



VIA FACSIMILE AND ELECTRONIC MAIL

MEMORANDUM

October 7, 2003

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TO: Divisions I, II and III Supervisors of Football Officials.

FROM: Scott E. Deitch, liaison
NCAA Football Rules Committee.

SUBJECT: NCAA Football Play Situations Bulletin No. 3.

Here is the third set of play situations and interpretations for the 2003 season. Please note that these situations should not be considered to be approved rulings, such as those found in NCAA Football Rules and Interpretations. They are simply plays that have occurred or could occur, and the result based on the current rules.

If you have any questions, please contact John Adams, secretary-rules editor of the NCAA Football Rules Committee. Mr. Adams can be reached at 303/799-9221, extension 222.

I hope this information is helpful to you and your officials as you continue to prepare for the season.

1. The white jerseys of a team have solid contrasting colors on the shoulders, or some other illegal markings. RULING: Following the opening kickoff, that team will be assessed a timeout for illegal equipment. The game will proceed from that point with no other penalty for the violation (Rules 1-4-3-a and 1-4-6-a).

2. Team A's ball, fourth and one on Team B's 10-yard line. Quarterback A10 attempts to hand the ball to back A24 behind the line of scrimmage, but A24 muffs the ball. The ball is rolling untouched in Team A's backfield. RULING: Unsuccessful handing of the ball between teammates is classified as a fumble. The fumble is charged to A10, since he was last in possession. Consequently, only A10 may recover the loose ball for Team A and have the ball remain alive (Rules 2-10-1, 7-1-6-a and 7-2-2-b Exception 2).

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3. During an extra period, the televising network requests a media timeout. RULING: The extra period(s) begins when the ball is first snapped for the Team A possession of the first extra period. No timeouts to accommodate television coverage are allowed for the duration of the game. This rule should be emphasized to the television producer before the game (Rule 3-1-3-h).

4. Team A substitutes late in the 25-second count. As Team B is making legal corresponding substitutions, the play clock expires. RULING: Team A foul, delay of game. When Team A substitutes late in the count, time must be given to Team B to complete matching substitutions. Therefore, Team A is vulnerable to this foul (Rules 3-5-2-e and 4-1-5).

5. Team A is in a scrimmage-kick formation with end A88 spread wide to the right. B17 and B28 are positioned opposite A88. A88 legally moves beyond the neutral zone, and is blocked by B17 and B28 with their hands. Back A3 throws a catchable forward pass in the direction of A88. RULING: B17 and B28 may legally block A88 until the ball is thrown. After the catchable pass is thrown, B17 and B28 may only play the ball. Illegal contact with A88 while the ball is in the air is pass interference (Rule 7-3-8-c).

6. Team A's ball, fourth and eight at Team B's 30-yard line. Before Team A's field goal attempt, linebacker B43 is directly behind lineman B76. At the snap, B43 pushes B76 so that B76 first contacts: a) lineman A65 above the waist; or b) lineman A65 below the waist. RULING: a) Legal contact; b) Team B foul, illegal block below the waist. Either Team A's ball, first and 10 at Team B's 15-yard line after 15-yard penalty, or Team A takes the result of the play [Rules 8-4-1-a, 9-1-2-e-4 and 10-2-2-e Exception 3(c)].

7. Team A's ball, fourth down on Team B's 10-yard line. Team A's attempted field goal is partially blocked, lands on the five-yard line, and rebounds behind the neutral zone. The loose ball is: a) muffed by a Team A player at the 12-yard line and then rolls out of bounds at the eight-yard line; or b) muffed by a Team B player at the 12-yard line and then rolls out of bounds at the eight-yard line. RULING: a) Team B's ball, first and 10 at Team B's 20-yard line; b) Team B's ball, first and 10 at Team B's eight-yard line (Rule 8-4-2-b).

8. Team A is in its huddle when substitute A84 enters the huddle. Within two seconds, A80 leaves the huddle and runs toward his team area. When he is more than 10 yards from the huddle, the huddle breaks. A80 then stops at the nine-yard mark and A24, who is one of the players in the initial huddle, goes directly to his team area. RULING: Team A foul, unsportsmanlike conduct, 15-yard penalty from the previous spot. This is a simulated replacement of a player to confuse opponents (Rule 9-2-2-b and A.R. 9-2-2-I).

