

NCAA Football Rules and Interpretations 2007 Editorial Changes

Compiled by Kevin Edwards
edwardsk@washpost.com

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Part I: The Rules

Rule	2007	2006
1-2-1-h FR-22	Advertising is prohibited on the field [Exceptions: (1) Permitted for any game not played in-season when the sponsor is associated with the name of that game, (2) NCAA Football logo, and (3) If a commercial entity has purchased naming rights to the facility, that name is allowed to be painted on the field; however, the commercial logo is not allowed to be in the field of play].	Advertising is prohibited on the field [Exceptions: (1) Permitted for any game not played in-season when the sponsor is associated with the name of that game, and (2) NCAA Football logo].
1-2-4-e FR-24	No media personnel, including journalists, radio and television personnel, or their equipment, shall be in the team area or coaching box, and no media personnel shall communicate in any way with persons in the team area or coaching box. In stadiums where the team area extends to the spectator seating area, a pass-through area should be made available for media to move from one end of the field to the other on both sides of the field.	No media personnel, including journalists, radio and television personnel, or their equipment, shall be in the team area or coaching box, and no media personnel shall communicate in any way with persons in the team area or coaching box.
1-3-2-a FR-28	The game officials shall test and be sole judge of no more than six balls offered for play by each team before and during the game. The game officials may approve additional balls if warranted by conditions (A.R. 1-3-2-I).	The referee shall test and be sole judge of no more than six balls offered for play by each team before and during the game. The referee may approve additional balls if warranted by conditions (A.R. 1-3-2-I).
1-3-2-d FR-28	During the entire game, either team may use a new or nearly new ball of its choice when it is in possession, providing the ball meets the required specifications and has been measured and tested according to rule (Exception: The official NCAA football shall be used for the Division I Championship Subdivision , II and III championships).	During the entire game, either team may use a new or nearly new ball of its choice when it is in possession, providing the ball meets the required specifications and has been measured and tested according to rule (Exception: The official NCAA football shall be used for the Divisions I-AA , II and III championships).

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<p>1-3-2-g FR-28</p>	<p>When the ball becomes dead nearer a sideline than the inbounds line (hash mark), is unfit for play, is subject to measurement in a side zone or is inaccessible, a replacement ball shall be obtained from a ball person (A.R. 1-3-2-I).</p>	<p>When the ball becomes dead nearer the sideline than the inbounds line (hash mark), is unfit for play, is subject to measurement in a side zone or is inaccessible, a replacement ball shall be obtained from a ball person (A.R. 1-3-2-I).</p>
<p>1-4-4-b FR-31</p>	<p>A helmet with a face mask and a secured four- or six-point chin strap. If a chin strap is not secured, it is a violation. Officials should inform players when all snaps are not secured without charging a timeout unless the player ignores the warning. Players of a team shall wear helmets of the same color and design, and facemasks of the same color.</p>	<p>Face masks and helmets with a secured four- or six-point chin strap. If a chin strap is not secured, it is a violation. Officials should inform players when all snaps are not secured without charging a timeout unless the player ignores the warning. Players of a team shall wear helmets of the same color and design, and facemasks of the same color.</p>
<p>1-4-5-n FR-35</p>	<p>Gloves and hand pads that do not have a securely attached label or stamp ("NF/NCAA Specifications") indicating voluntary compliance with test specifications on file with the Sporting Goods Manufacturers Association, unless made of unaltered plain cloth. (Exception: Hand pads became subject to this rule in 2006.)</p>	<p>Gloves and hand pads that do not have a securely attached label or stamp ("NF/NCAA Specifications") indicating voluntary compliance with test specifications on file with the Sporting Goods Manufacturers Association, unless made of unaltered plain cloth. (Exception: Hand pads become subject to this rule in 2006.)</p>
<p>1-4-5-p FR-35</p>	<p>Uniform attachments [Exceptions: (1) On scrimmage plays, one white moisture-absorbing towel may be worn by one interior offensive lineman, one offensive backfield player and a maximum of two defensive players. The towels of the offensive backfield and defensive players must be 4-inches by 12-inches and must be worn on the front or side of the belt. There are no restrictions on the size or location of the towel worn by the interior offensive lineman.</p>	<p>Uniform attachments [Exceptions: (1) On scrimmage plays, one white moisture-absorbing towel may be worn by one interior offensive lineman, one offensive backfield player and a maximum of two defensive players. The towels of the offensive backfield and defensive players must be 4-inches by 12-inches and must be worn on the front or side of the belt. There are no restrictions on the size or location of the towel worn by the offensive lineman;</p>
<p>1-4-9-a FR-37</p>	<p>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. Motion pictures, any type of film, facsimile machines, videotapes, photographs, writing-transmission machines and computers may not be used by coaches or for coaching purposes anytime during the game or between periods.</p>	<p>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. Motion pictures, any type of film, facsimile machines, videotapes, photographs, writing-transmission machines and computers are prohibited for coaching purposes anytime during the game or between periods.</p>

