand the reviewable plays in instant replay to include all fouls for pass interference, roughing the passer, and unnecessary contact against a player who is in a defenseless posture; also expands automatic replay reviews to include scoring plays and turnovers negated by a foul, and any Try attempt (extra point or two-point conversion).
7. By Kansas City Chiefs; to amend Rule 16 to (1) allow both teams the opportunity to possess the ball at least one time in overtime, even if the first team to possess the ball in overtime scores a touchdown; (2) eliminate overtime for preseason; and (3) eliminate overtime coin toss so that winner of initial coin toss to begin game may choose whether to kick or receive, or which goal to defend.
8. By Denver; to amend Rule 6, Section 1, Article 1 to provide an alternative to the onside kick that would allow a team who is trailing in the game an opportunity to maintain possession of the ball after scoring
9. By Washington; to amend Rule 15, Section 2 to subject all plays that occur during a game to coaches' challenge by teams or review by the Officiating department in the instant replay system.
10. By Washington; to amend Rule 15, Section 2, Article 5 to add review of personal fouls as reviewable plays in the instant replay system.

11. By Kansas City; to amend Rule 15, Section 2, to add review of personal fouls (called or not called on the field) as plays subject to coaches' challenge in the instant replay system.
12. By Carolina, Los Angeles Rams, Philadelphia, and Seattle; to amend Rule 15, Section 2, to add review of designated player safety-related fouls (called or not called on the field) as plays subject to coaches' challenge in the instant replay system.
13. By Philadelphia; to amend Rule 15, Section 2, to add scoring plays and turnovers negated by a foul to be subject to automatic review in the instant replay system.
14. By Denver; to amend Rule 15, Section 2, to add all fourth down plays that are spotted short of the line to gain or goal line to be subject to automatic review in the instant replay system.
15. By Denver; to amend Rule 15, Section 2, to add all Try attempts (Extra point or Two-point conversion) to be subject to automatic review in the instant replay system.
16. By Competition Committee; to amend Rule 15, Section 1, Article 5 to allow League personnel to disqualify for both flagrant football and non-football acts.

2019 PLAYING RULE PROPOSAL NO. 1

Amend Rule 6, (Free Kicks, pgs. 23-25) (new language underlined, deleted language struck through):

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) ~~Before~~ From the time the kicker approaches begins his approach to the ball and until the ball is kicked,
- (1) all kicking team (~~Team A~~) players, other than the kicker, must be lined up ~~and remain in their established positions no more than one yard behind their restraining line~~ with at least one foot on the yard line that is one yard behind their restraining line, and both feet must remain on the ground until the ball is kicked; and

- (2) at least five players of the kicking team must be on each side of the ball; and
- (3) ~~A~~ at least two players (other than a holder) must be lined up inbounds between the sideline and the bottom (outside) of the yard-line number, and at least two players (other than the holder), must be lined up between the top (inside) of the yard-line number and the inbounds lines and the yard-line number.

Notes:

- (1) *A holder for a free kick counts as one of the required five players on either side of the ball, regardless of where he is positioned. The holder is never counted as one of the required two players between the inbounds line and the top (inside) of the numbers, regardless of where he is positioned.*
- (2) *~~A player who lines up one yard behind the restraining line must have at least one foot (either the front or the back foot) touching that yard line.~~*

- (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) Until the ball is kicked, all receiving team (Team B) players must be inbounds and behind their restraining line, and at least eight players must be positioned between their restraining line and a spot 15 yards behind their restraining line (the “setup zone”). (See Section 2, Article 1, Item 2-b.)

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 one yard behind his restraining line,~~ or either team being in an illegal formation when the ball is kicked: Loss of five yards.

- (d) Prior to the ball being touched by the receiving team or the end of the kick, it is a foul if a kicking team player voluntarily goes out of bounds (without being contacted by a receiving team player) to avoid a block.

Penalty: For voluntarily going out of bounds without contact: Loss of 5 yards.

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:
- (1) 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.
 - (2) it is not touched by the receiving team and touches the ground in the end zone (touchback).
- (e) If the ball comes to rest ~~inbounds anywhere on the field, 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.

Notes:

- (1) *A player is deemed to have not touched the ball if it is batted or illegally kicked into him by an opponent. Such touching is ignored, though the bat or kick could be a foul for an Illegal Bat or Illegal Kick.*
- (2) *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) ~~is not touched by the receiving team, and the ball~~ touches the ground in the end zone before being touched by the receiving team.
- (b) goes out of bounds behind the receiving team's goal line;
- (c) strikes the receiving team's goal post, uprights, or cross bar; or
- (d) 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.

~~**ARTICLE 7. 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, the ball belongs to the receiving team at the dead-ball spot.~~

SECTION 2 OTHER FREE KICK FOULS

ARTICLE 1. BLOCKING.

Item 1. Kicking Team.

- (a) **Between the Restraining Lines (10 yards).** ~~Prior to~~ Until the ball ~~being~~ is legally touched, a kicking team player 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 is legally touched, 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.

- (b) **At or Beyond Five Yards Beyond Receiver's Restraining Line (Team B) (Next Five Yards).** Until the ball is legally touched or touches the ground, a kicking team player may not block or use his hands or arms against an opponent in the area that is at or in the area no more than five yards beyond the receiving team's (Team B) restraining line, except to push or pull aside a receiver who is actively attempting to obstruct his attempt to proceed downfield. After the ball is legally touched or touches the ground, a kicking team player may legally block an opponent anywhere, and he may use his hand and arms to push or pull an opponent out of the way in a personal attempt to recover the ball.

During the kick, the kicking team is subject to the blocking restrictions of the defense.

For the exception prohibiting a block in the back by the kicking team while the ball is in flight, see 12-13-b-Note.

Item 2. Receiving Team.

- ~~(a) 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.~~

- ~~(b)~~ **First Fifteen Yards.** Until the ball is legally touched or the ball hits the ground, no player on the receiving team may initiate a block against the kicking team in the 15-yard area between the kicking team's (Team A) restraining line and five yards behind the receiving team's (Team B) restraining line.

- ~~(e)~~ **More than Fifteen Yards Beyond Kicker's Restraining Line.** ~~After the ball is kicked, a double team block is permissible only by players who were initially lined up in the setup zone. A double team block is defined as two players from the setup zone coming together in an attempt to block for the runner.~~ The receiving team may legally block more than fifteen yards beyond the kicking team's restraining line.

- (c) 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.

Note: A “wedge block” is not permitted at any time. A wedge block is defined as two or more players intentionally aligning shoulder-to-shoulder within two yards of each other, and who move forward together in an attempt to block for the runner.

Penalty: For illegal blocking or use of hands by either team: Loss of 10 yards.

