



**2023 Playing Rules,
Bylaw and Resolution
Proposals Submitted
by Clubs**

2023 Playing Rule Proposals Summary

1. By Philadelphia; amends Rule 5, Section 1, Article 2, to permit the use of zero (“0”) as a jersey numeral; to allow kickers and punters to use any jersey numeral between 0-49 and 90-99.
2. By Philadelphia; amends Rule 6, Section 1, to permit a team to maintain possession of the ball after a score by substituting one offensive play (4th and 20 from the kicking team’s 20-yard line) for an onside kickoff attempt.
3. By Los Angeles Chargers; amends Rule 4, Section 6, Article 3 and Section 7, Article 4, to make the adjustment of the play clock following an Instant Replay reversal consistent with other timing rules.
4. By Detroit; amends Rule 15, Section 3, Article 9, to expand the coaches’ challenge system to include personal fouls called on the field.
5. By Detroit; amends Rule 15, Section 1, to provide clubs more opportunities for a third challenge.
6. By Detroit; amends Rule 15, Section 3, to expand the Replay Official’s jurisdiction to allow for consultation regarding penalty assessment.
7. By Houston; amends Rule 15, Section 1, Article 2, to expand the Replay Official’s jurisdiction to allow for review on failed fourth down attempts.
8. By Los Angeles Rams; amends Rule 15, Section 1 and Section 3, to make fouls for Roughing the Passer called on the field subject to replay assist and/or review by a coach’s challenge.
9. By New York Jets; amends Rule 12, Section 2, Article 6, to expand the crackback prohibition to players who go in motion and go beyond the center to block (“split-flow block”) a defender below the waist.

2023 PLAYING RULE PROPOSAL NO. 1

Amend Rule 5, Section 1, Article 2 (Players Numbered By Position, pg. 18) (new language underlined, deleted language struck through):

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

- (a) ~~quarterbacks, punters, and placekickers:~~ 10-19;
- (b) punters and placekickers: 0-49 and 90-99
- (~~b~~c) defensive backs: 10-49;
- (~~e~~d) running backs, fullbacks, tight ends, H-backs, and wide receivers: 10-49 and 80-89;
- (~~d~~e) offensive linemen: 50-79;
- (~~e~~f) defensive linemen: 50-79 and 90-99;
- (~~f~~g) linebackers: 10-59 and 90-99.

Submitted by Philadelphia

Effect: Permits the use of zero (“0”) as a jersey numeral. Allows kickers and punters to use any jersey numeral between 0-49 and 90-99.

Reason: Flexibility in assigning jersey numbers.

2023 PLAYING RULE PROPOSAL NO. 2

Amend Rule 6, Section 1 (Procedures For A Free Kick, pgs. 24-26) (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.

(c) As an alternative to a kickoff after a touchdown or successful field goal, a team ("scoring team") may elect to retain possession, subject to the following rules:

1. A team may elect to retain possession no more than two times during the game and must have fewer points than its opponent;
2. The scoring team must notify the Referee of its intention to forego a kickoff and retain possession. The Referee will then notify the opponent of the scoring team's election;
3. The ball will be spotted on the team's 20-yard line, and the scoring team will possess the ball with the down and distance being fourth and 20 (line to gain is the scoring team's 40-yard line);
4. If either team commits a personal foul during the preceding scoring play, the spot of the kickoff alternative is the succeeding spot if the penalty is not enforced on the Try (See 14-2-3);
5. Play clock will be set to 25 seconds and winds on the ready for play signal. Game clock starts on the snap, and customary NFL timing rules apply;
6. Standard rules apply for a play from scrimmage;

7. If the offense reaches the line to gain, the result of the play is a first down and all customary rules, including timing rules, are in effect. If the offense fails to reach the line to gain or if the defense scores on the play, customary rules for a change of possession or a scoring play are in effect.
8. If the offense is penalized on the one scrimmage down (4th and 20), the offense cannot change its election to a 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; and
9. Scrimmage kicks are prohibited.

Nothing in this Article 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 Philadelphia

Effect: Permits a team to maintain possession of the ball after a score by substituting one offensive play (4th and 20 from the kicking team's 20-yard line) for an onside kickoff attempt

Reason: Competitive equity and fan engagement.