9. During the 25-second count, potential substitutes A19, A 26, A80 and A85 enter the field of play and proceed to the nine-yard marks. They do not communicate with any player or official, and then return to the team area. RULING: If this happens again, the referee will declare a refe-

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ree's timeout and inform the head coach that a foul for simulated substitution to confuse opponents will be enforced if this activity occurs again (Rule 9-2-2-b).

10. Team A's ball, fourth and goal on Team B's two-yard line. Team A's field goal attempt is blocked and the ball does not cross the neutral zone. B75 bats the ball forward and out of bounds at the 12-yard line. RULING: Team B foul, illegal batting, penalty of half the distance to the goal line from the previous spot. Team A's ball, fourth and goal at Team B's one-yard line [Rules 9-4-1-c, 10-2-2-e and 10-2-2-e Exception 3(c)].

Thanks for all your efforts on behalf of NCAA football and best wishes for the upcoming weeks. If I can be of any assistance, please feel free to call me at 317/917-6133.

SED:nkb

cc: Commissioners of Divisions II and III Football-Playing Conferences
NCAA Football Rules Committee



MEMORANDUM

July 16, 2003

P.O. Box 6222

Indianapolis, Indiana

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TO: Divisions I, II and III Supervisors of Football Officials.

FROM: Scott E. Deitch, liaison
NCAA Football Rules Committee.

SUBJECT: NCAA Football Play Situations Bulletin No. 1.

Here is the first set of play situations and interpretations for the 2003 season. Please note that these situations should not be considered to be approved rulings, such as those found in NCAA Football Rules and Interpretations. They are simply plays that have occurred or could occur, and the result based on the current rules.

If you have any questions, please contact John Adams, secretary-rules editor of the NCAA Football Rules Committee. Mr. Adams can be reached at 303/799-9221, extension 222.

I hope this information is helpful to you and your officials as you prepare for the season.

1. On Team A's free kick, the ball, previously untouched, has gone more than 10 yards. It is recovered by B37, who is on his knees at the time of recovery. RULING: Team B's ball, first and 10 at the spot of the recovery. The game clock should not have started (Rules 3-2-5 and 4-1-3-b).

2. Team A's free kick, the ball, previously untouched, is caught by B9 in the end zone. B9 does not advance beyond the goal line and, following some hesitation, simulates placing his knee on the ground. RULING: The ball is dead and the game clock should not have started. Team B's ball, first and 10 at Team B's 20-yard line (Rules 3-2-5 and 4-1-3-o).

3. On Team A's free kick, the ball, previously untouched, is illegally caught by A81. RULING: Team B's ball, first and 10 at the spot of illegal touching or the catch. The game clock should not have started (Rules 4-1-3-e and 6-1-6-a).

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4. As B17 awaits Team A's high scrimmage kick: a) A85 stands near B17 and shouts at him; b) A55 sprints past B17, coming very close to him; or c) A38 stands near B17 and waves his hands and arms at him. RULING: In all three scenarios, Team A foul, interference with the opportunity to catch a kick. Fifteen yards from the spot of the foul, whether or not the ball is caught by B17 (Rule 6-4-1).

5. As B17 is positioned (beyond the neutral zone) to catch Team A's scrimmage kick, he is contacted by A89 immediately after first touching the ball. RULING: Team A foul, interference with the opportunity to catch a kick. B17 is entitled to an unimpeded opportunity to catch the ball. Fifteen yards from the spot of the foul. When no fair-catch signal is made, Team A players may contact the receiver after he catches the kick or after he muffs the kick (Rules 6-4-1 and 6-4-1-c).

6. B33 makes a valid fair-catch signal and muffs the ball, but still has an opportunity to catch the kick. A88 contacts B33, or touches the ball as B33 attempts to complete the catch. RULING: Team A foul, interference with the opportunity to catch a kick. Fifteen yards from the spot of the foul, whether or not the ball is caught by B17 (Rule 6-5-1 Exception).

7. Tight end A88 contacts B75 within one yard of the neutral zone and drives him three yards beyond the neutral zone, where A88 stops and remains stationary. Team A's forward pass is first touched beyond the neutral zone. RULING: Team A foul, pass interference. Fifteen yards from the previous spot (Rules 7-3-8-a, 7-3-8-b, 7-3-8-b-1 and 7-3-9-d).

8. Slotback A27 charges and immediately contacts B30 within one yard of the neutral zone and drives him three yards beyond the neutral zone, where A27 veers off and participates in the pass pattern. Team A's forward pass is first touched beyond the neutral zone. RULING: Team A foul, pass interference. Fifteen yards from the previous spot (Rules 7-3-8-a, 7-3-8-b, 7-3-8-b-1 and 7-3-9-d).