- (d) After the ball is kicked, no player who was initially lined up outside the setup zone is permitted to come together with any other player (double team) in an attempt to block for the runner. A “double-team block” is permissible only by players who were initially lined up in the setup zone at the time of the kick. Any other players may not participate in a double-team block at any time during a kick or during the return. A double-team block is defined as two or more players who contact an opponent at the same time.

- (e) A “wedge block” is not permitted by any players at any time. A wedge block is defined as two or more players intentionally aligning shoulder-to-shoulder within two yards of each other, and who move forward together. The foul for a wedge block occurs at that point; actual contact with an opponent is not necessary.

For an illegal wedge or an illegal double-team block ~~during the kick or during the return~~: Loss of 15 yards. If the foul occurs during the kick, enforcement is from the spot of the foul. If the foul occurs in Team B’s ~~during the return, the penalty is enforced as customary. If the foul occurs in the receiving team’s~~ end zone during the kick, it is enforced from the previous spot. 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.

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 double-team, or an illegal wedge whether during the free kick or during the return~~ during the kick and that does not occur in the receiving team's end zone, 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.*

Submitted by Competition Committee

Effect: Makes permanent the kickoff rule changes that were implemented during the 2018 season.

Reason: Player Safety.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2019 PLAYING RULE PROPOSAL NO. 2

Amend Rule 12, Section 2 to add new Article 7 (Unnecessary Roughness, pg. 49) (new language underlined, deleted language struck through):

ARTICLE 7. BLINDSIDE BLOCK. It is a foul if a player initiates a block in which he is moving toward or parallel to his own end line and makes forcible contact to his opponent with his helmet, forearm, or shoulder.

Note: A player may initiate forcible contact inside the tackle box, but is subject to the crackback and “peel back” block restrictions.

Penalty: For a Blindside Block: Loss of 15 yards.

Submitted by Competition Committee

Effect: Expands protection to a defenseless player.

Reason: Player Safety.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2019 PLAYING RULE PROPOSAL NO. 3

Amend Rule 14, Section 5, Article 2 (Fouls by both teams (Double Fouls), pgs. 60-61) (new language underlined, deleted language struck through):

ARTICLE 2. DOUBLE FOUL WITH A CHANGE OF POSSESSION. If there is a Double Foul during a down in which there is a change or changes of possession, including if one of the fouls is a post-possession foul by Team B during a scrimmage kick, the team last gaining possession will keep the ball after enforcement for its foul, provided it did not foul prior to last gaining possession (“clean hands”).

If the team last in possession does not have “clean hands” when it establishes possession, the penalties offset, and the down is replayed at the previous spot.

Exceptions:

- (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, and the fouls offset at the spot where its foul would be enforced if it was the only foul. ~~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.

Submitted by Competition Committee

Effect: Changes the enforcement of double fouls when there is change of possession.

Reason: Competitive equity.

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

2019 PLAYING RULE PROPOSAL NO. 4

Amend Rule 11, Section 4, Article 2 (Missed Field Goals, pgs. 43-44) (new language underlined, deleted language struck through):

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 of scrimmage in the field of play, or in the end zone before the ball has touched the ground in the end zone, 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:

The special rules pertaining to field goals in (a) and (b) are not applicable, and all general rules for a scrimmage kick will apply when there is a missed field goal and:

- (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, or in the end zone before the ball has touched the ground in the end zone, 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; or~~
- (2) the ball becomes dead behind the line of scrimmage and has not been touched by the receivers beyond the line of scrimmage. If a field-goal attempt from anywhere on the field is blocked, and the ball has not been beyond the line of scrimmage, 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 of scrimmage 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); or (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 receiver's 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. the ball is dead as soon as it touches the ground in the end zone, and it is the receivers' ball at the spot of the kick, or at the 20-yard line if the attempt was from inside the 20-yard line.*
- (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.*

Submitted by Competition Committee

Effect: Scrimmage kick rules apply if a Team B player touches a missed field goal attempt in the end zone before the ball touches the ground, or when either team recovers the ball behind the line of scrimmage.

Reason: Simplifies rule.

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

2019 PLAYING RULE PROPOSAL NO. 5

Amend Rule 14, Section 2, Article 3 (Fouls During a Score, pg. 57) (new language underlined, deleted language struck through):

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 touchdown, the penalty, whether a live ball or dead ball foul or a foul between downs, can be enforced on the succeeding kickoff or Try. 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.

Submitted by Competition Committee

Effect: Teams can elect to enforce on the succeeding try or on the succeeding free kick an opponent’s personal or unsportsmanlike conduct foul committed during a touchdown.

Reason: Increase options for penalty enforcement. Consistency.

VOTE

DISPOSITION

For _____

Adopted

Against _____

Rejected

Abstain _____

Tabled

Absent _____

Withdrawn

2019 PLAYING RULE PROPOSAL NO. 6

For one year only, amend Rule 15, Section 2, Articles 2, 4, and 5 (Instant Replay, pgs. 62-63) (new language underlined, deleted language struck through):

SECTION 2 INSTANT REPLAY

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

ARTICLE 1. COACHES' CHALLENGE. In each game, a team will be permitted two challenges that will initiate Instant Replay reviews. The Head Coach will initiate a challenge by throwing a red flag onto the field of play before the next legal snap or kick. Each 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. REQUEST FOR REVIEW. A Replay Review will be initiated by a member of the Officiating department from a location in the League office or 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;
- (f) throughout any overtime period; ~~and~~
- (g) any disqualification of a player; and
- (h) any Try attempt (successful or unsuccessful).

There is no limit to the number of Replay Reviews that may be initiated by personnel designated in this Article. The ability of the designated personnel 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 pursuant to this Article. The designated personnel must initiate a review before the ball is next legally put in play. Such reviews will be initiated regardless of whether a foul is committed on the play that, if accepted, would negate the on-field rulings listed in (a-d) above.

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 of on-field rulings other than player disqualifications, 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.

Unless the Replay Review is for a player disqualification, 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 review initiated by a member of the Officiating department or the Replay Official.

ARTICLE 4. NON-REVIEWABLE PLAYS. The following play situations are not reviewable:

- (a) Fouls, except for Article 5 (g and j) 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 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.
- (i) Disqualification of a player.
- (j) Fouls for pass interference (offensive or defensive) (See Rule 8, Section 5, Articles 1-4).

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.

Effect: For one year only, expands the reviewable plays in instant replay to include fouls for pass interference. Also expands automatic replay reviews to include scoring plays and turnovers negated by a foul, and any Try attempt (extra point or two-point conversion).