2023 PLAYING RULE PROPOSAL NO. 3

Amend Rule 4, Section 6, Article 3 and Section 7, Article 4 (Game Timing, pg. 12-13) (new language underlined, deleted language struck through):

SECTION 6

ARTICLE 3. INTERRUPTION OF PLAY CLOCK. If the play clock is stopped prior to the snap for any reason, after the stoppage has concluded, the time remaining on the play clock shall be the same as when it stopped, unless:

- (a) the stoppage has been for a charged team timeout, the two-minute warning, the expiration of a period, or a penalty enforcement, ~~or an Instant Replay challenge prior to the two-minute warning~~, in which case the play clock shall be reset to 25 seconds;
- (b) the stoppage has been for an Instant Replay review ~~after the two-minute warning~~ that results in a reversal, in which case the play clock shall be reset to ~~25~~ 40 seconds, unless another rule requires otherwise;
- (c) the stoppage has been for an excess timeout while time is in that is charged to the defense, in which case the play clock shall be reset to 40 seconds; or
- (d) fewer than 10 seconds remain on the play clock, in which case it shall be reset to 10 seconds, or the exact time on the play clock at the discretion of the Referee.

SECTION 7

ARTICLE 4. REPLAY REVIEW AFTER TWO-MINUTE WARNING OF EITHER HALF. If a replay review after the two-minute warning of either half results in the on-field ruling being reversed and the correct ruling would not have stopped the game clock, then the officials will run 10 seconds off the game clock, and reset the play clock to 30 seconds, before permitting the ball to be put in play on the ready-for-play signal. The defense cannot decline the runoff, but either team can use a remaining timeout to prevent it.

Submitted by Los Angeles Chargers

Effect: Makes the adjustment of the play clock following an Instant Replay reversal consistent with other timing rules.

Reason: Competitive Equity.

2023 PLAYING RULE PROPOSAL NO. 4

Amend Rule 15, Section 3, (Instant Replay, pgs. 64-68) (new language underlined, deleted language struck through):

SECTION 3 REVIEWABLE RULINGS

ARTICLE 1. PLAY SITUATIONS. The Replay System will cover the following play situations:

- (a) Plays involving possession (see Section 3, Article 2).
- (b) Plays involving touching of either the ball or the ground (see Section 3, Article 3).
- (c) Plays governed by the goal line (see Section 3, Article 4).
- (d) Plays governed by the boundary lines (see Section 3, Article 5).
- (e) Plays governed by the line of scrimmage (See Section 3, Article 6).
- (f) Plays governed by the line to gain (see Section 3, Article 7).
- (g) Number of players on the field (see Section 3, Article 8).
- (h) Game administration (see Section 3, Article 9).
 - (1) Penalty enforcement.
 - (2) Proper down.
 - (3) Spot of a foul.
 - (4) Status of the game clock.
- (i) Disqualification of a player (see Section 3, Article 10)
- (j) Personal fouls (see Section 3, Article 11)
- (~~k~~) Other reviewable plays (see Section 3, Article ~~11~~12)

ARTICLE 10. DISQUALIFICATION OF A PLAYER. The Senior Vice President of Officiating or his or her designee may review a decision by on-field officials to disqualify a player. When reviewing a disqualification under this Article other reviewable aspects of the play will not be reviewed unless the Replay Official would otherwise have authority to challenge the play, or it is challenged by a Head Coach.

ARTICLE 11. PERSONAL FOULS. A challenge involving a personal foul, as listed in Rule 12, Section 2, may only be initiated by a Head Coach when such a foul is called on the field. If the challenge is successful, the personal foul, as identified by the challenging Head Coach, is nullified.

ARTICLE ~~11~~12. OTHER REVIEWABLE PLAYS.

Item 1. Direction of a Pass. Whether a pass was forward or backward.

Note: When an on-field ruling is incomplete, and the pass was clearly backward, the ball will be awarded at the spot of recovery to the team that recovers the ball in the immediate

continuing action. If there is no clear recovery, the ball will be awarded to the team last in possession at the spot where possession was lost.

Item 2. Illegal Forward Pass. Whether a pass was illegally thrown.

Item 3. Field Goal or Try Attempt. Whether a field goal or Try attempt crossed above the crossbar and inside the uprights is reviewable, but only if the ball crosses the plane of the goal post below the top of the uprights, or if the ball touches anything.