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1-4-9-c FR-37	Media communication equipment, including cameras, sound devices, computers , and microphones, is prohibited on or above the field, or in or above the team area (Rule 2-31-1).	Media communication equipment, including cameras, sound devices and microphones, is prohibited on or above the field, or in or above the team area (Rule 2-31-1).
2-25-11 FR-55	The postscrimmage kick spot, as related to certain Team B fouls , is the spot where the kick ends. Team B retains the ball after penalty enforcement. Penalties for Team B fouls are enforced either from the postscrimmage kick spot or, if the foul is behind the postscrimmage kick spot, from the spot of the foul.	The postscrimmage kick spot is the spot where the kick ends. Team B retains the ball after penalty enforcement from the postscrimmage kick spot. Team B fouls behind the postscrimmage kick spot are spot fouls (Rules 2-25-9 Exceptions and 10-2-2-e Exception 3).
2-32-1-b FR-60	An unsportsmanlike act toward an opponent that causes any opponent to retaliate by fighting (Rules 9-2-1-a and 9-5-1-a-c).	An unsportsmanlike act toward an opponent that causes an opponent to retaliate by fighting (Rules 9-2-1-a and 9-5-1-a-c).
3-2-5-a-2 FR-68	For a referee's timeout for an injured player or official, or when the runner's helmet comes completely off, or for an extended timeout for radio or television.	For a referee's timeout for an injured player or official, or when the runner's helmet comes off, or for an extended timeout for radio or television.
3-2-5-a-10 FR-69	For a live ball in an official's possession.	For a ball in an official's possession.
3-2-5-a-11 FR-69	For a fumble out of bounds in advance of the spot of the fumble (3-2-5-a).	For a fumble out of bounds in advance of the spot of the fumble (Exceptions: On legal kick downs and when Team B is awarded a first down).
3-3-2-19 FR-70	When the runner's helmet comes completely off.	When the runner's helmet comes off.

<p>3-3-7 FR-73</p>	<p>a. A charged team timeout requested by any player or head coach shall not exceed one minute, 30 seconds (Exception: Rule 3-3-4-e-3).</p> <p>b. For live televised games only, a charged team timeout shall be 30 seconds plus the 25-second play clock interval.</p> <p>c. Any charged team timeout shall be 30 seconds in duration upon a visual signal of the hands touching the shoulders, made by the head coach of the team requesting the timeout. The signal must be made promptly after the timeout is requested.</p> <p>d. Other timeouts shall be no longer than the referee deems necessary to fulfill the purpose for which they are declared, including a radio or TV timeout, but any timeout may be extended by the referee for the benefit of an injured player (Refer to Appendix A for the guidelines for game officials to use during a serious on-field player injury).</p> <p>e. If the team charged with a one-minute, 30-second team timeout wishes to resume play before the expiration of one minute and its opponent indicates readiness, the referee will declare the ball ready for play.</p> <p>f. The length of a referee's timeout depends on the circumstances of each timeout.</p> <p>g. The field captain must exercise his penalty option before he or a teammate consults with his coach on a sideline during a timeout.</p> <p>h. The intermission after a safety, try or successful field goal shall be no more than one minute. It may be extended for radio or television.</p>	<p>a. A charged team timeout requested by any player or head coach shall not exceed one minute, 30 seconds (Exception: Rule 3-3-4-e-3). Any charged team timeout shall be 30 seconds in duration upon a visual signal of the hands touching the shoulders, made by the head coach of the team requesting the timeout. The signal must be made promptly after the timeout is requested. Other timeouts shall be no longer than the referee deems necessary to fulfill the purpose for which they are declared, including a radio or TV timeout, but any timeout may be extended by the referee for the benefit of an injured player (Refer to Appendix A [page FR-141] for the guidelines for game officials to use during a serious on-field player injury).</p> <p>b. If the team charged with a one-minute, 30-second team timeout wishes to resume play before the expiration of one minute and its opponent indicates readiness, the referee will declare the ball ready for play.</p> <p>c. The length of a referee's timeouts depends on the circumstances of each timeout.</p> <p>d. The field captain must exercise his penalty option before he or a teammate consults with his coach on a sideline during a timeout.</p> <p>e. The intermission after a safety, try or successful field goal shall be no more than one minute. It may be extended for radio or television.</p>
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3-3-8 FR-74	The referee shall notify both teams 30 seconds before a charged team timeout expires and five seconds later shall declare the ball ready for play. A team timeout designated for 30 seconds (Rule 3-3-7-b, c) shall not exceed one minute. The referee shall notify both teams at 30 seconds and five seconds later shall declare the ball ready for play.	The referee shall notify both teams 30 seconds before a charged team timeout expires and five seconds later shall declare the ball ready for play.
4-1-3-d FR-79	When, during a try, a dead-ball rule applies (Rule 8-3-2-d-5) .	When, during a try, a dead-ball rule applies.
4-1-3-n FR-80	When the live ball is in possession of an official.	When the ball is in possession of an official.
5-2-3 FR-84	After a distance penalty between the goal lines incurred during a scrimmage down and before any change of team possession during that down, the ball belongs to Team A and the down shall be repeated, unless the penalty also involves loss of a down, mandates a first down, or leaves the ball on or beyond the line to gain (Exceptions: Rules 10-2-2-e Exception 3, 10-2-2-e Exception 6 and 10-2-2-g).	After a distance penalty between the goal lines incurred during a scrimmage down and before any change of team possession during that down, the ball belongs to Team A and the down shall be repeated, unless the penalty also involves loss of a down, mandates a first down, or leaves the ball on or beyond the line to gain (Exceptions: Rules 10-2-2-e Exception 3 and 10-2-2-g).