Reason: Integrity of the Game.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2019 PLAYING RULE PROPOSAL NO. 6A

For one year only, amend Rule 15, Section 2, Articles 2, 4, and 5 (Instant Replay, pgs. 62-63) (new language underlined, deleted language struck through):

SECTION 2 INSTANT REPLAY

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

ARTICLE 1. COACHES' CHALLENGE. In each game, a team will be permitted two challenges that will initiate Instant Replay reviews. The Head Coach will initiate a challenge by throwing a red flag onto the field of play before the next legal snap or kick. Each 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. REQUEST FOR REVIEW. A Replay Review will be initiated by a member of the Officiating department from a location in the League office or 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;
- (f) throughout any overtime period; ~~and~~
- (g) any disqualification of a player; and
- (h) any Try attempt (successful or unsuccessful).

There is no limit to the number of Replay Reviews that may be initiated by personnel designated in this Article. The ability of the designated personnel 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 pursuant to this Article. The designated personnel must initiate a review before the ball is next legally put in play. Such reviews will be initiated regardless of whether a foul is committed on the play that, if accepted, would negate the on-field rulings listed in (a)-(d) above.

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 of on-field rulings other than player disqualifications, 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.

Unless the Replay Review is for a player disqualification, 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 review initiated by a member of the Officiating department or the Replay Official.

ARTICLE 4. NON-REVIEWABLE PLAYS. The following play situations are not reviewable:

- (a) Fouls, except for Article 5 (g) and (j-l) 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 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.
- (i) Disqualification of a player.
- (j) Fouls for pass interference (offensive or defensive) (See Rule 8, Section 5, Articles 1-4).
- (k) Fouls for roughing the passer (See Rule 12, Article 9 (a-h)).
- (l) Fouls for unnecessary contact against a player who is in a defenseless posture (See Rule 12, Article 7).

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.

Submitted by Competition Committee

Effect: For one year only, expands the reviewable plays in instant replay to include fouls for pass interference, roughing the passer, and unnecessary contact against a player who is in a defenseless posture. Also expands automatic replay reviews to include scoring plays and turnovers negated by a foul, and any Try attempt (extra point or two-point conversion).

Reason: Integrity of the Game.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2019 PLAYING RULE PROPOSAL NO. 7

Amend Rule 16, Section 1 (Overtime Procedures, pgs. 64-65) (new language underlined, deleted language struck through):

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.

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.~~ the team that won the initial coin toss prior to the game, under Rule 4, Article 2, must choose one of two privileges, and the team that lost that initial coin toss prior to the game is given the other. Those two privileges are:

- (a) The opportunity to receive the kickoff, or to kickoff; or
- (b) The choice of goal his team will defend.

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 at least once during the extra period, subject to Rule 16, Article 5, unless the team 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) Whichever team has the most points after each team has had the opportunity to possess the ball once in overtime, and completed such possession, shall be the winner.
- (~~b~~c) If the team that possesses the ball first does not score on its initial possession, the other team (the second team) shall have the opportunity to possess the ball, and the team next scoring by any method shall be the winner.
- (~~e~~d) 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. During the regular season, the game will not be extended beyond the 10-minute overtime period.
 - (3) If the second team does not score on its possession, the game is over, and the first team is the winner, subject to (4) below.
 - (4) If the second team loses possession by an interception or fumble, the down will be permitted to run to its conclusion, ~~and all rules of the game will be enforced as customary, including awarding points scored by either team during the down. If the~~

~~second team scores a touchdown on the down after regaining possession, it is the winner. Only fouls that require the down to be replayed, fouls that negate a score, or palpably unfair acts will be enforced.~~ 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.)

Notes:

- (1) 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.
 - (2) If the second team loses possession by an interception or fumble or safety, 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 enforcement, which will extend its initial possession.
 - (3) The situation in (2) 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.
- (e) If the team that possesses the ball first scores a touchdown on its initial possession, the second team shall have the opportunity to possess the ball.
- (1) If the second team scores a touchdown and extra point on its possession such that it has the lead, it is the winner.
 - (2) If the second team scores a touchdown and extra point on its possession such that the score is tied, the team next scoring by any method shall be the winner. During the regular season, the game will not be extended beyond the 10-minute overtime period.
 - (3) If the second team does not match the score of the team that possesses the ball first, then the team that possesses the ball first shall be the winner.
- (df) 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.
- (eg) 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.

- (fh) All replay reviews will be initiated by the Replay Official. Coaches' challenges will not be allowed.

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 final 2 minutes of the fourth quarter of a game, including timing, shall apply.

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 the 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 the 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.

Effect 1: Allows both teams the opportunity to possess the ball at least one time in overtime, even if the first team to possess the ball in overtime scores a touchdown.

Reason: Both teams have equal opportunity to win game outright.

Effect 2: Eliminate overtime for preseason.

Reason: Unnecessary to extend games that have no effect on outcome of the season.

Effect 3: Eliminate overtime coin toss. Winner of initial coin toss to begin game may choose whether to (a) kick or receive; or (b) which goal to defend.

Reason: Throughout the course of the game, both teams will know where they stand with regard to the choice of possession in overtime and can act on that information accordingly. The outcome of games will no longer be decided by the uncertainty of an overtime coin toss because the winner of the pregame coin toss will already be known.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2019 PLAYING RULE PROPOSAL NO. 8

Amend Rule 6, Section 1 (Procedures For A Free Kick, pgs. 23-25) (new language underlined, deleted language struck through):

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.

Exception: A team may elect once per game during the fourth period to play offense instead of a kickoff or safety kick. The following rules will apply if such an election is made:

- (1) The kicking team must notify the referee of its intention to forego a kickoff or safety kick for one offensive play. The referee will then notify the team that would otherwise be receiving the kickoff or safety kick.
- (2) The ball will be spotted on the kicking team's restraining line and the kicking team will have one scrimmage down on offense to gain 15 yards (4th and 15) to the line to gain. The sideline chain unit will be placed five yards ahead of A's restraining line and the first down marker will be placed 15 yards from A's restraining line (40 yard-line to the 50-yard line on a normal kickoff play when the restraining line is the 35-yard line).
- (3) Play clock will be set to 25 seconds and winds on the ready for play signal. Game clock starts on the snap, and normal NFL timing rules apply.
- (4) Standard scrimmage play rules apply.

- (5) If the offense reaches the line to gain, the offense retains possession of the ball and the customary rules are in effect. If the defense stops the offense, the defense assumes possession at the resulting yard line of the play.
- (6) If the offense is penalized on the one scrimmage down (4th and 15), the offense cannot elect to then kickoff after the penalty is enforced. Example: the kicking team may not elect to kick after incurring a holding penalty on the one scrimmage down.
- (7) Scrimmage kicks are prohibited.
- (8) Nothing in this exception prohibits a team from attempting a legal onside kickoff under Rule 6.