Item 4. Illegal Forward Handoff. Whether a player received a handoff clearly in advance of a player making the handoff.

Item 5. Ball Touching a Foreign Object. Whether a loose ball touched a scoreboard, guide wire, or any other object.

Notes:

(1) The Replay Official can initiate a challenge for this item at any time during the game.

(2) If it is determined that the ball hit an object, the down will be replayed from the previous spot, and the game clock will be reset to the time when the ball was snapped and will start on the snap.

Submitted by Detroit

Effect: Expands the coaches' challenge system to include personal fouls called on the field.

Reason: Integrity of the game.

2023 PLAYING RULE PROPOSAL NO. 5

Amend Rule 15, Section 1 (Instant Replay, pgs. 64-68) (new language underlined, deleted language struck through):

SECTION 1 INITIATING A REPLAY REVIEW

ARTICLE 1. COACH CHALLENGES. Each team is permitted a minimum of two challenges that will initiate Instant Replay reviews:

- (a) The Head Coach can initiate a challenge by throwing a red flag onto the field of play before the next legal snap or kick.
- (b) A team that commits a foul that prevents the next snap can no longer challenge the previous play. The non-fouling team can still challenge the previous play, and both teams can benefit from the review.
- (c) The Head Coach may challenge on-field rulings listed in Section 3, except for those plays that only the Replay Official can challenge (Article 2).
- (d) Each challenge requires an available team timeout. A team that is out of timeouts, or has used all its available challenges, may not attempt to initiate a challenge.

A team that initiates a challenge when the team is not permitted to challenge will be charged a team timeout.

Penalty: For initiating a challenge when a team has exhausted its timeouts: Loss of 15 yards enforced as a foul between downs.

- (e) If a challenge is unsuccessful, the team will be charged a timeout.
- (f) A team will be permitted a third challenge if it is successful on at least one ~~both~~ of its challenges. A fourth challenge will not be permitted.

Submitted by Detroit

Effect: Provides a club more opportunities for a third challenge.

Reason: Competitive equity.

2023 PLAYING RULE PROPOSAL NO. 6

Amend Rule 15, Section 3, Article 9 (Game Administration and Consultation, Page 66) (new language underlined, deleted language struck through):

SECTION 3 REVIEWABLE RULINGS

ARTICLE 9. GAME ADMINISTRATION AND CONSULTATION. The Replay Official and designated members of the Officiating department may consult with on-field officials, or conduct a replay review, or advise the game officials on specific, objective aspects of a play when clear and obvious video evidence is present, and/or to address game administration issues, including, but not limited to:

- (a) penalty enforcement;
- (b) the proper down;
- (c) spot of a foul;
- (d) the game clock;
- (e) possession;
- (f) completed or intercepted pass;
- (g) touching of a loose ball, boundary line, goal line or end line;
- (h) location of the football or a player in relation to the boundary line, the line of scrimmage, the line to gain, or the goal line; ~~or~~
- (i) down by contact (when a player is not ruled down by contact on the field); or
- (j) a foul that has been called involving the position of a player or action at, beyond, or behind a specific distance from the line of scrimmage.

Submitted by Detroit

Effect: Expands the Replay Official's jurisdiction to allow for consultation regarding penalty assessment.

Reason: Integrity of the game.

2023 PLAYING RULE PROPOSAL NO. 7

Amend Rule 15, Section 1, Article 2 (Instant Replay, pgs. 64-65) (new language underlined, deleted language struck through):

Amend A.R. 15.260

ARTICLE 2. REPLAY OFFICIAL REQUEST FOR REVIEW. Only the Replay Official or the Senior Vice President of Officiating or his or her designee may initiate a review of a play:

- (a) that begins after the two-minute warning of each half;
- (b) throughout any overtime period;
- (c) when points are scored by either team;
- (d) that is a Try attempt (successful or unsuccessful); and
- (e) when on-field officials rule:
 - (1) an interception by an opponent;
 - (2) a fumble or backward pass recovered by an opponent or that goes out of bounds through the opponent's end zone;
 - (3) that the offense failed to reach the line to gain on fourth down;
 - ~~(34)~~ possession by the kicking team at the end of any free kick or scrimmage kick down;
 - or
 - (45) a disqualification of a player.

