

# NCAA Football Rules and Interpretations 2006 Editorial Changes

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## Part I: The Rules

Rule	2006	2005
1-4-5-s FR-35	Eye shields that are not <b>clear or</b> made from molded or rigid material.	Eye shields that are not <b>transparent and</b> made from molded or rigid material. <b>Exceptions must be documented by an ophthalmologist with the request signed by the player's head trainer, athletics director and the player's parents or guardians if the player is under 21 years of age. The finalized information is then under the jurisdiction of the head trainer, who then will determine when it becomes public information. (Refer to Appendix B [page FR-142] for the procedure to apply for an exception.)</b>
1-4-9-a FR-37	Television replay or monitor equipment is prohibited at the sidelines, press box or other locations within the playing enclosure for coaching purposes during the game.	Television replay or monitor equipment is prohibited at the sidelines, press box or other locations within the playing enclosure for coaching <b>or officiating</b> purposes during the game.
2-2-4-b FR-41	If time is out, sounds his whistle and signals either "start the clock" or "ball ready for play" (A.R. 4-1-4-I and II).	If time is out, sounds his whistle and signals either "start the clock" or "ball ready for play" <b>[Exceptions: Rules 3-3-3-f-4-(c) and (f)]</b> (A.R. 4-1-4-I and II).
2-2-7 FR-41	A catch is an act of <b>firmly</b> establishing player possession of a live ball in flight.	A catch is an act of establishing player possession of a live ball in flight.
2-2-7-c FR-41	To catch, intercept or recover a ball, a player who leaves his feet to make a catch, interception or recovery must have the ball <b>firmly</b> in his possession when he first returns to the ground inbounds with any part of his body or is so held that the dead-ball provisions of Rule 4-1-3-p apply (A.R. 2-2-7-I-V and A.R. 7-3-6-IV).	To catch, intercept or recover a ball, a player who leaves his feet to make a catch, interception or recovery must have the ball in his possession when he first returns to the ground inbounds with any part of his body or is so held that the dead-ball provisions of Rule 4-1-3-p apply (A.R. 2-2-7-I-V and A.R. 7-3-6-IV).
2-10-3 FR-45	Batting the ball is intentionally striking it or intentionally changing its direction with <b>the hands or arms</b> .	Batting the ball is intentionally striking it or intentionally changing its direction with <b>a hand or arm</b> .
2-12-1-c FR-47	Loss of player possession by unsuccessful execution of attempted handing is a fumble <b>by the last player in possession</b> [Exception: The snap (Rule 2-23-1-c)].	Loss of player possession by unsuccessful execution of attempted handing is a fumble <b>[Exception: The snap (Rule 2-23-1-c)]</b> .

Rule	2006	2005
2-15-4-b FR-48	A free kick place kick is a kick by a player of the team in possession while the ball is positioned on a tee or the ground. It may be controlled by a teammate. <b>The ball may be positioned on the ground and contacting the tee.</b>	A free kick place kick is a kick by a player of the team in possession while the ball is positioned on a tee or the ground. It may be controlled by a teammate.
3-1-1 FR-61	... Three minutes before the scheduled starting time, the referee shall toss a coin at midfield in the presence of no more than four field captains from each team and another game official, first designating the field captain of the visiting team to call the coin toss. <b>Before the second half, captains will meet with the referee to select second half options.</b>	... Three minutes before the scheduled starting time, the referee shall toss a coin at midfield in the presence of no more than four field captains from each team and another game official, first designating the field captain of the visiting team to call the coin toss. ...
3-1-3-g FR-65	Fouls after <b>a change of team</b> possession:	Fouls after <b>Team B</b> possession:
3-1-3-g-1 FR-65	Distance penalties by either team are declined by rule in extra periods (Exceptions: Dead-ball fouls <b>and</b> live-ball fouls penalized as dead-ball fouls are enforced on the succeeding play).	Distance penalties by either team are declined by rule in extra periods ( <i>Exceptions:</i> Dead-ball fouls, live-ball fouls penalized as dead-ball fouls <b>and</b> <b>flagrant personal fouls</b> are enforced on the succeeding play).
3-2-1-b FR-66	The intermission between halves, which begins when the field is clear of all players and coaches, shall be 20 minutes. <b>The 20 minutes may be altered, before the game, by mutual agreement of the administration of both schools.</b>	The intermission between halves, which begins when the field is clear of all players and coaches, shall be 20 minutes.
3-3-2-e FR-67	When the 25-second count is interrupted by circumstances beyond the control of either team ( <b>without positive knowledge of game clock elapsed time</b> ), a new 25-second count shall be started and the game clock shall start on the snap.	When the 25-second count is interrupted by circumstances beyond the control of either team, a new 25-second count shall be started and the game clock shall start on the snap.
3-2-5-a-6 FR-68	For a head coach's conference <b>or challenge.</b>	For a head coach's conference.
3-2-5-a-11 FR-68	For a fumble out of bounds in advance of the spot of the fumble <b>(3-2-5-a).</b>	For a fumble out of bounds in advance of the spot of the fumble ( <i>Exceptions:</i> <b>On legal kick downs and when Team B is awarded a first down</b> ).
3-2-5-d FR-69	The clock stops at the end of a legal kick down and starts on the snap (Exception: When the next play is a free kick or a try <b>or Team B is awarded a first down.</b> )	The clock stops at the end of a legal kick down and starts on the snap (Exception: When the next play is a free kick or a try.)
3-3-2-b-2 FR-70	When an unfair-noise timeout is required <b>(Rule 9-2-1-b-5).</b>	When an unfair-noise timeout is required.

