

2010 NCAA Rules

WNE Chapter, EAIFO

June 29, 2010

Equipment & Uniforms

- 1. Officials are admonished to be more diligent about enforcing the equipment rules (chin straps buckled, mouth pieces in, etc.)
- 2. **EFFECTIVE IN 2010 (Editorial Clarification)**
- (a) Players must wear soft knee pads at least ½" thick. Beginning in 2010 there is no reference to the pants covering the knees.
- (b) Socks must be of the same color and design. Beginning in 2010 there is no reference to length of the socks.
- 3. **EFFECTIVE IN 2010 (Editorial Clarification)**
- If eye shade is worn it must be **solid black** with no words, numbers, logos or other symbols.

Injured Player (3-3-5-a)

- ARTICLE 5. a. In the event of an injured player(s):
- 1. An official will declare a timeout and the player(s) must leave the game. **He must remain out of the game for at least one down.** When in question, officials will take a timeout for an injured player.
- 2. The player(s) may not return to the game until he receives approval of professional medical personnel designated by his institution.
- 3. Officials and coaches shall give special attention to players who exhibit signs of a concussion.
- 4. Whenever a participant (player or game official) suffers a laceration or wound from which oozing or bleeding occurs, the player or game official shall go to the team area and be given appropriate medical treatment. He may not return to the game without approval of medical personnel.

Targeting Opponents (9-1-3 & 4)

- ARTICLE 3.
- No player shall target and initiate contact against an opponent with the crown (top) of his helmet. *When in question, it is a foul.*
- **PENALTY—Personal foul. 15 yards. For dead-ball fouls, 15 yards from the succeeding spot. Also, automatic first down for Team B fouls if not in conflict with other rules. (Exception: Penalties for Team A 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, S45 or S46]. Flagrant offenders shall be disqualified [S47].**
- For Team A fouls during free or scrimmage kick plays: Enforcement may be at the previous spot or the spot where the subsequent dead ball belongs to Team B (field-goal plays exempted) (Rules 6-1-8 and 6-3-13).
- **Defenseless Player: Contact to Head or Neck Area**
- ARTICLE 4
- No player shall target and initiate contact to the head or neck area of a defenseless opponent with the helmet, forearm, elbow or shoulder. *When in question, it is a foul.* (See Points of Emphasis for a description of "Defenseless Player.")
- **PENALTY—(Same as above)**

Wedge Blocking (6-1-9)

- ARTICLE 9.
- a. A wedge is defined as two or more players aligned shoulder to shoulder within two yards of each other.
- b. Free-kick down only: After the ball has been kicked, it is illegal for three or more members of the receiving team intentionally to form a wedge for the purpose of blocking for the ball carrier. This is a live-ball foul, whether or not there is contact between opponents.
- c. Formation of the wedge is not illegal when the kick is from an obvious onside kick formation.
- **PENALTY—Noncontact foul treated as occurring during the kick. 15 yards, spot of the foul; or 15 yards, spot where the subsequent dead ball belongs to Team B if this is behind the spot of the foul. If the subsequent dead ball belongs to Team A: 15 yards, previous spot with the down repeated. [S27]**

6-1-9 Examples

- EXAMPLE 1. Team A kicks off at its 30-yard line. While the ball is in the air, receiving team players B45, B32 and B84 retreat to the B-22 and align shoulder-to-shoulder so that there is no more than two yards between adjacent players. Receiver B21 catches the ball at the B-10 and is tackled at the 50-yard line.

RULING: Foul for formation of an illegal wedge. The 15-yard penalty is enforced half the distance to the goal from the B-22. The receiving team has the ball, first and 10 at its 11-yard line.

6-1-9 Examples

- EXAMPLE 2. Team A kicks off at its 30-yard line. While the ball is in the air, receiving team players B45, B32 and B84 retreat to the B-22 and align shoulder-to-shoulder so that there is no more than two yards between adjacent players. Receiver B21 catches the ball at the B-10 with one knee on the ground.

RULING: The ball is dead where B21 caught it while grounded at the B-10. The 15-yard penalty is enforced from that spot, half the distance to the goal. The receiving team has the ball, first and 10 at its five-yard line.

6-1-9 Examples

- EXAMPLE 3. Team A kicks off at its 30-yard line. While the ball is in the air, receiving team players B45, B32 and B84 retreat to the B-22 and align shoulder-to-shoulder so that there is no more than two yards between adjacent players. In an attempt to break up the wedge, A44 blocks below the waist against B45. Receiver B21 catches the ball at the B-10 and runs for an apparent touchdown.

RULING: Foul by Team A for blocking below the waist during a kick down. Foul by Team B for forming an illegal wedge. The fouls offset, and Team A re-kicks from its 30-yard line.

6-1-9 Examples

- EXAMPLE 4. Team A kicks off at its 30-yard line. While the ball is in the air, receiving team players B45 and B84 retreat to the B-22 and align shoulder-to-shoulder so that there is no more than two yards between them. Receiver B21 catches the kick at the B-10 and is tackled at the A-45.

RULING: No foul. A two-man wedge is not illegal. Team B's ball, first and 10 at Team A's 45-yard line.

6-1-9 Examples

- EXAMPLE 5. Team A kicks off at its 30-yard line. Receiver B17 catches the ball at the B-20 and begins his return. After the catch receiving team players B45, B32 and B84 gather at the B-33 in front of the ball carrier and align shoulder-to-shoulder so that there is no more than two yards between adjacent players. B17 is tackled at the 50-yard line.

RULING: Foul for formation of an illegal wedge. The three-man wedge formation is illegal even if formed after the kick has been caught. The 15-yard penalty is enforced at the spot of the foul. Team B's ball, first and 10 at its 18-yard line.

New Rules - 2009

2009 Rule Changes

- (2-3-8) Blocking zone defined
 - Rectangle centered on snapper
 - 10x6 yards
- (2-34) Tackle Box Defined
 - Rectangle centered on snapper
 - 10 yards wide from NZ back to end line
- (3-2-3) Extension of Periods
 - No extension if penalty includes loss of down.
- (3-2-4-c, 3-3-5-f) Play clock on B injuries
 - Play clock set to 40 seconds for all B injuries
 - Both A and B injured -> 40 seconds

2009 Rule Changes

- (7-1-3-b-1) Formations
 - No more than 4 backs in the backfield.
- (7-3-10) Ineligible Downfield
 - Foul if ineligible receiver has been >3 yards beyond NZ prior to pass being thrown.
- (9-1-2-q) Face Mask
 - Added chin strap
- (9-1-4-a-5) Roughing the kicker
 - Loses protection if he carries the ball outside the tackle box.