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

Submitted by Denver

Effect: Permits a team to maintain possession of the ball after a score by substituting one offensive play (4th and 15 from the kicking team's restraining line) for an onside kickoff attempt.

Reason: Provides excitement and competition late in the game.

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

2019 PLAYING RULE PROPOSAL NO. 9

Amend Rule 15, Section 2 (Instant Replay, pgs. 62-63) (new language underlined, deleted language struck through):

ARTICLE 1. COACHES' CHALLENGE. In each game, a team will be permitted two challenges that will initiate Instant Replay reviews. The Head Coach will initiate a challenge by throwing a red flag onto the field of play before the next legal snap or kick. Each challenge will require the use of a team timeout. If a challenge is upheld, the timeout will be restored. A challenge will only be restored if a team is successful on both 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 that occurs during a game 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.

Once a challenge is initiated, the Head Coach must provide the Referee with the specific player (jersey number) and the specific foul that was committed on the play, regardless of whether there was a penalty called by the on-field officiating crew.

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. REQUEST FOR REVIEW. A Replay Review will be initiated by a member of the Officiating department from a location in the League office or 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 throughout any overtime period, during which time the Officiating department or Replay Official may initiate a review of any play that occurs; and
- (f) ~~throughout any overtime period; and~~
- (g) any disqualification of a player.

There is no limit to the number of Replay Reviews that may be initiated by personnel designated in this Article. The ability of the designated personnel 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 pursuant to this Article. The designated personnel must initiate a review before the ball is next legally put in play.

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 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.
- (i) Disqualification of a player.

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.

Submitted by Washington

Effect: Subjects all plays that occur during a game to challenge by teams or review by officials.

Reason: Integrity of the game.

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

2019 PLAYING RULE PROPOSAL NO. 10

Amend Rule 15, Section 2, Article 5 (Instant Replay, pg. 63) (new language underlined, deleted language struck through):

ARTICLE 4. NON-REVIEWABLE PLAYS. The following play situations are not reviewable:

- (a) Fouls, except for Articles 5 (g) and 5 (h) 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 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) Any personal foul penalty (Rule 12, Section 2, Articles 1 through 17).
- ~~(h)~~ Game administration:
 - (1) Penalty enforcement.
 - (2) Proper down.
 - (3) Spot of a foul.
 - (4) Status of the game clock.
- ~~(i)~~ Disqualification of a player.

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.

Submitted by Washington

Effect: Subjects personal foul penalties to instant replay review.

Reason: Integrity of the game.

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

2019 PLAYING RULE PROPOSAL NO. 11

Amend Rule 15, Section 2 (Instant Replay, pgs. 62-63) (new language underlined, deleted language struck through):

ARTICLE 1. COACHES' CHALLENGE. In each game, a team will be permitted two challenges that will initiate Instant Replay reviews. The Head Coach will initiate a challenge by throwing a red flag onto the field of play before the next legal snap or kick. Each challenge will require the use of a team timeout. If a challenge is upheld, the timeout will be restored. A challenge will only be restored if a team is successful on both 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. See Article 5 below for exception involving Personal Fouls.

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

ARTICLE 2. REQUEST FOR REVIEW. A Replay Review will be initiated by a member of the Officiating department from a location in the League office or 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;
- (f) throughout any overtime period; and
- (g) any disqualification of a player.

There is no limit to the number of Replay Reviews that may be initiated by personnel designated in this Article, but a review may only be initiated for items listed in Article 6 below. The ability of

the designated personnel 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 pursuant to this Article. The designated personnel must initiate a review before the ball is next legally put in play.

ARTICLE 4. NON-REVIEWABLE PLAYS. The following play situations are not reviewable:

- (a) Fouls, except for Article 56 (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 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. PERSONAL FOULS. A challenge involving a Personal Foul, as listed in Rule 12, Section 2 may only be initiated by a Head Coach. Such challenge may be initiated even when a foul is not called so that if the challenge is successful, a Personal Foul, as identified by the challenging Head Coach, is called.

If a coaches' challenge for any of these items results in the creation of a foul, a designated member of the Officiating department will have discretion as to whether the foul meets the standard for disqualification.

ARTICLE 56. 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.
- (i) Disqualification of a player.
- (j) Personal fouls subject to Article 5 above.

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.

Submitted by Kansas City

Effect: Expands the coaches' challenge system to include Personal Fouls, even if such foul is not called during the play. Allows coaches to challenge such Personal Fouls inside two minutes of either half. Requires no change to Replay Official's responsibilities outside or inside two minutes of either half.

Reason: Coaches have opportunity to correct on-field officiating errors involving significant penalties.

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

2019 PLAYING RULE PROPOSAL NO. 12

Amend Rule 15, Section 2 (Instant Replay, pgs. 62-63) (new language underlined, deleted language struck through):

ARTICLE 1. COACHES' CHALLENGE. In each game, a team will be permitted two challenges that will initiate Instant Replay reviews. The Head Coach will initiate a challenge by throwing a red flag onto the field of play before the next legal snap or kick. Each challenge will require the use of a team timeout. If a challenge is upheld, the timeout will be restored. A challenge will only be restored if a team is successful on both 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 56 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. See Article 5 below for exception involving player safety fouls.

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

ARTICLE 2. REQUEST FOR REVIEW. A Replay Review will be initiated by a member of the Officiating department from a location in the League office or 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;
- (f) throughout any overtime period; and
- (g) any disqualification of a player.

There is no limit to the number of Replay Reviews that may be initiated by personnel designated in this Article, but a review may only be initiated for items listed in Article 6 below. The ability of the designated personnel 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 pursuant to this Article. The designated personnel must initiate a review before the ball is next legally put in play.

ARTICLE 4. NON-REVIEWABLE PLAYS. The following play situations are not reviewable:

- (a) Fouls, except for Article 56 (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 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. PLAYER SAFETY FOULS. The following fouls are subject only to a coaches' challenge, even when a foul has not been called. They may be challenged at any point throughout the game, including after the two-minute warning and during overtime, provided the team has a challenge and timeout remaining.

- (a) Unnecessary contact against a player who is in a defenseless posture (See Rule 12, Section 2, Article 7 (a)-(b)).
- (b) Whether a player lowers his head to initiate and make contact with his helmet against an

- opponent (See Rule 12, Section 2, Article 8).
- (c) Roughing the Passer. (See Rule 12, Section 2, Article 9 (a)-(h)).
- (d) Roughing or Running into the Kicker (See Rule 12, Section 2, Article 10 (a)-(g), Item 1 (a), (b) and Item 2 (a), (b)).
- (e) Roughing the Holder (See Rule 12, Section 2, Article 11 (a)-(c)).
- (f) Horse-Collar Tackle (See Rule 12, Section 2, Article 15).