<p>6-1-2-b FR-86</p>	<p>[When the ball is (free) kicked]:</p> <ul style="list-style-type: none"> a. Each Team A player, except the holder and kicker of a place kick, must be behind the ball (A.R. 6-1-2-V and VI) [S18]. b. All Team A players must be inbounds [S19]. c. At least four Team A players must be on each side of the kicker [S19]. d. After a safety, when a punt or drop kick is used, the ball may be kicked from behind the kicking team's restraining line. If a yardage penalty for a live-ball foul is enforced from the previous spot, administration is from the 20-yard line, unless the kicking team's restraining line has been relocated by a previous penalty [S18 or appropriate signal]. e. All players of Team A must have been between the nine-yard marks after the ready-for-play signal [S19]. f. A Team A player who goes out of bounds during a free kick down may not return inbounds during the down (Exception: This does not apply to a Team A player who is blocked out of bounds and attempts to return inbounds immediately) [S19]. g. No Team A player may block an opponent until Team A is eligible to touch a free-kicked ball [S19]. <p>PENALTY—Live-ball foul. Five yards from the previous spot, or five yards from the spot where the subsequent dead ball belongs to Team B, or from the spot where the ball is placed after a touchback [S18] (A.R. 6-1-2-VII).</p> <ul style="list-style-type: none"> h. All Team B players must be inbounds [S19]. i. All Team B players must be behind their restraining line [S18]. <p>PENALTY—Live-ball foul. Five yards from the previous spot [S18 or S19].</p>	<p>[When the ball is (free) kicked]:</p> <ul style="list-style-type: none"> a. Each Team A player, except the holder and kicker of a place kick, must be behind the ball (A.R. 6-1-2-V and VI) [S18]. <p>PENALTY—Live-ball foul. Five yards from the previous spot, five yards from the spot where the dead ball belongs to Team B after Team B's run, or the spot where the ball is placed after a touchback [S18] (A.R. 6-1-2-VII).</p> <ul style="list-style-type: none"> b. All players of each team must be inbounds [S19]. c. At least four Team A players must be on each side of the kicker [S19]. d. After a safety, when a punt or drop kick is used, the ball may be kicked from behind the kicking team's restraining line. If a yardage penalty for a live-ball foul is enforced from the previous spot, administration is from the 20-yard line, unless the kicking team's restraining line has been relocated by a previous penalty [S18 or appropriate signal]. e. All Team B players must be behind their restraining line [S18]. f. All players of Team A must have been between the nine-yard marks after the ready-for-play signal [S19]. g. A Team A player who goes out of bounds during a free kick down may not return inbounds during the down (Exception: This does not apply to a Team A player who is blocked out of bounds and attempts to return inbounds immediately) [S19]. h. No Team A player may block an opponent until Team A is eligible to touch a free-kicked ball [S19]. <p>PENALTY—Live-ball foul. Five yards from the previous spot [S18 or S19].</p>
<p>6-3-10-c FR-90</p>	<p>A scrimmage kick made beyond the neutral zone is an illegal kick and a live-ball foul that causes the ball to become dead.</p>	<p>A scrimmage kick made beyond the neutral zone is a live-ball foul that causes the ball to become dead.</p>