Rule	2006	2005
3-3-3-f-4 FR-71	<b>[Deleted]</b>	[Unfair crowd-noise procedures. See 2005 rulebook for complete text.]
3-3-4-e-2 FR-72	A request for a head coach's conference <b>or challenge</b> must be made before the ball is snapped or free-kicked for the next play and before the end of the second or fourth period (Rules 5-2-10 and 11-1-1).	A request for a head coach's conference must be made before the ball is snapped or free-kicked for the next play and before the end of the second or fourth period (Rules 5-2-10 and 11-1-1).
3-3-4-e-3 FR-72	After a head coach's conference <b>or challenge</b> , the full team timeout is granted if charged by the referee.	After a head coach's conference, the full team timeout is granted if charged by the referee.
3-3-6 FR-73	For noncompliance with Rules 1-4-4, 1-4-5 or 9-2-2-d during a down, or noncompliance with Rules 1-4-5-r, 1-4-6-b, or 3-3-4-e while the ball is dead, a timeout shall be charged to a team at the succeeding spot (Rule 3-4-2-b).	For noncompliance with Rules 1-4-4, 1-4-5 or 9-2-2-d during a down, or noncompliance with Rules 1-4-5-r, 1-4-6-b, <b>3-3-3-f-4-(g)</b> or 3-3-4-e while the ball is dead, a timeout shall be charged to a team at the succeeding spot (Rule 3-4-2-b).
3-4-2-b-2 FR-75	When a team has expended its three timeouts and commits a Rule 1-4-4, 1-4-5, 1-4-6-b, 3-3-4-e or 9-2-2-d infraction.	When a team has expended its three timeouts and commits a Rule 1-4-4, 1-4-5, 1-4-6-b, <b>3-3-3-f-4-(g)</b> , 3-3-4-e or 9-2-2-d infraction.
4-1-5 FR-79	The ball shall be put in play within 25 seconds after it is declared ready for play, unless, during that interval, play is suspended. If play is suspended, the 25-second count will start again.	The ball shall be put in play within 25 seconds after it is declared ready for play, unless, during that interval, play is suspended. If play is suspended, the 25-second count will start again <b>(Exception: Unfair crowd-noise situations).</b>
6-3-10-c FR-89	A scrimmage kick <b>made</b> beyond the neutral zone is a live-ball foul that causes the ball to become dead.	A scrimmage kick beyond the neutral zone is a live-ball foul that causes the ball to become dead.
7-3-2-f-1- Exception FR-101	It is not a foul when the passer, who is <b>or has been</b> outside the frame of the body of the normal tackle position toward a sideline, throws the ball so that it lands in or out of bounds beyond the neutral zone. (A.R. 7-3-2-IX).	It is not a foul when the passer, who is outside the frame of the body of the normal tackle position toward a sideline, throws the ball so that it lands in or out of bounds beyond the neutral zone. (A.R. 7-3-2-IX).
7-3-2-f-2- Exception FR-101	It is not a foul when the passer, who is <b>or has been</b> outside the frame of the body of the normal tackle position toward a sideline, throws the ball so that it touches a player, an official, or anything beyond the neutral zone.	It is not a foul when the passer, who is outside the frame of the body of the normal tackle position toward a sideline, throws the ball so that it touches a player, an official, or anything beyond the neutral zone.
8-3-2-a FR-108	... If a touchdown is scored during a down in which time in the fourth period expires, the try <b>shall not be attempted unless the point(s) would affect the outcome of the game.</b>	... If a touchdown is scored during a down in which time in the fourth period expires, the try <b>is mandatory unless the team behind in the score leaves the field of play.</b>