During a review initiated by a coaches' challenge of a player safety foul, the replay official and a designated member of the Officiating department may only review the specifically challenged player safety foul as well as any reviewable aspect of the play described in Article 6. An additional review of any other player safety foul on the play must be initiated by an opponent's coaches' challenge.

If a coaches' challenge for any of these items results in the creation of a foul, a designated member of the Officiating department will have discretion to determine whether the foul meets the standard for disqualification.

If a foul created by a player safety foul creates a Double Foul, the fouls are enforced according to customary rules (See Rule 14, Section 5, Article 1).

ARTICLE 56. 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.
- (i) Disqualification of a player.

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.

Submitted by Carolina, Los Angeles Rams, Philadelphia, and Seattle

Effect: Expands the coaches' challenge system to include player safety fouls; Permits coaches to challenge player safety fouls inside two minutes of either half or during overtime; Requires no change to Replay Official's responsibilities outside or inside two minutes of either half.

Reason: Player safety and permits the Instant Replay system to correct an officiating error.

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

2019 PLAYING RULE PROPOSAL NO. 13

Amend Rule 15, Section 2, Article 2 (Instant Replay, pg. 62) (new language underlined, deleted language struck through):

ARTICLE 2. REQUEST FOR REVIEW. A Replay Review will be initiated by a member of the Officiating department from a location in the League office or 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;
- (f) throughout any overtime period; and
- (g) any disqualification of a player.

There is no limit to the number of Replay Reviews that may be initiated by personnel designated in this Article. The ability of the designated personnel 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 pursuant to this Article. The designated personnel must initiate a review before the ball is next legally put in play. Such reviews will be initiated regardless of whether a foul is committed on the play that, if accepted, would negate the on-field rulings listed in (a)-(d) above.

Submitted by Philadelphia

Effect: Subjects scoring plays and turnovers negated by foul to automatic review.

Reason: Provide coaches with full information about the outcome of the play prior to making a decision as to whether they must accept or decline a called foul.

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

2019 PLAYING RULE PROPOSAL NO. 14

Amend Rule 15, Section 2, Articles 2 and 4 (Instant Replay, pgs. 62-63) (new language underlined, deleted language struck through):

ARTICLE 2. REQUEST FOR REVIEW. A Replay Review will be initiated by a member of the Officiating department from a location in the League office or 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;
- (f) throughout any overtime period; ~~and~~
- (g) any disqualification of a player; and
- (h) any fourth down play when the dead-ball spot is short of the line to gain or goal line.

There is no limit to the number of Replay Reviews that may be initiated by personnel designated in this Article. The ability of the designated personnel 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 pursuant to this Article. The designated personnel must initiate a review before the ball is next legally put in play.

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, except for fourth down plays described above in Article 2 (h).
 - (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 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.

Submitted by Denver

Effect: Expands automatic reviews to include a dead-ball spot on a fourth down play that is short of the line to gain or goal line.

Reason: Permits the Instant Replay system to correct an officiating error, and consistency with other change of possession plays that are automatically reviewed.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2019 PLAYING RULE PROPOSAL NO. 15

Amend Rule 15, Section 2, Articles 2 and 4 (Instant Replay, pgs. 62-63) (new language underlined, deleted language struck through):

ARTICLE 2. REQUEST FOR REVIEW. A Replay Review will be initiated by a member of the Officiating department from a location in the League office or 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;
- (f) throughout any overtime period; ~~and~~
- (g) any disqualification of a player; and
- (h) any Try attempt (successful or unsuccessful).

There is no limit to the number of Replay Reviews that may be initiated by personnel designated in this Article. The ability of the designated personnel 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 pursuant to this Article. The designated personnel must initiate a review before the ball is next legally put in play.

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 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.
- (d) Plays governed by the goal line.
- (e) Plays governed by the boundary lines.
- (f) Plays governed by the line of scrimmage.
- (g) Plays governed by the line to gain.

- (h) Number of players on the field at the snap, even when a foul is not called.
- (i) Game administration:
 - (1) Penalty enforcement.
 - (2) Proper down.
 - (3) Spot of a foul.
 - (4) Status of the game clock.
- (j) Disqualification of a player.

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.

Submitted by Denver

Effect: Expands automatic reviews to include any Try attempt (extra point or two-point conversion).

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

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

2019 PLAYING RULE PROPOSAL NO. 16

Amend Rule 15, Section 1, Article 5 (Game Administration Support from NFL Officiating Staff, pg. 62) (new language underlined, deleted language struck through):

ARTICLE 5. GAME ADMINISTRATION SUPPORT FROM NFL OFFICIATING STAFF.

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. In addition, if the designated members of the Officiating department determine that a foul for a football or non-football act called on the field is flagrant, then they can instruct the on-field officiating crew to disqualify the player(s) who committed the foul. Those players who were not penalized, but who engaged in football or non-football acts that were determined to be flagrant and directly related to the foul called on the field, may also be disqualified by designated members of the Officiating department. The determination that a foul is flagrant must be based on the available video provided on the television broadcast, and the designated members of the Officiating department must instruct the officiating crew to disqualify the identified player(s) before the ball is next legally put in play. The Officiating department does not have the authority to instruct the on-field game officials to assess a penalty against a player.

Submitted by Competition Committee

Effect: Allows League personnel to disqualify for both flagrant football and non-football acts.

Reason: Integrity of the game.

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

2019 Bylaw Proposals

1. By Buffalo; to amend Article XVII, Section 17.4 to liberalize the rule for reacquisition of a player assigned via waivers.
2. By Competition Committee; to amend Article XVII, Section 17.1 to provide clubs with more roster flexibility during training camp.
3. By Competition Committee; to amend Article XVIII, Section 18.1 to provide teams more effective access to players during the postseason.
4. By Competition Committee; to amend Article XIV, Section 14.3(B)(8) to make the tie-breaking procedures fairer for the selection meeting.
5. By Competition Committee; to amend Article XVII, Section 17.1 to provide additional roster spots during the preseason.
6. By Competition Committee; to amend Article XVII, Section 12.3 to offer more roster flexibility.

