

# RULES CHANGES 2008



# REFEREE'S MICROPHONE

1-4-9-d

- **Referee's Microphone: Mandatory In 2010**
- **Lapel Type Is Strongly Recommended**

# OPPONENT'S SIGNALS

1-4-9-g

- **Illegal to Attempt To Record Opponent's Signals (Via Audio Or Video)**

# CHOP BLOCK REDEFINED

## 2-3-3

### **High-Low Or Low-High Combination Block:**

- **By Any Two Players Against An Opponent (Not The Runner)**
- **Anywhere On The Field**
- **With Or Without A Delay Between Contacts**
- **“Low” Component Is At The Opponent’s Thigh Or Below**

# CLOCK CHANGES

## 3-2-2-h

**15-Second Play Clock Eliminated**

## 3-2-2-i

**Clock Adjustment Following Inadvertent Whistle Eliminated**

# 40-SECOND PLAY CLOCK

## 3-2-4-b

**Play Clock Set to 40 Seconds When an Official Signals That The Ball Is Dead.**

**Count Interrupted For Reasons Beyond Control Of Officials Or The Play-Clock Operator:**

- **Game Clock Stops**
- **Referee Signals Play (Both Palms open in Over Head Pumping Motion) Clock Re-Set To 40 Seconds And Started Immediately**

# 40-SECOND PLAY CLOCK

- **If Ball Is Not Ready To Be Snapped After 20 Seconds Into The Count, Referee Declares Timeout And Signals Play Clock To Be Set At 25 Seconds.**
- **When Play Is To Be Resumed, Play Clock Starts On The Referee's RFP Signal.**
- **Game Clock Starts On The Ready or Snap Depending on Status When Timeout Declared.**

# PLAY CLOCK

Set At 25 Seconds For:

1. Penalty Administration
2. Charged Team Timeout
3. Media Timeout
4. Injury Timeout
5. Measurement
6. Change Of Possession

# PLAY CLOCK

## 25-Second Count (Cont.)

**7. Following A Kick Down**

**8. Score**

**9. Start Of Each Period**

**10. Start Of A Team's Series In Extra Period**

**11. Instant Replay Review**

**12. Other Administrative Stoppage**

# CLOCK: OUT OF BOUNDS

## 3-2-5-a-

- 12. When a ball carrier, a fumble or a backward pass goes out of bounds (Exception: Within the last two minutes of each half, the clock starts on the snap unless incidents 8 or 11 above occur.) (A.R. 3-2-5-V Late in the second or fourth quarter, the ball carrier goes out of bounds. When the game clock is stopped it reads (a) 2:00 or (b) 1:59. RULING: (a) The game clock starts when the ball is ready for play. (b) The game clock starts on the snap.)
- 13. When the referee interrupts the 40/25-second count.

# 3-2-5 EDITORIAL CHANGES

- 3-2-5-1 FR-69 & 70 When Clock Starts
- a. When the clock has been stopped **for any of the following incidents, it will start on the signal by the referee** [S2] A.R. 7-3-2-I and A.R. 7-3-7-II):
  - 1. When Team A is awarded a first down **either by penalty or as the result of the play** (Exception: After a legal kick **down**).
  - 11. For a fumble out of bounds in advance of the spot of the fumble **anytime during the game** (Rule 3-2-5-a).
  - b. If the clock was stopped for incidents **other than those** in 1 through **13** above, it shall be started on the **snap**.
  - c. If incidents 1 through **13** occur in conjunction with any other situation that starts the clock on the snap, the clock will start on the snap. **(Requires us to go on the snap if the action on the field (independent of penalty) would have required the clock to start on the snap. Touchbacks, safeties, incomplete passes etc would mandate starting on the SNAP).**
  - e. When Team B is awarded a first down **and will next snap the ball**, the clock will be stopped and will start on the snap.