Such plays may be reviewed regardless of whether a foul is committed on the play that, if accepted, would negate the on-field ruling.

The Replay Official may only challenge a play until the next legal snap or kick. The Replay Official may consult with a designated member of the Officiating department at the league office regarding whether to challenge a play.

Submitted by Houston

Effect: Expands the Replay Official's jurisdiction to allow for review on failed fourth down attempts.

Reason: Competitive equity and pace of play.

2023 PLAYING RULE PROPOSAL NO. 8

Amend Rule 15, Section 3, Articles 1 and 9 and 12 (Instant Replay, pgs. 64-67) (new language underlined, deleted language struck through):

SECTION 1 INITIATING A REPLAY REVIEW

ARTICLE 1. COACH CHALLENGES. Each team is permitted two challenges that will initiate Instant Replay reviews:

- (a) The Head Coach can initiate a challenge by throwing a red flag onto the field of play before the next legal snap or kick.
- (b) A team that commits a foul that prevents the next snap can no longer challenge the previous play. The non-fouling team can still challenge the previous play, and both teams can benefit from the review.
- (c) The Head Coach may challenge on-field rulings listed in Section 3, except for those plays that only the Replay Official can challenge (Article 2).
- (d) Each challenge requires an available team timeout. A team that is out of timeouts, or has used all its available challenges, may not attempt to initiate a challenge.

A team that initiates a challenge when the team is not permitted to challenge will be charged a team timeout.

Penalty: For initiating a challenge when a team has exhausted its timeouts: Loss of 15 yards enforced as a foul between downs.

- (e) If a challenge is unsuccessful, the team will be charged a timeout.
- (f) A team will be permitted a third challenge if it is successful on both of its challenges. A fourth challenge will not be permitted.

SECTION 3 REVIEWABLE RULINGS

ARTICLE 1. PLAY SITUATIONS. The Replay System will cover the following play situations:

- (a) Plays involving possession (see Section 3, Article 2).
- (b) Plays involving touching of either the ball or the ground (see Section 3, Article 3).
- (c) Plays governed by the goal line (see Section 3, Article 4).
- (d) Plays governed by the boundary lines (see Section 3, Article 5).
- (e) Plays governed by the line of scrimmage (see Section 3, Article 6).
- (f) Plays governed by the line to gain (see Section 3, Article 7).
- (g) Number of players on the field at the snap (see Section 3, Article 8).
- (h) Game administration (see Section 3, Article 9).
 - (1) Penalty enforcement.
 - (2) Proper down.

- (3) Spot of a foul.
- (4) Status of the game clock.
- (i) Disqualification of a player (see Section 3, Article 11).
- (j) Fouls for Roughing the Passer called on the field (see Section 2, Article 11).
- ~~(j)~~(k) Other reviewable plays (see Section 3, Article 11).

ARTICLE 9. GAME ADMINISTRATION AND CONSULTATION. The Replay Official and designated members of the Officiating department may consult with on-field officials, or conduct a replay review, or advise the game officials on specific, objective aspects of a play when clear and obvious video evidence is present, and/or to address game administration issues, including, but not limited to:

- (a) penalty enforcement;
- (b) the proper down;
- (c) spot of a foul;
- (d) the game clock;
- (e) possession;
- (f) completed or intercepted pass;
- (g) touching of a loose ball, boundary line, goal line, or end line;
- (h) location of the football or a player in relation to a boundary line, the line of scrimmage, the line to gain, or the goal line; ~~or~~
- (i) down by contact (when a player is not ruled down by contact on the field); or
- (j) Roughing the Passer called on the field.

Nothing in this Article precludes a Head Coach or Replay Official from initiating a challenge or review otherwise allowed under Rule 15, Section 1.

Item 1. Game Clock. The game clock is reviewable for purposes of restoring time to the clock but not for purposes of taking time off the clock.

Notes:

- (1) *Time can be restored to the game clock if the clock operator incorrectly starts the game clock when it should remain stopped, provided that the correction occurs before the next legal snap or kick.*
- (2) *An on-field ruling that time expired during or after the last play of any half, or of an overtime period in the preseason or regular season, or of an overtime half in the postseason, is reviewable by the Replay Official only when the visual evidence demonstrates that the clock should have stopped with two or more seconds remaining. 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 the next play will be a snap*

from scrimmage by a team that is trailing by eight points or less, or by either team if the score is tied.