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7-1-3-b Penalty FR-97	PENALTY—For live-ball fouls occurring when or after the snap starts during scrimmage kick plays or when or after the ball is free kicked : Five yards from the previous spot or five yards from the spot where the subsequent dead ball belongs to Team B (Field Goal Plays Exempted.) (S18, S19, S22).	PENALTY—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 (Field Goal Plays Exempted.) (S18, S19, S22).
8-3-3-c-2 FR-110	If Team A commits a foul for which the penalty includes loss of down, the try is over, and the score is canceled, and no yardage penalty is assessed 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.
8-5-2 FR-113	After a safety is scored, the ball belongs to the defending team at its own 20-yard line, and that team shall put the ball in play on or between the inbounds lines by a free kick that may be a punt, drop kick or place kick (Exception: Extra-period and try rules).	After a safety is scored, the ball belongs to the defending team at its own 20-yard line, and that team shall put the ball in play on or between the inbounds lines by a free kick that may be a punt, drop kick or place kick (Exception: Extra-period rules).
9-3-4-e Penalty FR-129	PENALTY—Five, 10 or 15 yards from the basic spot, plus first down if the foul occurred against an eligible receiver (other than the passer) before the pass being touched [S38, S42, S43 or S45].	PENALTY—Five, 10 or 15 yards from the basic spot, plus first down if the foul occurred against an eligible receiver before the pass being touched [S38, S42, S43 or S45].
9-4-1-c FR-130	No player shall bat other loose balls forward in the field of play or in any direction if the ball is in the end zone (Rule 2-2-3-a) (Exception: Rule 6-3-11) (A.R. 6-3-11-I, A.R. 9-4-1-I-XI and A.R. 10-2-2-IV).	No player shall bat other loose balls forward in the field of play or in any direction if the ball is in the end zone (Exception: Rule 6-3-11) (A.R. 6-3-11-I, A.R. 9-4-1-I-XI and A.R. 10-2-2-IV).
10-1-4 Exception 4 FR-134	Rules 8-3-4-c and 3-1-3-g-3 (during a try or extra period after Team B possession).	Rule 8-3-4-c (during a try after Team B possession).
10-2-2-e Exception 3 FR-136	Postscrimmage kick enforcement: The postscrimmage kick spot is the spot where the kick ends when Team B fouls occur (Rule 2-25-11):	Postscrimmage kick enforcement: The enforcement spot is the spot where the kick ends when Team B fouls occur (Rule 2-25-11):
10-2-2-e Exception 3(a) FR-136	During scrimmage kick plays other than a try or a successful field goal , and during extra periods.	During scrimmage kick plays other than a try, and during extra periods.
10-2-2-e Exception 5 FR-137	Offside by Team A on a free kick with Team B in possession may be enforced from the previous spot or the subsequent dead-ball spot .	Offside by Team A on a free kick may be enforced from the previous spot or from the spot where the dead ball belongs to Team B after Team B's run (Rule 6-1-2-a) .

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10-2-2-e Exception 7 FR-137	For live-ball fouls by Team A occurring between the snap and deadball spots with Team B in possession, enforcement may be at the previous spot or subsequent dead-ball spot (Rules 9-1-2 and 9-3-3).	[not in 2006 rulebook]
10-2-2-g-4 FR-138	Penalties for live-ball fouls during field goal plays are administered by rule. To accept points on a successful field goal, Team A must decline penalties for Team B live-ball fouls. By accepting the penalty for a Team B live-ball foul, Team A elects to cancel the score and have the penalty enforced at the previous spot. Penalties for live-ball fouls treated as dead-ball fouls and those for dead-ball fouls after a field goal down are enforced at the succeeding spot (A.R. 10-2-2- XXIV).	Live-ball fouls during field goal plays will be penalized by rule. To accept points on a successful field goal, Team A must decline Team B live-ball fouls. A successful field goal may be canceled and the penalty(ies) enforced by rule (Exception: Rule 10-2-2-e, Exception 3). Live-ball fouls penalized as dead-ball fouls and dead-ball fouls after a field goal down will be enforced at the succeeding spot.
11-2-1-e FR-140	The referee inspects the playing enclosure and reports irregularities to game management, coaches and other officials.	The referee tests and selects the game balls. He inspects the playing enclosure and reports irregularities to game management, coaches and other officials.
12-3-2-g FR-146	A pass ruled forward or backward when thrown from behind the line of scrimmage. <i>(Note: If the pass is ruled forward and is incomplete, the play is not reviewable.)</i>	A pass ruled forward or backward when thrown from behind the line of scrimmage. <i>(Exception: If the pass is ruled forward and is incomplete, the play is not reviewable).</i>
12-3-3-h FR-146	A kick that is advanced by the kicking team after a muff or fumble by the receiving team.	[not in 2006 rulebook]
12-3-3-I FR-147	Correcting the number of a down. (Note: The correction may be made at any time within that series of downs or before the ball is legally put in play after that series.)	[not in 2006 rulebook]
12-3-3-j FR-147	Any person who is not a player interfering with live-ball action occurring in the field of play (Rules 9-1-4 and 9-2-3-c).	[not in 2006 rulebook]