9. Team A lines up in an unbalanced line formation, with four players to the right of the snapper. Right end A89 blocks linebacker B34 below the waist toward the original position of the snap. RULING: If A89 was seven yards or fewer from the right guard (in normal spacing) at the snap, he could legally block below the waist in, behind, or beyond the neutral zone (Rule 9-1-2-e-1).

10. Back A27 is positioned completely outside of the normal tackle position (second player from the snapper), or is in motion at the snap. A27 is assigned to block on the play. RULING: A27 may legally block any opponent above the waist. He may not block an opponent below the waist toward the original position of the ball in or behind the neutral zone, or within 10 beyond the neutral zone. Team A foul, illegal block. Fifteen yards from the basic or previous spot (Rule 9-1-2-e-2).

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11. Team A's ball, fourth and goal at Team B's 20-yard line during an extra period. During Team A's unsuccessful field-goal attempt, B27 blocks A80 below the waist at Team B's 15-yard line. RULING: Team B foul, illegal block. Penalty is half the distance from the previous spot. Team A's ball, first and goal from Team B's 10-yard line (Rules 9-1-2-e-4, 10-2-2-e, 10-2-2-e-3-(a) and 10-2-3).

12. Team A's ball, fourth and goal at Team B's 20-yard line during an extra period. B13 catches Team A's unsuccessful field-goal attempt and runs for an apparent touchdown. During B13's run, B28 blocks A90 below the waist at the 50-yard line. RULING: Team B foul, illegal block. The penalty is declined by rule and the score is canceled. Either the next series begins or the game is ended (Rules 3-1-3-g-1 and 9-1-2-e-5).

13. Team A scores a touchdown on the final play of the first half. During the touchdown run, B75 is assessed a personal foul. Team A's captain selects enforcement of the foul on the succeeding kickoff. RULING: Fifteen-yard penalty on the kickoff to start the second half, either Team A to kick off from the 50-yard line or Team B to kick off from its 20-yard line (Rule 10-2-2-g-1). **NOTE:** Rule 10-2-2-g-1 is an exception to Rule 3-2-3-a

14. Team A scores a touchdown on the final play of the game. Following the play, but prior to the try, B76 is assessed a personal foul. Team A's successful try ties the score. RULING: Team A could have accepted the penalty with enforcement on the try, but it cannot select enforcement on the first play of the extra period since there is no kickoff (Rules 10-2-2-g-3).

Thanks for all your efforts on behalf of NCAA football and best wishes for a successful start to the season. If I can be of any assistance, please feel free to call me at 317/917-6133.

SED:nkb

cc: Mr. David Parry
Commissioners of Divisions II and III Football-Playing Conferences
NCAA Football Rules Committee

**News Release****FOR IMMEDIATE RELEASE**

Tuesday, February 18, 2003

CONTACT:

Scott Deitch

Assistant Director of Communications

317/917-6133

NCAA FOOTBALL RULES COMMITTEE BOOSTS SAFETY RULES

INDIANAPOLIS---The NCAA Football Rules Committee met recently and unanimously approved significant changes intended to enhance player safety. Two significant areas the committee focused on were the opportunity to catch a kick, and blocking below the waist.

The committee eliminated the rule prohibiting players of the kicking team from being within two yards of a player of the receiving team positioned to catch a free or scrimmage kick. The "halo rule," as it was usually called, was added to NCAA playing rules in 1983.

Players of the receiving team attempting to catch a kick, by rule, still must be given an unimpeded opportunity to catch the kick. They also are afforded protection from being contacted by the kicking team following the catch by signaling for a fair catch.

The penalty for not giving a receiving-team player an unimpeded opportunity to catch the kick, and for contacting a player who has signaled for a fair catch, is 15 yards from the spot of the foul. "Officials will be instructed to enforce these rules strictly and give receivers, who are often in the most defenseless position on the field, the protection they deserve," said committee chair Donnie Duncan, senior associate commissioner of the Big 12 Conference.

"The two-yard restricted area provided a sense of false security for the kick receiver," Duncan added. "Eliminating it will not reduce the safety of kick receivers, but will clarify what they are to expect."

"In addition, if they signal for a fair catch, kicking-team members must honor the protection that gives the receiver and avoid contact, especially any acts of threatening contact."