# FREE KICK OUT OF BOUNDS

## 6-2-1-Penalty

### Free Kick Out Of Bounds:

- Option To Have Ball 30 Yards Beyond Previous Spot (Normally at the B-40)

# “HORSE-COLLAR” TACKLE

## 9-1-2-p

- **Illegal to Grab Inside Collar (Back Or Side) Of The Shoulder Pads Or Jersey And *Immediately* Pull The Runner Down**
- **Does Not Apply To:**
  - \*Runner Inside The Tackle Box**
  - \*Quarterback In The Pocket.**

# FACE-MASK FOUL

## 9-1-2-q (formerly s)

- **Illegal To Twist, Turn Or Pull The Face Mask Or Any Helmet Opening Of An Opponent (15-Yard Penalty)**
- **Not A Foul If The Face Mask Or Helmet Opening Is Not Twisted, Turned Or Pulled**
- **There Is No Longer A 5-Yard Penalty**

## 9-1-2-a through q Editorial Changes

**PENALTY (a-q)—15 yards from the basic spot, or 15 yards from the succeeding spot for dead-ball fouls. Automatic first down for Team B fouls if the first down is not in conflict with other rules (Exception: Penalties for offensive team personal fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S7, S24, S34, S38, S39, S40, S41 or S46]. Flagrant offenders shall be disqualified [S47].**

For Team A fouls during free or scrimmage kick plays (**field goal plays exempted**): Enforcement may be at the previous spot or the spot where the subsequent dead ball belongs to Team B (**Rules 6-1-8 and 6-3-13**).

# INITIATING/TARGETING

## 9-1-3

### Initiating Contact/Targeting An Opponent

- **Illegal To Initiate Contact And Target An Opponent With The Crown Of The Helmet**
- **Illegal To Initiate Contact And Target A Defenseless Opponent Above The Shoulders**
- **When In Question, It Is A Foul**

# Game Administration Interference

**9-1-6**

**No Longer A Warning**

- **First And Second Infractions:  
Delay Of Game--Five-Yard Penalty (3-4-2-b-7)**
- **Third And Subsequent Infractions:  
Unsportsmanlike Conduct--15-Yard Penalty**

# REVIEWABLE PLAYS

## 12-3-1-a

### Field Goal Attempts

- **Reviewable If The Ball Is Ruled (a) Below Or Above The Crossbar Or (b) Inside Or Outside The Uprights, Below The Top Of The Uprights**
- **Not Reviewable If The Ball Is Higher Than The Top Of The Uprights**

# REVIEWABLE PLAYS

## 12-3-3-b

- **Ball Carrier Ruled Down When Fumble Is Recovered In The Immediate Action Following The Fumble, Before Ball Is Declared Dead**

# REVIEWABLE PLAYS

## 12-3-3-b (Cont.)

- **Note 1: Without Indisputable Video Evidence Of Which Player Recovers The Fumble, The Ruling Of Down by Rule Stands**
- **Note 2: If The Ruling Is Reversed, The Ball Belongs To The Recovering Player At The Spot Of The Recovery—No Advance**

# REVIEWABLE PLAYS

## 12-3-3-c

- **Ball Carrier Ruled Out Of Bounds When His Immediate Action Takes Him Into The Opponent's End Zone, Before Ball Is Declared Dead**

# CORRECTING CLOCK

12-3-3-h

- **Egregious Game-Clock Error May Be Corrected**

# EGREGIOUS ERRORS

## 12-3-4

- **Egregious Errors May Be Corrected**
- **This Excludes Fouls That Are Not Specifically Reviewable**

# COACH'S CHALLENGE

## 12-5-1-b-1

### Successful Challenge

- **Coach Retains The Challenge--May Use Only Once More During The Game**
- **Thus A Coach May Have A Total Of Two Challenges, If And Only If His Initial Challenge Is Successful**

# Highlighted Editorial Changes

## 2-15-10 FR-49 Scrimmage Kick Formation

- b. If Team A is in a scrimmage kick formation at the snap, any action by Team A during the down is deemed to be from a scrimmage kick formation.

## 2-19-3 FR-51 Crosses Neutral Zone

- b. A player has crossed the neutral zone **if his entire body has been** beyond the neutral zone.

## 2-27-7 FR-57 Runner and Ball Carrier

- b. A ball carrier is a runner in possession of a live ball.

## 2-30-4 FR-59 Running Play

- b. A run is that segment of a running play during which a ball carrier has possession.
- c. If a ball carrier loses possession by a fumble, backward pass, or illegal forward pass, the running play includes the spot where the run ends and the loose-ball interval before possession is regained or the ball is declared dead (A.R. 2-30-4-I and II).