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<p>12-5-1-a FR-148</p>	<p>The replay official and his crew shall review every play of a game. He may stop a game at any time before the ball is next legally put in play (Exception: Rule 12-3-3-i) whenever he believes that:</p> <ol style="list-style-type: none"> 1. There is reasonable evidence to believe an error was made in the initial on-field ruling. 2. The play is reviewable. 3. Any reversal of an on-field ruling, which would result from indisputable video evidence, would have a direct, competitive impact on the game. 	<p>The Replay Official and his crew shall review every play of a game. He may stop a game at any time before the ball is next put in play whenever he believes that:</p> <ol style="list-style-type: none"> 1. There is reasonable evidence to believe an error was made in the initial on-field ruling. 2. The play is reviewable. 3. Any reversal of an on-field ruling, which would result from indisputable video evidence, would have a direct, competitive impact on the game.
<p>12-5-1-b-1 FR-148</p>	<p>A head coach initiates this challenge by taking a team timeout before the ball is next legally put in play (Exception: Rule 12-3-3-i) and informing the referee that he is challenging the ruling of the previous play. The head coach who has challenged the original ruling is not permitted any other challenge during the game.</p>	<p>A coach initiates this challenge by taking a team time out before the ball is next put in play and informing the referee that he is challenging the ruling of the previous play. The head coach who has challenged the original ruling is not permitted any other challenge during the game.</p>
<p>12-5-1-b-2 FR-148</p>	<p>After a review has been completed, if the on-field ruling is reversed, that team's timeout will not be charged.</p>	<p>After a review has been completed, if the on-field ruling is reversed, that team's time out will not be charged.</p>
<p>12-5-1-b-3 FR-148</p>	<p>After a review has been completed, and the on-field ruling is not reversed, the charged team timeout counts as one of the three permitted that team for that half or the one permitted in that extra period.</p>	<p>After a review has been completed, if the on-field ruling is not reversed, the charged team time out counts as one of the three permitted that team for that half.</p>
<p>12-5-1-b-5 FR-148</p>	<p>If a head coach requests a team time out to challenge an on-field ruling and the play being challenged is not reviewable, the timeout shall count as one of the three permitted his team during that half of the game or the one permitted in that extra period. If all team timeouts have been used, a delay penalty will be assessed.</p>	<p>If a Head Coach requests a team time out to challenge an on-field ruling and the play being challenged is not reviewable, the time out shall count as one of the three permitted his team during that half of the game. If all team timeouts have been used, a delay penalty will be assessed.</p>
<p>12-5-2-a FR-149</p>	<p>A game may be stopped, either by the instant replay official or by a head coach's challenge at any time before the ball is next legally put in play (Exception: Rule 12-3-3-i).</p>	<p>A game may be stopped, either by the Instant Replay official or by a Head Coach's challenge at any time before the ball is next put in play.</p>
<p>12-6-1-c FR-149</p>	<p>All reviews shall be based upon video evidence provided by and coming directly from the televised production of the game or from other video means available to the replay official. If there is no television available, all video pictures will come from the in-stadium video board production.</p>	<p>All reviews shall be based upon video evidence provided by and coming directly from the televised production of the game or from other video means available to the instant replay official. If there is no television available, all video pictures will come from the in-stadium video board production.</p>

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12-6-2-d-2 FR-149	If there is no indisputable (conclusive) evidence to reverse the on-field ruling: "After review, the ruling on the field stands. "	If there is no indisputable (conclusive) evidence to reverse the on-field ruling: "After review, the play stands as called on the field. "
12-6-2-d-3 FR-150	If the on-field ruling is reversed: "After review, the ruling on the field is reversed [followed by a brief description of the video evidence]. Therefore, [followed by a brief description of what the reversal means]. "	If the on-field ruling is reversed: "After review, there is indisputable video evidence that [description of the video evidence]. Therefore, [description of result] "
Summary of Penalties FR-151	LEGEND: "O" refers to official's signal number (see Code of Official's Signals); "R" is the rule number; "S" is the section number; "A" is the article number.	LEGEND: "O" refers to official's signal number (see pages FR-139 and 140); "R" is the rule number; "S" is the section number; "A" is the article number; "P" is the page number (FR-) .
Summary of Penalties FR-151	[Page numbers have been deleted from the Summary of Penalties.]	[Page numbers were included in the Summary of Penalties.]
Index To Rules IND-1	[The Index to the Rules has been moved after the Interpretations.]	[The Index to the Rules was located before the Interpretations.]

Part II: Interpretations

Approved
Ruling

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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 or the succeeding spot in extra periods.	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.
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 or at the succeeding spot in extra periods.	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.
3-2-5-I FI-11	Team B makes a fair catch. RULING: Clock starts on the snap . The clock stopped at the end of a legal kick down.	Team B makes a fair catch. RULING: Clock starts on the ready for play . 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 snap .	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 ready for play .
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 snap .	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 ready for play .