Rule	2006	2005
8-3-3 FR-109	Fouls During a Try Before <b>a Change of Team</b> Possession	Fouls During a Try Before <b>Team B</b> Possession
8-3-3-b-1 FR-109	... Team A may accept the score with personal fouls enforced on the succeeding kickoff or from the succeeding spot in extra periods ...	... Team A may accept the score with personal fouls <b>against the snapper (in a scrimmage kick formation), holder, kicker or passer</b> enforced on the succeeding kickoff or from the succeeding spot in extra periods ...
8-3-3-c-2 FR-109	Penalties against Team A on a try, which include loss of down only or loss of down and yardage, nullify the score and any yardage is not penalized on the succeeding kickoff.	Penalties against Team A on a try, which include loss of down only or loss of down and yardage, nullify the score and any yardage is not penalized on the succeeding kickoff <b>or from the succeeding spot in extra periods.</b>
8-3-4 FR-110	Fouls During a Try After <b>a Change of Team</b> Possession	Fouls During a Try After <b>Team B</b> Possession
8-3-5 FR-110	Fouls after a try are enforced on the succeeding kickoff (Exception: Rule 10-1-6) (A.R. 10-1-7-XIX and XX).	Fouls after a try are enforced on the succeeding kickoff <b>or from the succeeding spot in extra periods</b> (Exception: Rule 10-1-6) (A.R. 10-1-7-XIX and XX).
9-1-2-q FR-118	... It is not a foul if the leaping player was <b>aligned in a stationary position</b> within one yard of the line of scrimmage when the ball was snapped.	... It is not a foul if the leaping player was <b>originally lined up</b> within one yard of the line of scrimmage when the ball was snapped.
9-2-1-b-1 FR-122	During the game, coaches, substitutes and authorized attendants in the team area shall not be on the field of play or outside the 25-yard lines without permission from the referee unless legally entering or leaving the field (Exceptions: Rules 1-2-4-g and 3-3-8-c). <b>Team area personnel who are outside the team area and who have involvement or impact on live ball play are subject to penalty under Rule 9-1-4- a.</b>	During the game, coaches, substitutes and authorized attendants in the team area shall not be on the field of play or outside the 25-yard lines without permission from the referee unless legally entering or leaving the field (Exceptions: Rules 1-2-4-g and 3-3-8-c).
10-2-2-b FR-134	Snap or free kick—The enforcement spot for fouls occurring simultaneously with a snap or free kick is the previous spot <b>(Rules 6-1- 2-a, 7-1-3-b and 7-1-4-b)</b> (A.R. 10-2-2-I).	Snap or free kick—The enforcement spot for fouls occurring simultaneously with a snap or free kick is the previous spot (A.R. 10-2-2-I).
10-2-2-e-6- Exception FR-136	<b>For live ball fouls occurring when the snap starts during scrimmage kick plays: Five yards from the previous spot or five yards from the spot where the subsequent dead ball belongs to Team B (Rules 7-1- 3-b and 7-1-4-b).</b>	[Not in 2005 rulebook]