## 2-30-4 FR-59 Running Play (cont.)

- d. A new running play begins when a player gains or regains possession. (**Note: There may be more than one running play behind the NZ).**)

### 3-1-3-g FR-65 Fouls after a change of team possession:

- 1. Distance penalties against either team are declined by rule in extra periods (Exceptions: Penalties for flagrant personal fouls, dead-ball fouls and live-ball fouls treated as dead-ball fouls are enforced on the succeeding play).
- 3. If both teams foul during the down and Team B had not fouled before the change of possession, the fouls offset and the down is not replayed.

## 3-2-1-b FR-66 Length of Periods and Intermissions **rewritten**

- b. The intermission between halves shall be 20 minutes, **unless** altered before the game by mutual agreement of the administrations of both schools. **Immediately after** the second period ends, **the referee should begin the intermission by signaling to start the game clock [S2].**

## 3-4-2 FR-76 Illegal Delay of the Game

- a. The officials shall make the ball ready for play consistently throughout the game Consuming more than 40 seconds or 25 seconds to put the ball in play (Rule 3-2-4) after it is made ready for play is an illegal delay.
- b. Illegal delay also includes:
- 6. Putting the ball in play before it is ready for play (Rule 4-1-4).

## 3-4-2 FR-76 Illegal Delay of the Game (cont)

- b. Illegal delay also includes:
- 7. **Sideline interference** **Game Administration Interference** (Rule 9-1-6). (9-1-6 is **Game Administration Interference**)
- **PENALTY—Dead-ball foul. Five yards from the succeeding spot [S7 and S21].**

## 6-1-2 FR-86 Free Kick Formation

- ARTICLE 2. A ball from a free kick formation must be kicked legally and from some point on Team A's restraining line and on or between the inbounds lines. The referee will declare the ball ready for play **when the officials are in position after the kicker has received the ball**. After the ball is ready for play and for any reason it falls from the tee, Team A shall not kick the ball and the official shall sound his whistle immediately. When the ball is kicked (A.R. 6-1-2-I-IV):

## 6-1-8 FR- 88 Fouls By Kicking Team

**This is NEW rule Article to comply with 10-2-2-e-5**

- ARTICLE 8. Penalties for all fouls by the kicking team other than kick-catch interference (Rule 6-4) during a free kick play may be enforced at the previous spot or at the spot where the subsequent dead ball belongs to Team B.

## 6-3-13 FR-91 Fouls By Kicking Team

**This is NEW rule Article to comply with  
10-2-2-e-5 and 10-2-2-g-4**

- ARTICLE 13. Penalties for all fouls by the kicking team other than kick-catch interference (Rule 6-4) during a scrimmage kick play (except field-goal attempts) may be enforced at the previous spot or at the spot where the subsequent dead ball belongs to Team B.

## 6-4-1-a FR-91 Interference With Opportunity

- a. This protection terminates when the kick touches the ground, **when any player of Team B muffs a scrimmage kick beyond the neutral zone, or when any player of Team B muffs a free kick in the field of play or in the end zone** (Rule 6-5-1-a) (A.R. 6-4-1-IV).

## 7-3-7-a FR-105 Incompleted Pass

- a. Any forward pass is incomplete **if the ball is out of bounds by rule or if it touches the ground when not firmly controlled by a player.** It also is incomplete when a player leaves his feet and receives the pass but first lands on or outside a boundary line, unless his progress has been stopped in the field of play or end zone (Rule 4-1-3-p) (A.R. 2-2-7-III and A.R. 7-3-7-I).

## 7-3-7-c FR-105 Incompleted Pass

- c. When an illegal forward pass is incomplete, the ball belongs to the passing team at the spot of the pass (Exception: If **the offended team declines the penalty for an illegal pass thrown from the end zone, the ball shall next be put in play at the previous spot.**) (A.R. 7-3-7-II-IV).

## 8-3-3-a FR-109 Fouls During a Try Before a Change of Team Possession

a. *Offsetting fouls:* If both teams foul during the down and Team B fouls before the change of possession, the fouls offset and the down is replayed, even if additional fouls occur after the change of possession. Any replay after offsetting fouls must be from the previous spot (A.R. 8-3-3-II and A.R. 10-1-7-XVI).

## 8-3-3-c-3 FR-109 Fouls During a Try Before a Change of Team Possession

c. Fouls by Team A on a try:

3. If before a change of team possession Team A commits a foul that is not offset, and during the down there is neither another change of team possession nor a score, the penalty is declined by rule.