(3) The game clock is reviewable to determine if it properly expired when on-field officials restore time after the last play of any half, or of an overtime period in the preseason or regular season, or of an overtime half in the postseason. Visual evidence that a clock should have stopped includes any situation when the clock stops by rule after the ball becomes dead. Visual evidence that the clock should have stopped for a team timeout occurs when an official starts to raise his or her arm to signal a stopped clock.

ARTICLE 10. DISQUALIFICATION OF A PLAYER. The Senior Vice President of Officiating or his or her designee may review a decision by on-field officials to disqualify a player. When reviewing a disqualification under this Article other reviewable aspects of the play will not be reviewed unless the Replay Official would otherwise have authority to challenge the play, or it is challenged by a Head Coach.

ARTICLE 11. ROUGHING THE PASSER. Whether an objective requirement for a Roughing the Passer foul (Rule 12-2-11) called by on-field officials is not met.

ARTICLE 14~~2~~. OTHER REVIEWABLE PLAYS.

Item 1. Direction of a Pass. Whether a pass was forward or backward.

Note: When an on-field ruling is incomplete, and the pass was clearly backward, the ball will be awarded at the spot of recovery to the team that recovers the ball in the immediate continuing action. If there is no clear recovery, the ball will be awarded to the team last in possession at the spot where possession was lost.

Item 2. Illegal Forward Pass. Whether a pass was illegally thrown.

Item 3. Field Goal or Try Attempt. Whether a field goal or Try attempt crossed above the crossbar and inside the uprights is reviewable, but only if the ball crosses the plane of the goal post below the top of the uprights, or if the ball touches anything.

Item 4. Illegal Forward Handoff. Whether a player received a handoff clearly in advance of a player making the handoff.

Item 5. Ball Touching a Foreign Object. Whether a loose ball touched a scoreboard, guide wire, or any other object.

Notes:

(1) The Replay Official can initiate a challenge for this item at any time during the game.

(2) If it is determined that the ball hit an object, the down will be replayed from the previous spot, and the game clock will be reset to the time when the ball was snapped and will start on the snap.

Submitted by Los Angeles Rams

Effect: Makes foul for Roughing the Passer called on the field subject to replay assist and/or review by a coach's challenge.

Reason: Competitive equity.

2023 PLAYING RULE PROPOSAL NO. 9

Amend Rule 12, Section 2, Article 6 (Crackback Block, pg. 49) (new language underlined, deleted language struck through):

ARTICLE 6. CRACKBACK BLOCK. All Crackback Blocks are illegal.

Item 1. Definition. It is a Crackback Block if the following conditions are fulfilled:

The block occurs within an area five yards on either side of the line of scrimmage, including within close-line play, by an offensive player who is moving toward the position from which the ball was snapped; and

- (a) the offensive player was in a set position and aligned more than two yards outside an offensive tackle (flexed) when the ball was snapped; or
- (b) the offensive player was in a backfield position when the ball was snapped and moved to a position more than two yards outside an offensive tackle; or
- (c) the offensive player was in a backfield position and in motion when the ball was snapped, and was moving toward or beyond the position from which the ball was snapped.

Item 2. Prohibited Contact. The following is prohibited against a player who is the recipient of a Crackback Block:

- a. Contacting him below the waist;
- b. forcibly hitting his head or neck area with the helmet, facemask, forearm, or shoulder, even if the initial contact is lower than the player's neck;
- c. lowering the head and making forcible contact with any part of the helmet against any part of the defensive player's body; or
- d. illegally launching into him. It is an illegal launch if a player (i) leaves both feet prior to contact to spring forward and upward into his opponent, and (ii) uses any part of his helmet to initiate forcible contact against any part of his opponent's body. (This does not apply to contact against a runner, unless the runner is still considered to be a defenseless player, as defined in Article 9).

Note: A player who initiates contact against such an opponent is responsible for avoiding an illegal act. A standard of strict liability applies for any contact against an opponent, even if his body position is in motion, and irrespective of any acts by him, such as ducking his head or curling up his body in anticipation of contact.