**Approved
Ruling**

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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 snap 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 ready for play 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 snap .	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 ready for play signal .
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 snap .	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 ready for play .
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. Start the clock on the snap .	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. Start the clock on the ready for play .
5-2-6-I FI-21	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. Start the clock on the snap .	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. Start the clock on the ready for play .

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<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. Start the clock on the snap.</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. Start the clock on the ready for play.</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. Start the clock on the snap.</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. Start the clock on the ready for play.</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. Start the clock on the snap.</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. Start the clock on the ready for play.</p>
<p>6-1-2-II FI-23</p>	<p>Kicker A11 places the ball on the tee in the center of the field for a free kick with four teammates to the left side of the ball and six teammates to the right side of the ball. The ball blows off the tee, and A55—who was lined up to the left of the ball—holds the ball on the tee for right-footed kicker A11. No other Team A players move. When the ball is kicked by A11, A55 is to the kicker's right. RULING: Foul by Team A for illegal formation at the kick. Penalty—Five yards from the previous spot or five yards from the spot where the subsequent dead ball belongs to Team B.</p>	<p>Kicker A11 places the ball on the tee in the center of the field for a free kick with four teammates to the left side of the ball and six teammates to the right side of the ball. The ball blows off the tee, and A55—who was lined up to the left of the ball—holds the ball on the tee for right-footed kicker A11. No other Team A players move. When the ball is kicked by A11, A55 is to the kicker's right. RULING: Foul by Team A for illegal formation at the kick. Penalty—Five yards from the previous spot.</p>

<p>6-1-2-IV FI-23</p>	<p>A11 places the ball on the tee for a free kick on the 30-yard line in the center of the field. A12 lines up near the ball. After the ready for play, A11 starts forward as if to kick the ball, and A12 suddenly crosses in front of him and kicks the ball. When the ball is kicked, A11 is directly behind the ball with three teammates on one side of the ball. A12 plants his nonkicking foot on the same side of the ball as his three teammates. RULING: Foul by Team A for illegal formation. Penalty—Five yards from the previous spot, and rekick if Team B chooses; or five yards from the spot where the subsequent dead ball belongs to Team B.</p>	<p>A11 places the ball on the tee for a free kick on the 35-yard line in the center of the field. A12 lines up near the ball. After the ready for play, A11 starts forward as if to kick the ball, and A12 suddenly crosses in front of him and kicks the ball. When the ball is kicked, A11 is directly behind the ball with three teammates on one side of the ball. A12 plants his nonkicking foot on the same side of the ball as his three teammates. RULING: Foul by Team A for illegal formation. Penalty—Five yards from the previous spot, and rekick if Team B chooses.</p>
<p>6-2-1-I FI-25</p>	<p>A kickoff from Team A's 30-yard line goes out of bounds untouched by Team B, and no other foul (or violation) occurs. RULING: Team B may accept a five-yard penalty from the previous spot with Team A kicking from the 25-yard line, or Team B may put the ball in play at Team B's 35-yard line at the inbounds spot or at the inbounds spot where the ball went out of bounds. Team B may put the ball in play following a penalty at the dead ball spot.</p>	<p>A kickoff from Team A's 35-yard line goes out of bounds untouched by Team B, and no other foul (or violation) occurs. RULING: Team B may accept a five-yard penalty from the previous spot with Team A kicking from the 30-yard line, or Team B may put the ball in play at Team B's 35-yard line at the inbounds spot or at the inbounds spot where the ball went out of bounds.</p>
<p>6-2-1-II FI-25</p>	<p>A kickoff from Team A's 30-yard line goes out of bounds untouched by Team B, and Team A has illegally touched the kick. RULING: Team B has three options: It may snap at the spot of violation; accept a five-yard penalty from the previous spot with Team A kicking from the 25-yard line; or put the ball in play at the inbounds spot five yards from where the ball went out of bounds (Rule 7-1-3-b Penalty).</p>	<p>A kickoff from Team A's 35-yard line goes out of bounds untouched by Team B, and Team A has illegally touched the kick. RULING: Team B may snap at the spot of violation, accept a five-yard penalty from the previous spot with Team A kicking from the 30-yard line, or put the ball in play at Team B's 35-yard line at the inbounds spot or at the inbounds spot where the ball went out of bounds.</p>