<b>Rule</b>	<b>2006</b>	<b>2005</b>
Summary of Penalties - 15 yards FR-152	Leaping <b>[first down]</b>	Leaping
Summary of Penalties - Charged timeout for a violation FR-153	<b>Head coach's challenge</b>	[Not in 2005 rulebook]
Summary of Penalties - Automatic first downs FR-153	<b>Leaping</b>	[Not in 2005 summary of automatic first downs]
Appendix B FR-158	Appendix B is now "Guidelines for Game Officials and Game Management to Use Regarding Lightning." This was Appendix C previously. See 2006 rulebook for complete text.	Appendix B was "Procedure for Requesting Exception to Rule 1-4-5-s (Transparent Eye Shield)." It has been deleted in 2006. See 2005 rulebook for complete text.
Appendix C	<b>[Deleted]</b>	
Index to Rules FR-162	<b>Instant replay</b>	[Not in 2005 Index to Rules]

## Part II: Interpretations

Approved Ruling	2006	2005
3-2-3-VII FI-11	Team A scores a touchdown during a down in which time expires. During Team A's successful try, Team B fouls. RULING: The period is not extended for the kickoff. Team A may accept the penalty and replay the try, or decline the penalty and accept the score. Personal fouls may be enforced on the subsequent kickoff.	Team A scores a touchdown during a down in which time expires. During Team A's successful try, Team B fouls. RULING: The period is not extended for the kickoff. Team A may accept the penalty and replay the try, or decline the penalty and accept the score. Personal fouls <b>against the snapper (in a scrimmage kick formation), holder, kicker or passer</b> may be enforced on the subsequent kickoff <b>or succeeding spot in extra periods.</b>
3-2-3-VIII FI-11	Team A scores a touchdown during a down in which time expires. After the try ends, either team commits a dead-ball foul. RULING: The try may be repeated due to an accepted penalty for a live-ball foul that occurred during the try. The dead-ball foul penalty will then also be enforced on the replayed try. The period is not extended to enforce a dead-ball foul. If accepted, the penalty must be enforced on the kickoff to start the next period.	Team A scores a touchdown during a down in which time expires. After the try ends, either team commits a dead-ball foul. RULING: The try may be repeated due to an accepted penalty for a live-ball foul that occurred during the try. The dead-ball foul penalty will then also be enforced on the replayed try. The period is not extended to enforce a dead-ball foul. If accepted, the penalty must be enforced on the kickoff to start the next period <b>or at the succeeding spot in extra periods (Rule 8-3-5).</b>
3-2-5-I FI-11	Team B makes a fair catch. RULING: Clock starts on the <b>ready for play</b> . The clock stopped at the end of a legal kick down.	Team B makes a fair catch. RULING: Clock starts on the <b>snap</b> . The clock stopped at the end of a legal kick down.
3-2-5-II FI-11	Fourth and six. Team A's running play, which ends inbounds, gains (a) eight yards or (b) five yards. B1 is offside during the play. RULING: (a) Team A's ball. First and 10. The clock starts on the ready-for play signal. (b) Team A's ball. Fourth and one. The clock starts on the <b>ready for play</b> .	Fourth and six. Team A's running play, which ends inbounds, gains (a) eight yards or (b) five yards. B1 is offside during the play. RULING: (a) Team A's ball. First and 10. The clock starts on the ready-for play signal. (b) Team A's ball. Fourth and one. The clock starts on the <b>snap</b> .
3-2-5-III FI-11	Fourth and four. Team A's running play, which ends inbounds, gains (a) six yards or (b) three yards. B1 is offside during the play. RULING: (a) Team A's ball. First and 10. The clock starts on the ready-for- play signal. (b) Team A's ball. First and 10 after accepting the penalty. The clock starts on the <b>ready for play</b> .	Fourth and four. Team A's running play, which ends inbounds, gains (a) six yards or (b) three yards. B1 is offside during the play. RULING: (a) Team A's ball. First and 10. The clock starts on the ready-for- play signal. (b) Team A's ball. First and 10 after accepting the penalty. The clock starts on the <b>snap</b> .