2019 BYLAW PROPOSAL NO. 1

Amends Article XVII, Section 17.4 of the Constitution and Bylaws to reflect the following (new language underlined, deleted language struck through):

Reacquisition of Players

17.4 (C) A player who has been traded or assigned via waivers cannot return to the club that took such action until two seasons, including the season of the year in which he left the club, have elapsed, unless one of the following exceptions applies:

Reacquiring Traded Player

- (1) Traded player must have been on the Active List of the assignee club, any club beyond the assignee club, or a combination thereof, for a minimum of four (4) regular season games, after which the original assignor club may reacquire the player by waiver assignment or free-agent signing. The four-game requirement specified herein may span two regular seasons if applicable; or
- (2) Traded player must have been on the Active List of the assignee club, any club beyond the assignee club, or a combination thereof, for less than four (4) regular season games and must have been placed on waivers and terminated by the assignee club or any subsequent club, in which case the original assignor club may reacquire the player only by free-agent signing. The original assignor club under these circumstances must not reacquire such player by trade or assignment via waivers; or
- (3) Traded player, before participating in any practice or game for the assignee club, must have reverted to the assignor club through conditions of a trade requiring his reporting to or passing the physical examination of the assignee club, or through a condition requiring him to execute a previously agreed-upon contract with the assignee club within a period of time agreed upon by the clubs, but in no event longer than three business days after the trade has been approved by the Commissioner.

Reacquiring Player Assigned Via Waivers

- (4) If a player is assigned via waivers, the original assignor club may reacquire the player by free agent signing at any time, subject to other rules in this Constitution and Bylaws or the rules of the League; or
- (5) Player assigned via waivers must have been on the Active List of the assignee club or any club beyond the assignee club for at least one regular season game, after which the original assignor club may reacquire the player by waiver assignment; or
- ~~(4) (6) Player assigned via waivers must have been on the Active List of the assignee club, any club beyond the assignee club, or a combination thereof, for a minimum of four (4) games while a player limit is in effect (preseason or regular season games, or a combination thereof), after which the original assignor club may reacquire the player by trade, waiver assignment, or free agent signing. The four-game requirement specified herein may span two seasons if applicable~~
- ~~(5) Player assigned via waivers must have been on the Active List of the assignee club, any club beyond the assignee club, or a combination thereof, for less than four (4) games while a player limit is in effect (preseason or regular season games, or a combination thereof) and must have been placed on waivers and terminated by such assignee club or any subsequent club, in which case the original assignor club may reacquire the player only by free agent signing. The original assignor club under these circumstances must not reacquire such player by trade or assignment via waivers.~~

Reacquiring Terminated Player

- ~~(6) (7) There are no restrictions on reacquiring, in the same or a subsequent season, players who have been terminated via the waiver system, subject to restrictions that may appear in other parts of this Constitution and Bylaws.~~

Evasion of Reacquisition Rules

- ~~(7) (8) Any evasion of the rules covering reacquisition of players, including but not limited to procedures by a club to place a player on another club's roster in order to evade the former club's player limit, will result in appropriate discipline by the Commissioner against all involved clubs that are proven to have taken part in such maneuvers with prior knowledge of the evasion.~~

(D) No player who opts for free agency under the waiver system section of the Collective Bargaining Agreement can re-sign with the same club in the same season or in the following season.

Submitted by Buffalo

Effect: Liberalizes the rule for reacquisition of a player assigned via waivers.

Reason: Permits more access to players.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2019 BYLAW PROPOSAL NO. 2

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

Cutdowns and Player Limits

17.1 (A) Subject to paragraphs (B) through (D) of this Section 17.1, clubs will be limited to a year-round roster limit of 90 players on the following combined lists: Active, Inactive, Practice Squad, and Exempt, and the following Reserve Lists: Injured, Physically Unable to Perform, Non-Football Illness, Non-Football Injury, Suspended (for less than one year), Future, Drafted-Unsigned, Exclusive Rights, First Refusal Rights, Unrestricted Free Agents with an individually negotiated right of first refusal, Franchise, and Transition.

The 90-player limit will not include any players on the following lists: Reserve/Retired, Reserve/Did Not Report, Reserve/Left Squad, Reserve/Military, Reserve/Unrestricted Free Agents, unsigned Veteran Free Agents, and players who have been declared ineligible to participate (suspended) by the Commissioner (for more than one year). In addition, beginning on July 15, or on the first day a club begins its training camp, whichever is earlier, and concluding at 4:00 p.m., New York time, on the day of the roster reduction to 53 players, players in the following Reserve List categories will not count against the 90-player limit: Drafted-Unsigned, Exclusive Rights, First Refusal Rights, Unrestricted Free Agents with an individually negotiated right of first refusal, Franchise, and Transition.

Submitted by Competition Committee

Effect: Provides clubs more roster flexibility during training camp.

Reason: Competitively fairer.

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

2019 BYLAW PROPOSAL NO. 3

Amend Article XVIII, Section 18.1 of the Constitution and Bylaws to reflect the following (new language underlined, deleted language struck through):

Claiming Period

18.1 (B) Clubs may claim a player placed on waivers by notifying the Commissioner within the claiming period. Clubs may file claims on players for whom waivers have been requested beginning at 4:01 p.m., New York time, on the day such waivers are requested and ending at 4:00 p.m., New York time, on a subsequent date, pursuant to the following:

- (1) For any waivers requested during the period commencing on the first business day after the Pro Bowl or the Super Bowl, whichever occurs later, through 4:00 p.m., New York time, on the Friday prior to the final regular season weekend, a 24-hour claiming period shall be in effect, except for waiver requests on Friday and Saturday of each week, which shall expire at 4:00 p.m., New York time, on the following Monday. [Exception: During the two weekends preceding the first full weekend of preseason games, waivers requested on Friday will expire at 4:00 p.m., New York time, on Saturday; waivers requested on Saturday will expire at 4:00 p.m., New York time, on Sunday; and waivers requested on Sunday will expire at 4:00 p.m., New York time, on Monday.]

If the claiming period is scheduled to expire on a holiday, or such other day when the League office is not open for customary business, the claiming deadline shall be extended until 4:00 p.m., New York time, on the next League business day.

Waivers requested on the Friday preceding the final regular season weekend shall expire at 4:00 p.m., New York time, on Saturday.

If any waiver request has been designated as Procedural Recall, the club requesting such waivers shall thereafter have an additional 24 hours to recall such waiver request.

- (2) A claiming period of 24 hours shall be in effect for any waivers requested during the period from the Saturday of the final regular season weekend through the conclusion of the final postseason game, except for waiver requests on Friday and Saturday of each week, which shall expire at 4:00 p.m., New York time, on the following Monday.