Penalty: For a crackback block: Loss of 15 yards.

Submitted by New York Jets

Effect: Expands the crackback prohibition to players who go in motion and go beyond the center to block (“split-flow block”) a defender below the waist.

Reason: Player safety.

2023 Bylaw Proposals Summary

- By Detroit; amends Article XVII, Section 17.3, to allow a club to designate an emergency third quarterback from its Inactive List or Practice Squad who would be eligible to enter a game in the event the first two quarterbacks on the game day Active List are ruled “Out.”
- By Los Angeles Chargers; amends Article XX, Section 20.2, and Article XXI, Section 21.4, to seed Wild Card teams higher than Division Championships in the playoffs if (i) the Division Champions have won-loss-tied percentages lower than .500, and (ii) the Wild Card teams have four or more wins than the Division Champions with losing records.

2023 BYLAW PROPOSAL NO. 1

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

Active/Inactive Lists

- 17.3 One hour and 30 minutes prior to kickoff, each club is required to establish its 45-~~player~~ Active List for the game by notifying the Referee of the players on its Inactive List for that game. Each club may also designate one emergency third quarterback from its Inactive List or Practice Squad, who will be eligible to be activated during the game, if, and only if, the club's first two quarterbacks on its game day Active List are ruled "Out" for the remainder of the game due to injury or disqualification. If the designated emergency quarterback is activated, neither of the club's first two quarterbacks may re-enter the game, even if they are subsequently cleared of injury or if the third quarterback becomes injured and cannot continue to play. A club will not be eligible to use these procedures if it carries three quarterbacks on its game day Active List. Any emergency third quarterback activated from the Practice Squad will be treated as a Standard Elevation as defined in Article 33, Section 5 of the NFL Collective Bargaining Agreement, except the elevation will not count against the club's three regular season elevations for the player and the elevation will not count against the club's two elevations per game. Any quarterback on a club's Practice Squad is required to be listed on the club's game status injury report. An activated emergency third quarterback may not participate at a position other than quarterback, including, but not limited to, special teams. A Practice Squad player who is designated as a club's emergency third quarterback will only be paid his applicable minimum Paragraph 5 Salary if he is elevated/activated to play in the game. Each club may also identify one player on its Inactive List who may dress for the game, provided that (1) such player is a quarterback; (2) the club has two quarterbacks on its 45-player Active List; (3) if the third quarterback enters the game during the first three periods, he must replace one of the club's other two quarterbacks, neither of whom may thereafter return to the game under any circumstances; and (4) if the third quarterback enters the game during the fourth period or any overtime period, he must replace one of the club's other two quarterbacks, either of whom is permitted to return to the game.

[The remaining language of Section 17.3 is unchanged.]

Submitted by Detroit

Effect: A club may designate an emergency third quarterback from its Inactive List or Practice Squad who would be eligible to enter a game in the event the first two quarterbacks on the game day Active List are ruled “Out.”

Reason: Integrity of the game.

2023 BYLAW PROPOSAL NO. 2

Amend Article XX, Section 20.2, and Article XXI, Section 21.4 of the Constitution and Bylaws to reflect the following (new language underlined, deleted language struck over):

20.2 Pairings for the playoffs will be as follows:

The seven postseason participants from each Conference will be seeded as follows:

1. The Division Champion with the best record.
2. The Division Champion with the second-best record.
3. The Division Champion with the third-best record.
4. The Division Champion with the fourth-best record.
5. The Wild Card team with the best record.
6. The Wild Card team with the second-best record.
7. The Wild Card team with the third-best record.

Exception: Wild Card teams may be seeded higher than Division Champions if any of the Wild Card teams have four or more wins than a Division Champion with a won-lost-tied percentage lower than .500. Tie games shall be included in the calculation as a half win and a half loss.

If two or more division champions finish with the best won-lost-tied percentage at the end of the regular season, ties will be broken pursuant to Section 20.4(B).

After the above procedure has been applied to determine the #1 seed, if two or more teams finish with the same won-lost-tied percentage at the end of the regular season, priority shall be given to a team or teams that are division champions. Ties that involve division champions with the same won-lost-tied percentage shall be broken pursuant to 20.4(B). Ties that involve Wild Card teams from the same division shall be broken pursuant to 20.4(A). Ties that involve Wild Card teams from different divisions shall be broken pursuant to 20.4(B).