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3-2-5-IV FI-11	Third and four. Team A's pass is intercepted by B1, who is downed inbounds. B2 was offside during the play. RULING: Team A's ball. First and 10. The clock starts on the <b>ready for play</b> since the clock was stopped to award Team B a first down.	Third and four. Team A's pass is intercepted by B1, who is downed inbounds. B2 was offside during the play. RULING: Team A's ball. First and 10. The clock starts on the <b>snap</b> since the clock was stopped to award Team B a first down.
3-3-2-IV FI-12	Team A fumbles or the ball is loose after a backward pass. Several players dive on the ball, creating a "pile." RULING: The covering official(s) shall stop the clock. Upon positive knowledge of who recovered, the referee will (a) if recovered by Team A, point in the possession direction and start the clock (if no first down), or (b) if recovered by Team B, point in the possession direction and start the clock on the <b>ready for play signal</b> .	Team A fumbles or the ball is loose after a backward pass. Several players dive on the ball, creating a "pile." RULING: The covering official(s) shall stop the clock. Upon positive knowledge of who recovered, the referee will (a) if recovered by Team A, point in the possession direction and start the clock (if no first down), or (b) if recovered by Team B, point in the possession direction and start the clock on the <b>snap</b> .
3-5-2-I FI-15	Any player(s), in excess of 11, obviously is withdrawing but has not reached a boundary line when the ball is put in play and he does not interfere with play or players. RULING: Penalty—Five yards from the previous spot ( <b>Rules 7-1-3-b Penalty and 7-1-4-b Penalty</b> ).	Any player(s), in excess of 11, obviously is withdrawing but has not reached a boundary line when the ball is put in play and he does not interfere with play or players. RULING: Penalty—Five yards from the previous spot.
3-5-2-VIII FI-16	Team A has 11 players in its huddle when A27 approaches the huddle (within 10 yards) as it breaks. RULING: Dead-ball foul. Penalty—Five yards from the succeeding spot ( <b>Rule 2-27-9-a</b> ).	Team A has 11 players in its huddle when A27 approaches the huddle (within 10 yards) as it breaks. RULING: Dead-ball foul. Penalty—Five yards from the succeeding spot.
5-1-1-I FI-19	After Team A's fourth-down fumble out of bounds between the goal lines, with the spot of the fumble short of the line to gain, the ball belongs to Team A at the spot of the fumble or out-of-bounds spot, but Team B is awarded a new series of downs. The clock starts on the <b>ready for play</b> .	After Team A's fourth-down fumble out of bounds between the goal lines, with the spot of the fumble short of the line to gain, the ball belongs to Team A at the spot of the fumble or out-of-bounds spot, but Team B is awarded a new series of downs. The clock starts on the <b>snap</b> .
5-2-4-I FI-21	Team B runs back Team A's kick or intercepted pass. During the run, a Team B player clips. RULING: Penalty—15 yards from the basic spot. Team B's ball, first and 10. <b>Start the clock on the ready for play</b> .	Team B runs back Team A's kick or intercepted pass. During the run, a Team B player clips. RULING: Penalty—15 yards from the basic spot. Team B's ball, first and 10.