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<p>6-2-1-IV FI-25</p>	<p>Team A is offside or commits a substitution infraction, and the kickoff from the 30-yard line goes out of bounds after it has been touched by Team B. RULING: For either the offside foul or the substitution foul, Team B may elect to have the kick repeated at Team A's 25-yard line, or snap the ball at the inbounds spot five yards from where the ball went out of bounds (Rule 7-1-3-b Penalty).</p>	<p>Team A is offside or commits a substitution infraction, and the kickoff from the 35-yard line goes out of bounds after it has been touched by Team B. RULING: For the offside foul, Team B may snap at the inbounds spot or elect to have the kick repeated at Team A's 30-yard line. For the substitution infraction, Team B may refuse the penalty and snap at the inbounds spot or elect the five-yard penalty at the previous spot.</p>
<p>6-2-1-V FI-25</p>	<p>Team A's untouched free kick goes out of bounds at the Team B 34-yard line. RULING: Team B may choose to have the ball free kicked after a five-yard penalty from the previous spot, or put the ball in play at the Team B 39-yard line.</p>	<p>[not in 2006 interpretations book]</p>
<p>6-2-2-I FI-25</p>	<p>A free kick from Team A's 30-yard line, untouched by Team B, goes out of bounds between the goal lines, and Team A was offside. RULING: Team B has these options: It may accept a five-yard penalty at the previous spot with Team A re-kicking from the 25-yard line; snap the ball at its 35-yard line at the inbounds spot; or snap the ball at the inbounds spot five yards from where the ball went out of bounds (Rule 7-1-3-b Penalty).</p>	<p>A free kick from Team A's 35-yard line, untouched by Team B, goes out of bounds between the goal lines, and Team A was offside. RULING: Team B has the choice of Team A kicking again after a five-yard penalty or putting the ball in play on Team B's 35-yard line at the inbounds spot or at the inbounds spot where the ball went out of bounds.</p>
<p>6-2-2-II FI-26</p>	<p>A free kick from Team A's 30-yard line, untouched by Team B, goes out of bounds between the goal lines, and Team A fouled after the ball went out of bounds. RULING: Team B has the choice of Team A kicking again after a five-yard and 12 1/2-yard penalty, or putting the ball in play at the 50-yard line at the inbounds spot or 20 yards beyond the inbounds spot where the ball went out of bounds.</p>	<p>A free kick from Team A's 35-yard line, untouched by Team B, goes out of bounds between the goal lines, and Team A fouled after the ball went out of bounds. RULING: Team B has the choice of Team A kicking again after a five-yard and 15-yard penalty, or putting the ball in play at the 50-yard line at the inbounds spot or 15 yards beyond the inbounds spot where the ball went out of bounds.</p>

<p>6-2-2-IV FI-26</p>	<p>Airborne B17 has leaped from inbounds and is the first player to touch Team A's free kick when he receives the ball. He subsequently lands out of bounds with the ball in his possession. RULING: Foul, free kick out of bounds. Team B has these options: it may accept a five-yard penalty at the previous spot with Team A re-kicking; snap the ball at its 35-yard line at the inbounds spot (assuming the free kick was from the 30-yard line); or snap the ball at the inbounds spot five yards from where the ball crossed the sideline.</p>	<p>Airborne B17 has leaped from inbounds and is the first player to touch Team A's free kick when he receives the ball. He subsequently lands out of bounds with the ball in his possession. RULING: Team B's ball, first and 10, where the ball crossed the sideline, at the inbounds spot.</p>
<p>6-5-1-IV FI-32</p>	<p>After his valid fair catch signal, B17 muffs the kick but still has a reasonable opportunity to catch the kick. RULING: After a valid fair catch signal, the unimpeded opportunity to complete the catch does not end when the kick is muffed. The player who signaled must be given a reasonable opportunity to catch the ball without being interfered with by members of the kicking team. An intentional muff forward before the catch is an illegal bat.</p>	<p>After his valid fair catch signal, B17 muffs the kick but still has a reasonable opportunity to catch the kick. RULING: After a valid fair catch signal, the unimpeded opportunity to complete the catch does not end when the kick is muffed. The player who signaled must be given a reasonable opportunity to catch the ball without being interfered with by members of the kicking team. An intentional muff forward prior to the catch is an illegal bat.</p>
<p>8-3-3-I FI-54</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. Team B personal fouls on a successful try may be enforced on the subsequent kickoff or at the succeeding spot in extra periods. 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. Team B personal fouls on a successful try may be enforced on the subsequent kickoff. If unsuccessful, Team A may accept the penalty and the down will be replayed.</p>