In the first round, the #3 seed will play the #6 seed, and the #4 seed will play the #5 seed. The two highest seeded teams will host the games.

In the second round, the #1 seed will play the winner of the game between the #4 seed and the #5 seed, unless the #6 seed wins its First Round game, in which case the #1 seed will play the #6 seed. In either case, the #2 seed will play the winner of the other First Round game. The two highest seeded teams will host the games.

None of the above will be affected by the fact that a Wild Card and division champion are from the same division.

Submitted by Los Angeles Chargers

Effect: Seeds Wild Card teams higher than Division Champions in the playoffs if: (i) the Division Champions have won-loss-tied percentages lower than .500; and (ii) the Wild Card teams have four or more wins than the Division Champions with losing records.

Reason: Competitive equity. Provides excitement and competition in late season games.

2023 Resolution Proposals Summary

- By Buffalo; to make the regular season and postseason roster transaction deadlines the same; changes the transaction deadline for Saturday night postseason games to 4:00 p.m., New York time on Saturday.
- By Los Angeles Chargers; to provide greater clarity as to a player's availability for a game.
- By Philadelphia; to require game clocks to display tenths of seconds for the final 30 seconds of each half.
- By New Orleans, Atlanta, Baltimore, Buffalo, Carolina, Chicago, Cleveland, Dallas, Denver, Detroit, Green Bay, Houston, Indianapolis, Jacksonville, Kansas City, Las Vegas, Los Angeles Chargers, Los Angeles Rams, Minnesota, New York Jets, Philadelphia, Seattle, Tampa Bay, Tennessee, Washington; to establish one preseason roster reduction date and related procedures.

Whereas, the National Football League has certain deadlines for clubs to submit player transactions during the postseason, and

Whereas, currently, all additions to or deletions from the 53-player Active/Inactive List and/or the Practice Squad for postseason games must be completed prior to the end of the business day immediately preceding the game and must appear on that day's Personnel Notice (4:00 p.m. Friday for Saturday games; and 4:00 p.m. Saturday for Sunday games.)

Be it Resolved, that the provision stated above will be revised as follows:

All such additions to or deletions from the 53-player Active/Inactive List and/or the Practice Squad for postseason games must be completed prior to the end of the business day immediately preceding the game and must appear on that day's Personnel Notice (4:00 p.m. Friday for Saturday afternoon games; 4:00 p.m. Saturday for Saturday night games; 4:00 p.m., Saturday for all Sunday games; and 4:00 p.m. Monday for Monday night games. Night games are defined as games that are scheduled to start at 7:00 p.m. or later. All times are New York time.)

Submitted by Buffalo

Effect: Makes the regular season and postseason roster transaction deadlines the same. Changes the transaction deadline for Saturday night postseason games to 4:00 p.m., New York time on Saturday.

Reason: Competitively fairer.

Whereas, the intent of the Personnel (Injury) Report Policy (“Policy”) is to provide full and complete information on player availability, it is imperative that information for dissemination to the public on all injured players be reported in a satisfactory manner by clubs to the League office, the opposing team, local and national media, and broadcast partners each game week of the regular season and postseason, and

Whereas, the information must be credible, accurate, timely, and specific within the guidelines of the Policy, and

Whereas, the legalization of sports betting makes it imperative to balance clubs’ competitive interests with the public’s confidence in knowing that what fans see on the field is not improperly influenced by any outside factors, such as undisclosed information concerning practice participation or game-day availability, and

Whereas, the League must ensure that the Policy’s established rules and procedures continue to protect the integrity of the game in this evolving, more challenging, environment.

Whereas, Appendix A of the Policy currently states: A player on a club’s Exempt List or Reserve List who has returned to practice, but who has not been activated to the club’s Active/Inactive List, should not be listed on the Practice Report or the Game Status Report (e.g., a player who has been “designated for return,” or who is practicing pursuant to the procedures of Reserve/Physically Unable to Perform or Reserve/Non-Football Injury/Illness).

Be it Resolved, that the above-quoted provision of the Policy be revised to require the reporting of the injury status on the club’s Practice report and Game Day Status report of any player who is on a club’s Exempt List or Reserve List and who has returned to practice.