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<p>5-2-6-I FI-21</p>	<p>Fourth and two on Team A's 35-yard line. A1 receives the snap and fumbles the ball on Team A's 38-yard line, with the ball going out of bounds on (a) Team A's 40-yard line or (b) Team A's 30-yard line. Immediately after the ball goes out of bounds, Team A commits a personal foul. RULING: (a) Team A's ball, first and 10 on Team A's 23-yard line. Start the clock on the ready-for-play signal. (b) Team B's ball, first and 10 on Team A's 15-yard line. <b>Start the clock on the ready for play.</b></p>	<p>Fourth and two on Team A's 35-yard line. A1 receives the snap and fumbles the ball on Team A's 38-yard line, with the ball going out of bounds on (a) Team A's 40-yard line or (b) Team A's 30-yard line. Immediately after the ball goes out of bounds, Team A commits a personal foul. RULING: (a) Team A's ball, first and 10 on Team A's 23-yard line. Start the clock on the ready-for-play signal. (b) Team B's ball, first and 10 on Team A's 15-yard line.</p>
<p>5-2-7-I FI-21</p>	<p>Team A's punt goes out of bounds at Team B's 20-yard line, immediately after which a Team B player clips. RULING: First and 10 for Team B on its 10-yard line. <b>Start the clock on the ready for play.</b></p>	<p>Team A's punt goes out of bounds at Team B's 20-yard line, immediately after which a Team B player clips. RULING: First and 10 for Team B on its 10-yard line.</p>
<p>5-2-7-III FI-21</p>	<p>Team A's ball on Team A's 16-yard line. Fourth and four. A Team A runner goes out of bounds on the 18-yard line. A Team A player commits a foul immediately after the ball is out of bounds. RULING: Team B's ball on the nine-yard line. First and goal. <b>Start the clock on the ready for play.</b></p>	<p>Team A's ball on Team A's 16-yard line. Fourth and four. A Team A runner goes out of bounds on the 18-yard line. A Team A player commits a foul immediately after the ball is out of bounds. RULING: Team B's ball on the nine-yard line. First and goal.</p>
<p>5-2-7-IV FI-22</p>	<p>B20 intercepts a legal forward pass at the 50-yard line and returns the ball to Team A's 18-yard line, where he goes out of bounds. Immediately after the ball becomes dead, A55 commits a personal foul. RULING: Team B's ball on the nine-yard line. First and goal. <b>Start the clock on the ready for play.</b></p>	<p>B20 intercepts a legal forward pass at the 50-yard line and returns the ball to Team A's 18-yard line, where he goes out of bounds. Immediately after the ball becomes dead, A55 commits a personal foul. RULING: Team B's ball on the nine-yard line. First and goal.</p>
<p>7-3-2-I FI-40</p>	<p>Any time during the game, quarterback A10, who is not outside the frame of the <b>body of</b> normal tackle position toward a sideline and is attempting to save yardage, intentionally throws a desperation forward pass that falls incomplete where no eligible Team A player has a reasonable opportunity to catch it. RULING: Intentional grounding. Penalty—Loss of down at the spot of the foul. The clock starts on the snap (Rule 3-2-5-a).</p>	<p>Any time during the game, quarterback A10, who is not outside the frame of the normal tackle position toward a sideline and is attempting to save yardage, intentionally throws a desperation forward pass that falls incomplete where no eligible Team A player has a reasonable opportunity to catch it. RULING: Intentional grounding. Penalty— Loss of down at the spot of the foul. The clock starts on the snap (Rule 3-2-5-a).</p>

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<p>7-3-2-IX FI-41</p>	<p>Quarterback A10 sprints out and is outside the frame of the <b>body of</b> normal tackle position toward the sideline when he throws a legal forward pass that lands beyond the neutral zone. RULING: It is not intentional grounding when a passer, who is outside the frame of the normal tackle position, and facing loss of yardage, throws a forward pass that lands beyond the neutral zone, even if no eligible offensive player(s) has a reasonable opportunity to catch the ball (including if the ball lands out of bounds over a sideline [neutral zone extended] or endline).</p>	<p>Quarterback A10 sprints out and is outside the frame of the normal tackle position toward the sideline when he throws a legal forward pass that lands beyond the neutral zone. RULING: It is not intentional grounding when a passer, who is outside the frame of the normal tackle position, and facing loss of yardage, throws a forward pass that lands beyond the neutral zone, even if no eligible offensive player(s) has a reasonable opportunity to catch the ball (including if the ball lands out of bounds over a sideline [neutral zone extended] or endline).</p>
<p>7-3-11-I FI-48</p>	<p>Late in the half, quarterback A10, who <b>has not been</b> outside the frame of the body of the normal tackle position, throws a desperation pass to intentionally save yardage that falls incomplete after first touching ineligible A58. RULING: Penalty—Loss of down at the spot of the pass. The clock starts on the snap (Rules <b>3-2-5-e, 7-3-2-f</b>).</p>	<p>Late in the half, quarterback A10, who <b>is not</b> outside the frame of the body of the normal tackle position, throws a desperation pass to intentionally save yardage that falls incomplete after first touching ineligible A58. RULING: Penalty—Loss of down at the spot of the pass. The clock starts on the snap (Rule <b>7-3-2-d</b>).</p>
<p>8-3-3-I FI-53</p>	<p>During a try attempt, Team A's legal kick, untouched and in the air, has crossed the neutral zone when a foul occurs. RULING: If the foul is by Team A and the try is unsuccessful, and Team B does not gain possession, the try ends. If the foul is by Team A and the try is successful, the penalty is at the previous spot. If the foul is by Team B and the try is successful, score the point unless Team A chooses to accept the penalty and attempt a two-point play. The try is exempt from postscrimmage kick enforcement. <b>Team B</b> personal fouls <b>on a successful try</b> may be enforced on the subsequent kickoff. If unsuccessful, Team A may accept the penalty and the down will be replayed.</p>	<p>During a try attempt, Team A's legal kick, untouched and in the air, has crossed the neutral zone when a foul occurs. RULING: If the foul is by Team A and the try is unsuccessful, and Team B does not gain possession, the try ends. If the foul is by Team A and the try is successful, the penalty is at the previous spot. If the foul is by Team B and the try is successful, score the point unless Team A chooses to accept the penalty and attempt a two-point play. The try is exempt from postscrimmage kick enforcement. Personal fouls <b>against the snapper, holder or kicker</b> may be enforced on the subsequent kickoff <b>or succeeding spot in extra periods</b>. If unsuccessful, Team A may accept the penalty and the down will be replayed.</p>