## 8-3-3-d-1 & 2 FR-109 & 110 Fouls During a Try Before a Change of Team Possession

d. Dead-ball enforcement:

1. Penalties for fouls occurring after the ball is ready for play and before the snap are enforced before the next snap.

2. Penalties for live-ball fouls treated as dead-ball fouls occurring during the try down are enforced on the succeeding kickoff or from the succeeding spot in extra periods. If the try is replayed, these penalties are enforced on the replay (Rule 10-1-6) (A.R. 3-2-3-VIII).

## 8-3-3-f FR-110 Fouls During a Try Before a Change of Team Possession

f. Kick-catch interference: The penalty for interference with a kick catch is declined **by** rule. **(Deleted “or becomes an offsetting foul”)**. **Any** score by Team A is canceled

## 8-3-4-a FR-110 Fouls During a Try After a Change of Team Possession

a. Distance penalties against either team are declined by rule (Exception: Penalties for flagrant personal fouls, dead-ball fouls and live ball fouls treated as dead-ball fouls are enforced on the succeeding kickoff or at the succeeding spot in extra periods.) (A.R. 8-3-4-I and II).

## 8-3-4- c FR-110 Fouls During a Try After a Change of Team Possession

c. If **both teams foul during the down and Team B had **not fouled before** the change of possession, **the fouls offset**, the down is **not** replayed, **and the try is over**.**

## 8-3-5 FR-110 Fouls After a Try

Penalties for fouls occurring after a try are enforced on the succeeding kickoff or from the succeeding spot in extra periods.

However, if the try is replayed, these penalties are enforced before the replay (Rule 10-1-6) (A.R. 10-1-7-VII, XIX and XX).

## 9-3-4-e FR-128 Use of Hands or Arms by Defense

e. When a legal forward pass crosses the neutral zone during a forward pass play and a contact foul that is not pass interference is committed beyond the neutral zone, the enforcement spot is the previous spot. This includes Rule 9-3-4-c (A.R. 7-3-9-II and A.R. 9-3-4-I and II).

**PENALTY**— Ten or 15 yards from the previous spot, plus first down if the foul occurred against an eligible receiver before the pass was touched [S38, S42, S43 or S45].

# 10-1-4-Exception 1 FR-132

## PENALTY ENFORCEMENT

### *Exceptions:*

1. When there is a change of team possession during a down, **(deleted “or end of the down by rule”)** and the team last gaining possession had not fouled before last gaining possession, it may decline offsetting fouls and thereby retain possession after completion of the penalty for its foul (A.R. 10-1-4-I-VIII).

## 10-2-2-e Exception 5 FR-135

**Replace 2007 exceptions 5, 6 and 7 with the following:**

5. Penalties for all fouls by the kicking team other than kick-catch interference (Rule 6-4) during a free kick play or a scrimmage kick play (field-goal plays exempted) may be enforced at the previous spot or at the spot where the subsequent dead ball belongs to Team B (Rules 6-1-8 and 6-3-13).

## 10-2-2-g FR-136

Fouls during or after a touchdown,  
field goal or try.

1. Fouls by the non scoring team during a down that ends in a touchdown.

a. Penalties for **personal** fouls are **enforced** on the try or the succeeding kickoff, **at the option** of the scoring team **(deleted captain)**. **If there is no kickoff the accepted penalty is enforced on the try.**



## 10-2-2-g FR-136 (cont.)

1. Fouls by the non scoring team during a down that ends in a touchdown.

b. Penalties for all other fouls are not enforced on the try or the succeeding kickoff. Such penalties are declined by rule unless enforcement is made possible by illegal touching of a kick during the down (A.R. 6-3-2-V and VII). (AR 6-3-2-V Team A scores after Team B hold after change of possession 10-yard penalty are not administered on the try or the succeeding kickoff. Penalty declined by rule. The ball belongs to Team B at the spot of illegal touching.)

## 11-2-1-c FR-139 Referee Basic Responsibilities

c. The referee shall **indicate that** the ball **is** ready for play after determining the officials are ready and shall direct the clock started on his signal or the snap. The referee shall time the **40/25**-second count when it is not assigned to another official or an in-stadium timer. In addition, he will count the number of offensive players.

## 11-8-1-a FR-143 Back Judge Basic Responsibilities

a. The responsibilities of the back judge include counting the defensive team, timing the **40/25**-second count, ruling on long passes and kicks, and the status of the ball in his area.