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<p>8-7-2-VII FI-59</p>	<p>Team A free kicks from its 30-yard line. The ball is rolling on the ground on Team B's three-yard line when B10 kicks the ball, forcing it out of bounds in the end zone. RULING: Safety or Team A's ball on the Team A 45-yard line, where the free kick will be repeated (Rules 9-4-4 and 10-2-2-e).</p>	<p>Team A free kicks from its 35-yard line. The ball is rolling on the ground on Team B's three-yard line when B10 kicks the ball, forcing it out of bounds in the end zone. RULING: Safety or Team A's ball on the 50-yard line, where the free kick will be repeated (Rules 9-4-4 and 10-2-2-e).</p>
<p>10-1-4-I FI-73</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. The clock starts on the snap. 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. 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 snap.</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. The clock starts on the ready for play signal. 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. 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.</p>
<p>10-1-4-III FI-74</p>	<p>On a Team A kickoff from its 30-yard line, Team B fouls after the untouched ball goes out of bounds between the goal lines. RULING: Team B may elect a replay with Team A free-kicking at Team A's 40-yard line. If Team B retains the ball, it will be at its 20-yard line, after the 15-yard penalty from its 35-yard line, or 15 yards behind the spot where the five-yard penalty against Team A left the ball (Rule 10-1-6).</p>	<p>On a Team A kickoff from its 35-yard line, Team B fouls after the untouched ball goes out of bounds between the goal lines. RULING: Team B may elect a replay with Team A free-kicking at Team A's 45-yard line. If Team B retains the ball, it will be after a 15-yard penalty from its 35-yard line or from the out-of-bounds spot, first and 10 (Rule 10-1-6).</p>
<p>10-1-5-III FI-76</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). The clock starts on the snap.</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). The clock starts on the ready for play signal.</p>

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<p>10-1-7-VII FI-78</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 or at the succeeding spot in extra periods. 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 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>10-1-7-X FI-79</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. Team B personal fouls may be enforced on the subsequent kickoff or at the succeeding spot in extra periods. 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. Team B personal fouls may be enforced on the subsequent kickoff. Yardages assessed on the succeeding kickoff may offset.</p>
<p>10-1-7-XI FI-79</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 or at the succeeding spot in extra periods.</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>10-1-7-XV FI-80</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 or at the succeeding spot in extra periods (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 may be enforced on the subsequent kickoff (Rule 8-3-3).</p>

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<p>10-1-7-XVII FI-80</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 or at the succeeding spot in extra periods.</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>10-1-7-XVIII FI-80</p>	<p>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 or at the succeeding spot in extra periods.</p>	<p>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.</p>
<p>10-2-2-III FI-81</p>	<p>A kickoff untouched by Team B goes out of bounds after illegal touching by Team A. Team A commits a personal or holding foul during the kick. RULING: Team B has these options: It may snap the ball at the spot of the illegal touching; accept a five-, 10- or 15-yard penalty from the previous spot with Team A re-kicking; snap the ball five, 10 or 15 yards beyond the spot where the ball went out of bounds; or snap the ball 35 yards beyond Team A's restraining line.</p>	<p>A kickoff untouched by Team B goes out of bounds after illegal touching by Team A. Team A commits a personal or holding foul during the kick. RULING: Team B may snap at the spot of the illegal touching violation; accept a five-, 10- or 15-yard penalty from the previous spot; or put the ball in play 30 yards beyond Team A's free kick line or at the inbounds spot where the ball went out of bounds.</p>
<p>10-2-2-IX FI-82</p>	<p>Either team fouls after the ball has been touched and before possession beyond the neutral zone during a scrimmage kick. The foul is more than three yards beyond the neutral zone, and Team A does not have possession when the down ends. RULING: Enforcement for Team B's foul will be at the postscrimmage kick enforcement spot. Team B's ball, first and 10. Enforcement of the penalty for Team A's foul is either from the previous spot or from the spot where the subsequent dead ball belongs to Team B.</p>	<p>Either team fouls after the ball has been touched and before possession beyond the neutral zone during a scrimmage kick. The foul is more than three yards beyond the neutral zone, and Team A does not have possession when the down ends. RULING: Enforcement for Team B's foul will be at the postscrimmage kick enforcement spot. Team B's ball, first and 10. Enforcement for Team A's foul is at the previous spot.</p>

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<p>10-2-2-XIII FI-82</p>	<p>Team A's untouched punt from its end zone goes out of bounds at Team A's 40-yard line. A2, in his end zone, clips Team B before the ball is kicked. RULING: Penalty—Safety (Rule 9-1-2 Penalty) or Team B may snap the ball at the Team A 15-yard line after enforcement of the penalty from where the ball went out of bounds.</p>	<p>Team A's untouched punt from its end zone goes out of bounds at Team A's 40-yard line. A2, in his end zone, clips Team B before the ball is kicked. RULING: Penalty—Safety (Rule 9-1-2 Penalty).</p>
<p>10-2-2-XIV FI-83</p>	<p>Team A's untouched punt from its end zone goes out of bounds at Team A's 40-yard line. A2, in his end zone, clips Team B during the kick. RULING: Penalty—Safety (Rule 9-1-2 Penalty) or Team B may snap the ball at the Team A 15-yard line after enforcement of the penalty from where the ball went out of bounds</p>	<p>Team A's untouched punt from its end zone goes out of bounds at Team A's 40-yard line. A2, in his end zone, clips Team B during the kick. RULING: Penalty—Safety (Rule 9-1-2 Penalty).</p>