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<p>10-1-4-I FI-72</p>	<p>Team A punts and is illegally in motion at the snap. The untouched ball goes out of bounds between the goal lines, after which Team B commits a personal foul. RULING: If Team B elects to replay the down, Team A will be penalized five yards at the previous spot followed by a 15-yard penalty against Team B. Team B's foul shall award an automatic first down. <b>The clock starts on the ready for play signal.</b> Team B could refuse the Team A illegal motion and receive the ball first and 10 after a 15-yard penalty from the out-of-bounds spot. <b>Team B could also accept the penalty of five yards enforced at the out of bounds spot followed by the 15-yard penalty against Team B (7-1-3-b). The clock starts on the ready for play signal.</b></p>	<p>Team A punts and is illegally in motion at the snap. The untouched ball goes out of bounds between the goal lines, after which Team B commits a personal foul. RULING: If Team B elects to replay the down, Team A will be penalized five yards at the previous spot followed by a 15-yard penalty against Team B. Team B's foul shall award an automatic first down. Team B could refuse the Team A illegal motion and receive the ball first and 10 after a 15-yard penalty from the out-of-bounds spot.</p>
<p>10-1-5-III FI-75</p>	<p>With fourth and eight, Team A gains four yards and the ball is declared dead, after which B1 is called for piling on. RULING: Team B personal foul. Penalty—15 yards from the succeeding spot. First and 10 for Team B (Rule 5-1-1-c). <b>The clock starts on the ready for play signal.</b></p>	<p>With fourth and eight, Team A gains four yards and the ball is declared dead, after which B1 is called for piling on. RULING: Team B personal foul. Penalty—15 yards from the succeeding spot. First and 10 for Team B (Rule 5-1-1-c).</p>
<p>10-1-7-VII FI-77</p>	<p>Team B commits a 15-yard face-mask foul during or after Team A's touchdown pass. Team B fouls on Team A's successful try. Team B fouls after the try. RULING: Allow the touchdown. Team A has the option of penalizing Team B on the try or the succeeding kickoff. After the successful try, Team A has the option of repeating the try with the penalty enforced on the try. Personal fouls may be enforced on the subsequent kickoff. For Team B's foul after the try, the penalty may be enforced on the kickoff, unless the try is repeated, in which case it must be enforced on the repeated try (Rules 8-3-5, 10-1-6 and 10-2-2-g).</p>	<p>Team B commits a 15-yard face-mask foul during or after Team A's touchdown pass. Team B fouls on Team A's successful try. Team B fouls after the try. RULING: Allow the touchdown. Team A has the option of penalizing Team B on the try or the succeeding kickoff. After the successful try, Team A has the option of repeating the try with the penalty enforced on the try. Personal fouls <b>against the snapper (in a scrimmage kick formation), holder, kicker or passer</b> may be enforced on the subsequent kickoff <b>or succeeding spot in extra periods</b>. For Team B's foul after the try, the penalty may be enforced on the kickoff <b>or succeeding spot in extra periods</b>, unless the try is repeated, in which case it must be enforced on the repeated try (Rules 8-3-5, 10-1-6 and 10-2-2-g).</p>