- a) Assignment of player contracts will be deferred until the first business day after the Pro Bowl or the Super Bowl, whichever occurs later.
- b) Terminations of player contracts ~~by a club that is still participating in the playoffs~~ will occur at the expiration of the claiming period, ~~but termination of player contracts of non-playoff clubs will be deferred until the first business day after the Pro Bowl or the Super Bowl, whichever occurs later.~~
 - i. A club that is participating in the playoffs may sign players whose contracts have been terminated to the club's Active/Inactive List, Practice Squad, or Reserve/Future List.
 - ii. A club that is not participating in the playoffs may sign players who have been terminated to its Reserve/Future List only.
- ~~c) Termination of player contracts of non-playoff clubs will be deferred until the first business day after the Pro Bowl or the Super Bowl, whichever occurs later.~~
- ~~d) A club that is still participating in the playoffs may sign players whose contracts have been terminated to the club's Active/Inactive List, Practice Squad, or Reserve/Future List, and a club whose playing season has concluded may sign such players to its Reserve/Future List.~~

All waiver notices released by the Commissioner during the training or regular season shall be sent by NFLNet or facsimile.

The Commissioner shall notify each club in both conferences simultaneously of any waiver request in the manner prescribed above. Any club within the League may, upon request, secure from the Commissioner all available salary information on any player for whom waivers have been requested, which information shall be supplied prior to the time for the filing of any claim on such player.

Submitted by Competition Committee

Effect: Permits players whose contracts are terminated via the waivers system during the postseason to be signed by clubs participating in the postseason. Permits a non-playoff club to sign such a player to its Future List immediately. Non-playoff clubs no longer are require to wait until the first business day after the Super Bowl to sign such players

Reason: Provides teams more effective access to players during the postseason.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2019 BYLAW PROPOSAL NO. 4

Amend Article XIV, Section 14.3(B)(8) of the Constitution and Bylaws to reflect the following (new language underlined, deleted language struck through):

Selection Meeting

14.3 (B) Reference in this Article to “standing” shall mean the standing of the clubs in the League in regular season games at the time of the Selection Meeting. In calculating the percentage, tie games shall be calculated as one-half game won and one-half game lost. To determine the percentage, the total number of winning games, including any fractions thereof to account for ties, shall be divided by the total number of games played in the regular season.

- (1) The winner of the Super Bowl game shall select last and the loser of such game shall select next-to-last in all rounds, regardless of the record of such participating clubs in the regular season.
- (2) The losers of the Conference championship games shall select 29th and 30th in all rounds, according to the reverse order of their standing.
- (3) The losers of the Divisional playoff games shall select in the 25th through 28th positions in all rounds, according to the reverse order of their standing.
- (4) The losers of the Wild Card games shall select in the 21st through 24th positions in all rounds, according to the reverse order of their standing.
- (5) Clubs not participating in the playoffs shall select in the first through 20th positions in all rounds, according to the reverse order of their standing.
- (6) If ties exist in any grouping except (1) above, such ties shall be broken by figuring the aggregate won-lost-tied percentage of each involved club’s regular season opponents and awarding preferential selection order to the club which faced the schedule of teams with the lowest aggregate won-lost-tied percentage.
- (7) If, after the procedures of (6) above have been applied, ties still exist, the divisional or conference tie-breaking method, whichever is applicable, shall be applied.

Notes: Ties involving three or more clubs will be broken using the following procedures:

- (i) Divisional tie breakers will be applied to determine the lowest-ranked team within a division;
 - (ii) Conference tie breakers will be applied to determine the lowest-ranked team within a conference;
 - (iii) The process will be repeated until the Draft order has been established.
- (8) If, after the procedures of (7) have been applied, ties still exist involving teams of different conferences, they shall be broken by ~~a coin flip conducted by the Commissioner~~ the following steps:
- 1. Head-to-head, if applicable.
 - 2. Best won-lost-tied percentage in common games, minimum of four.
 - 3. Strength of victory in all games.
 - 4. Best combined ranking among all teams in points scored and points allowed in all games.
 - 5. Best net points in all games.
 - 6. Best net touchdowns in all games.
 - 7. Coin toss.

Notes: Ties involving three or more clubs from different conferences will be broken using the following procedures:

- (i) Divisional tie breakers will be applied to determine the lowest-ranked teams within a division;
 - (ii) Conference tie breakers will be applied to determine the lowest-ranked team within a conference;
 - (iii) Interconference ties breakers described in (8) above, will be applied to determine the lowest-ranked teams within the League.
 - (iv) The process will be repeated until the Draft order has been established.
- (9) After the selection order for the first round of the college draft has been determined under this Section 14.3(B), the round-to-round rotation will be as follows:
- (a) Clubs originally involved in two-club ties will alternate positions from round to round;
 - (b) In the cases of ties that originally involved three or more clubs, the club at the top of a tied segment in a given round will move to the bottom of the segment for the next round, while all other clubs in the segment move up one place. This rotation will continue throughout the draft.

Effect: Changes the tie-breaking procedure for the order of the selection meeting, so that inter-conference ties are broken by using relevant conference tie-breakers. In addition, clarifies the procedure to break ties when three or more clubs are involved.

Reason: Competitively fairer.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2019 BYLAW PROPOSAL NO. 5

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

Cutdowns and Player Limits

- 17.1 (C) ~~Any~~ All players placed on Reserve/Physically Unable to Perform or Reserve/Non-Football Injury/Illness prior to the business day of the roster reduction to 75-53 players on the Active List will not count on the club's overall roster limit of 90 players, until after 4:00 p.m., New York time, on the day of the roster reduction to 53 players. ~~provided that the club requests waivers on the player with the designation "Failed Physical" immediately upon reporting to training camp and failing the club's physical examination and that the club places the player on Reserve/PUP or Reserve/NF/I immediately after the expiration of the claiming period. All such players will count on the club's overall roster limit after 4:00 p.m., New York time on the day of the cutdown to 75 players. All players so placed on Reserve/PUP or Reserve/NF/I prior to the roster reduction to 53 players shall not be eligible to play or practice for that club for the remainder of the regular season and postseason, notwithstanding other provisions in this Constitution and Bylaws. The same provisions shall apply to a Vested Veteran who is placed on Reserve/PUP or Reserve/NF/I immediately upon failing the training camp physical examination, provided that the club declares to the League office at such time that the player shall be ineligible to practice or play for the remainder of the regular season and postseason.~~
- (D) ~~If a~~ A player who has passed his club's training camp physical examination and is placed on Reserve/Non-Football Injury/Illness prior to the roster reduction to 75-53 players on the Active List, ~~he~~ will not count on the club's overall roster limit of 90 players, until after 4:00 p.m., New York time, on the day of the roster reduction to 53 players. ~~provided that the club requests waivers on the player with the designation "Non-Football Injury/Illness" and provided that the club places the player on Reserve/NFI immediately after the expiration of the claiming period. All such players will count on the club's overall roster limit of 90 players after 4:00 p.m., New York time on the day of the cutdown to 75 the roster reduction to 53~~ players. All players so placed on Reserve/NFI shall not be eligible to play or practice for that club for the remainder of the regular season and postseason. ~~The same provisions shall apply to a Vested Veteran who is placed on Reserve/NFI after passing his club's training camp physical examination.~~

Effect: Removes the requirement that a non-vested player must be placed on waivers to not count on the 90-player roster prior to the reduction to 53 players.