Submitted by Los Angeles Chargers

Effect: Provides greater clarity as to a player’s availability for a game.

Reason: Integrity of game.

Whereas, the NFL's Game Operations Manual requires every stadium to install game clocks in both end zones and at each 50-yard line, and

Whereas, game clocks are required to display game time in accordance with all NFL Playing Rules,

Be it *Resolved*, that the Game Operations Manual (Page A23) will be amended to reflect the following change:

O. IN-STADIUM CLOCKS

1. Game Clocks — Game clocks must be located in both end zones and at each 50-yard line in all NFL stadiums so that the quarterback and Game Officials are able to see the game clock at all times, no matter which end zone they are working toward.

Each 50-yard line clock must be installed in a way that allows easy viewing by television, radio, other media, stat crews, Game Officials, and club video personnel. Clocks should be located near a down and distance display to aid club video personnel who must record game time, down, and distance prior to each play.

Game clocks in each of the required locations may never be turned off during any part of the game (including halftime and timeouts). This also applies to game clocks that are displayed within the ribbon boards.

The game clocks will display game time in accordance with all NFL Playing Rules and will count down in one second increments except in the last 30 seconds of the 2nd and 4th quarter, when the clocks will transition to a countdown in tenths of seconds.

At 90 minutes prior to kickoff, the NFL game clock operator will set a countdown clock to be displayed in the stadium.

Submitted by Philadelphia

Effect: Requires the game clocks to display tenths of seconds at the end of each half.

Reason: Competitive equity.

Whereas, the Collective Bargaining Agreement reserves to the membership the discretion to establish dates for roster reductions during preseason training camp and the number of players on preseason rosters following each reduction;

Be it Resolved, the roster reduction date, and applicable roster limit and procedures, shall be as follows:

1. Roster reduction to 53 players on the Active List prior to 4:00 p.m., New York time, on the Tuesday following the final preseason weekend of games (i.e., August 29 in 2023).
 - a. The claiming deadline for any waiver requests beginning on the day after the first game of the final preseason weekend of games through the Tuesday after the final preseason weekend of games (i.e., August 29 in 2023) will expire at 12:00 noon, New York time, on the Wednesday after the final preseason weekend of games (i.e., August 30 in 2023).
 - b. Upon receiving the Personnel Notice after 12:00 noon, New York time, on the Wednesday following the final preseason weekend of games, each club may establish a Practice Squad, subject to applicable limits.
 - c. Players who are placed on Reserve/Physically Unable to Perform or Reserve/Non-Football Injury/Illness at the roster reduction to 53 players will continue to count against the overall roster limit of 90 players. Such players are subject to the applicable rules for return to play.
 - d. Players who are placed on Reserve/Injured or Reserve/Non-Football Injury/Illness after 4:00 p.m., New York time, on or after the day following the roster reduction to 53 players (i.e., Wednesday, August 30 in 2023) are permitted to be designated for return, subject to the applicable rules for return to play.
 - e. Players who are in the categories of Active/Physically Unable to Perform or Active/Non-Football Injury/Illness at the time of the roster reduction to 53 players must be placed on (i) Reserve/Physically Unable to Perform or Reserve/Non-Football Injury/Illness, whichever is applicable, (ii) terminated or waived with the designation of Failed Physical or Non-Football Injury/Illness, whichever is applicable, (iii) traded, or (iv) counted on the Active List. Players placed on Reserve/Physically Unable to Perform or Reserve/Non-Football Injury/Illness at this time are subject to the applicable rules for return to play.
2. Other changes to the Constitution and Bylaws necessitated by this Resolution will be deemed approved and will be communicated to clubs via Player Personnel memoranda.

Submitted by New Orleans, Atlanta, Baltimore, Buffalo, Carolina, Chicago, Cleveland, Dallas, Denver, Detroit, Green Bay, Houston, Indianapolis, Jacksonville, Kansas City, Las Vegas, Los Angeles Chargers, Los Angeles Rams, Minnesota, New York Jets, Philadelphia, Seattle, Tampa Bay, Tennessee, Washington

Effect: To establish one preseason roster reduction date and related procedures.

Reason: Player development and roster management.