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<p>10-1-7-X FI-78</p>	<p>Team A fouls after it scores a touchdown, and Team B fouls on the successful try. RULING: Allow the touchdown. Team B has the option of penalizing Team A on the try or the succeeding kickoff. Team A then has the option of penalizing Team B on a replay of the try. <b>Team B</b> personal fouls may be enforced on the subsequent kickoff. Yardages assessed on the succeeding kickoff may offset.</p>	<p>Team A fouls after it scores a touchdown, and Team B fouls on the successful try. RULING: Allow the touchdown. Team B has the option of penalizing Team A on the try or the succeeding kickoff. Team A then has the option of penalizing Team B on a replay of the try. Personal fouls <b>against the snapper (in a scrimmage kick formation), holder, kicker or passer</b> may be enforced on the subsequent kickoff <b>or succeeding spot in extra periods</b>. Yardages assessed on the succeeding kickoff may offset.</p>
<p>10-1-7-XI FI-78</p>	<p>Team A fouls after it scores a touchdown, and Team B fouls after a successful try. RULING: Allow the score. Team B has the option of penalizing Team A on the try or the succeeding kickoff. For the foul after the try, Team B is penalized on the kickoff.</p>	<p>Team A fouls after it scores a touchdown, and Team B fouls after a successful try. RULING: Allow the score. Team B has the option of penalizing Team A on the try or the succeeding kickoff. For the foul after the try, Team B is penalized on the kickoff <b>or from the succeeding spot in extra periods. No option on the enforcement spot for a dead-ball foul after a try.</b></p>
<p>10-1-7-XV FI-79</p>	<p>Team B fouls during a successful try. RULING: Replay the down after enforcement or the penalty is declined by rule. Personal fouls may be enforced on the subsequent kickoff (Rule 8-3-3).</p>	<p>Team B fouls during a successful try. RULING: Replay the down after enforcement or the penalty is declined by rule. Personal fouls <b>against the snapper (in a scrimmage kick formation), holder, kicker or passer</b> may be enforced on the subsequent kickoff <b>or succeeding spot in extra periods</b> (Rule 8-3-3).</p>
<p>10-1-7-XVII FI-79</p>	<p>During a successful kick try from the three-yard line, Team B is offside. After the ball is dead, Team B commits a personal foul. RULING: Team A has the option of replaying the try with the Team B penalties enforced or declining the offside penalty and accepting the point (Rule 10-1-6). Team B's dead-ball foul is then penalized on the kickoff.</p>	<p>During a successful kick try from the three-yard line, Team B is offside. After the ball is dead, Team B commits a personal foul. RULING: Team A has the option of replaying the try with the Team B penalties enforced or declining the offside penalty and accepting the point (Rule 10-1-6). Team B's dead-ball foul is then penalized on the kickoff <b>or from the succeeding spot in extra periods.</b></p>

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10-1-7-XVIII FI-79	During an unsuccessful kick try from the three-yard line, Team A commits an illegal-motion foul. After the ball becomes dead, Team B fouls. RULING: Team B obviously will refuse the penalty for the Team A foul. Team B is penalized on the kickoff.	During an unsuccessful kick try from the three-yard line, Team A commits an illegal-motion foul. After the ball becomes dead, Team B fouls. RULING: Team B obviously will refuse the penalty for the Team A foul. Team B is penalized on the kickoff <b>or from the succeeding spot in extra periods.</b>
10-2-2-XXIV FI-82	Team A's successful field goal attempt is snapped from Team B's 30-yard line, and a Team B player fouls at the 20-yard line during the kick. RULING: The kick is successful. Team A <b>may decline the penalty and accept the score or void the score and Team B will be penalized at the previous spot.</b>	Team A's successful field goal attempt is snapped from Team B's 30-yard line, and a Team B player fouls at the 20-yard line during the kick. RULING: The kick is successful. Team A <b>does not have an option of accepting the penalty and replaying the down. The penalty is declined by rule (Rule 8-4-2-a).</b>