Reason: Provides roster spots during the preseason.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2019 BYLAW PROPOSAL NO. 6

Amend Article XVII, Section 12.3 of the Constitution and Bylaws to reflect the following (new language underlined, deleted language struck through):

Rules and Regulations

- 12.3 (E) (1) If a player reports to the club at its preseason training camp and is, in the opinion of the club physician, physically unable to perform his services as a player, the club will have the following options:
- (c) Place him in the category of Reserve/Physically Unable to Perform. The following rules apply:
 - (vi) Players on Reserve/Physically Unable to Perform shall not be traded; if they are placed on such list prior to the day of the roster reduction to 53 players. Players placed on such list on the day of the roster reduction to 53 players may be traded, subject to the other rules in this Constitution and Bylaws; and
 - (vii) Clubs are required to notify the League office on the first day of the 21-day practice period, which information shall be promulgated to clubs on that day's personnel notice.
 - (2) No club will be permitted to use any of the procedures of Physically Unable to Perform unless it reports to the League office at the time physical examinations are given that the involved player has failed his physical.
 - (3) If a player reports to a club at its preseason training camp and passes the club's physical, then later suffers an injury unrelated to football, the club may place him on Reserve as Non-Football Injury or Illness (N-F/I). Such a player may not play or practice with that club for the remainder of the season, including postseason, ~~under any circumstances unless otherwise permitted elsewhere within this Constitution and Bylaws.~~ Such Pplayers on Reserve N-F/I shall not be traded, unless they have been designated for return according to the procedures of Article 17.16 (C). If suspended or placed on Reserve N-F/I, players shall not be entitled to compensation.
 - (4) The club may also use the designation N-F/I for a player who fails the training camp physical, but said player will be governed by the provisions of 12.3(E)(1). Player shall not be entitled to compensation.

Submitted by Competition Committee

Effect: Permits clubs to trade a player who is placed on Reserve/Physically Unable to Perform or Reserve/Non-Football Injury or Illness at the roster reduction to 53 players and who is eligible to be activated to the 53-player Active/Inactive List at a later in the season.

Reason: Roster flexibility.

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

2019 Resolution Proposals

- G-1. By Competition Committee; to amend the Anti-Tampering Policy to permit an interested club to contact a Vested Veteran before clubs have been notified of the player's termination via the Player Personnel Notice if (i) the player is not subject to the Waivers System and, (ii) the employer club has publicly announced the player's release.
- G-2. By Washington; to amend current League practices regarding teams' post-game officiating inquiries and allow opposing teams to receive the League's post-game responses to any officiating inquiries submitted by either team.
- G-3. *Withdrawn*, By Philadelphia; to continue the annual tradition of having Dallas and Detroit play on Thanksgiving, provided that one of those clubs host a home game with the other club playing away, and alternating home and away games each subsequent season.

2019 RESOLUTION G-1

Amend the Anti-Tampering Policy to read (new language underlined, deleted language struck through):

3. Players.

- (7) **Players on Waivers.** Clubs are not permitted to contact a player for whom waivers have been requested (including during the claiming period), or his representative, until ~~they clubs~~ have been notified of the player's termination via the Player Personnel Notice (~~including during the claiming period~~). This prohibition includes contact with a Vested Veteran during the period in which the player is subject to the NFL Waivers System under Article 29, Section 1(a) of the CBA (i.e., his contract can be claimed by another club). If a club is contacted by a player for whom waivers have been requested, or his representative, during this period, the only permissible response by the club is to inform the player or his representative that under NFL rules the club is not permitted to speak to the player or his representative.

~~Note: A Vested Veteran whose contract is being terminated cannot be contacted by other clubs until they have received official notification on a Personnel Notice that such player's contract has been terminated. Statements by the player, his representative, or the terminating club, media reports, and information appearing on a club's website or at any other location are not official. Communicating with the player or his representative on the basis of such information is a violation of this policy. If the club is contacted by a player or his representative, prior to the publication of the Personnel Notice announcing the player's contract termination, the only permissible response by the club is to inform the player or his representative that under NFL rules the club is not permitted to speak to the player or his representative.~~

Notwithstanding the above, during the period in which a Vested Veteran is not subject to the NFL Waiver System under Article 29, Section 1(a) of the CBA, an interested club may contact the player or his representative before clubs have received notification of the player's termination via the Player Personnel Notice if, but only after, the prior club has officially announced via a press release, social media report, or other form of a public announcement that the player has been or will be released. Public or private statements made by the player or his representative, or private statements made by the prior club to an inquiring club, are not "official" statements and cannot be relied up by an inquiring club as a

defense to a charge of tampering. If a club is contacted by a Vested Veteran or his representative before the prior club has publicly announced that the player's contract has been or will be terminated, the only permissible response by the contacted club is to inform the player or his representative that under NFL rules the club is not permitted to speak to the player or his representative.

Submitted by Competition Committee

Effect: Permits an interested club to contact a Vested Veteran before clubs have been notified of the player's termination via the Player Personnel Notice if (i) the player is not subject to the Waiver System and (ii) the employer club has publicly announced the player's release.

Reason: Eliminates confusion caused by public announcements about player terminations.

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

2019 RESOLUTION NO. G-2

Amend current League practices regarding teams' post-game officiating inquiries, such that the opposing teams to a game receive the League's post-game responses to any officiating inquiries submitted by either team. Presently, a team receives the League's response to its officiating inquiry, but does not receive the League's response to its opponent's officiating inquiry.

Submitted by Washington

Effect: Opposing teams receive the League's post-game responses to any officiating inquiries submitted by either team.

Reason: Competitive balance and integrity of the game.

VOTE

DISPOSITION

For _____

Adopted

Against _____

Rejected

Abstain _____

Tabled

Absent _____

Withdrawn

2019 RESOLUTION G-3

Whereas, pursuant to Resolution BC-A (1987), Dallas and Detroit will be the home teams for the Thanksgiving Day games.

Resolved, that Dallas and Detroit will play annually on Thanksgiving, with each team alternating between having a game at home and a game on the road.

Submitted by Philadelphia

Effect: Continues tradition of having Dallas and Detroit play on Thanksgiving, provided that one of those clubs host a home game with the other club playing away, and alternating home and away games each subsequent season.

Reason: Competitive Equity

VOTE

DISPOSITION

For _____

Adopted

Against _____

Rejected

Abstain _____

Tabled

Absent _____

Withdrawn