Backs who are positioned outside the normal tackle position, in either direction at the snap, are now prohibited from blocking below the waist when they are blocking toward the position of the ball at the snap in or behind the neutral zone, and within 10 yards beyond the neutral zone.

"Players who are being blocked below the waist by these backs are focused on where the ball is and do not see the backs approaching," Duncan said. "Consequently, they are not able to defend themselves adequately against a potentially dangerous block."

The committee also voted to start the game clock on kickoffs throughout the entire game when the ball is legally touched in the field of play. This change makes the rule the same as it was before 1997.

For the past six years, the game clock started when the ball was kicked, except in the final two minutes of each half, when it started when the ball was legally touched in the field of play.

The committee identified potentially dangerous blocks, protection of punt and kickoff returners, sideline control and reducing unnecessary hits against players in defenseless positions, such as quarterbacks after releasing the ball, receivers extended for passes and kickers and punters in their follow-throughs, as points of emphasis for 2003.

Herb Deromedi, athletics director at Central Michigan University, was recommended to be the chair of the committee following the expiration of Duncan's term, effective September 1, 2003.

Among the other rules approved by the committee are:

- The team area shall be limited to squad members in full uniform and a maximum of 60 other individuals directly involved in the game. The individuals not in full uniform shall wear a credential marked specifically for the team area;
- Giving the offended team the option of enforcing all penalties for unsportsmanlike acts occurring during or after a down that ends in a touchdown and before a try, either on the try or on the succeeding kickoff [Exception: during extra period(s)]; and
- Giving the offended team the option of enforcing all penalties for personal fouls after a touchdown play and before the try, either on the try or the succeeding kickoff.

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SD/LLC:mel

Attachment: 2003 NCAA Football Rules Changes

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2003 NCAA Football Rules Changes

- Rule 1-2-4-b The team area shall be limited to squad members in full uniform and a maximum of 60 other individuals directly involved in the game. The individuals not in full uniform shall wear a credential marked 'Team.' Credentials should be numbered 1 through 60. No other credential is valid for the team area.
- Rule 3-2-5 Start the game clock on all kickoffs when the ball is legally touched in the field of play. (Current rule is the game clock starts when the ball is kicked, except in the last two minutes of each half, when it starts when the ball is legally touched in the field of play)
- Rule 6-4-1-a and
Rule 6-4-1-d Delete the two-yard restricted area around a player positioned to catch a free or scrimmage kick.
- Rule 6-5-1 When a valid fair catch signal is made, the unimpeded opportunity to catch a free or scrimmage kick is extended to a player who muffs a kick. This protection terminates when the kick touches the ground.
- Rule 6-5-3 Delete all references to illegal fair catch signals.
- Rule 8-3-6 Delete the option allowing a team that a touchdown is scored upon to kick.
- Rule 8-4-2-a Delete the option allowing a team that a field goal is scored upon to kick.
- Rule 9-1-2-e-1-(a) Offensive linemen at the snap positioned more than seven yards in any direction from the middle lineman of the offensive formation are prohibited from blocking below the waist toward the original position of the ball in or behind the neutral zone and within 10 yards beyond the neutral zone.
- Rule 9-1-2-e-1-(b) Backs at the snap positioned outside the normal tackle position in either direction toward a sideline, or in motion at the snap, are prohibited from blocking below the waist toward the original position of the ball in or behind the neutral zone and within 10 yards beyond the neutral zone.
- Rule 10-2-2-g-1 Enforce all penalties for unsportsmanlike acts (as defined in Rule 9-2-1-a) occurring during or after a down that ends in a touchdown and before a try, either on the try or on the succeeding kickoff (Exception: During extra period[s]).
- Rule 10-2-2-g-3 Enforce all penalties for personal fouls committed after a touchdown play and before a try, either on the try or on the succeeding kickoff (Exception: During extra period[s]).

2003 NCAA FOOTBALL RULES CHANGES

Rule 1-2-4-b The team area shall be limited to squad members in full uniform and a maximum of 60 other individuals directly involved in the game. The individuals not in full uniform shall wear a credential marked 'Team.' Credentials should be numbered 1 through 60. No other credential is valid for the team area.

Rule 3-2-5 Start the game clock on all kickoffs when the ball is legally touched in the field of play. (Current rule is the game clock starts when the ball is kicked, except in the last two minutes of each half, when it starts when the ball is legally touched in the field of play)

Rule 6-4-1-a and Delete the two-yard restricted area around a player positioned to catch

Rule 6-4-1-d a free or scrimmage kick.

Rule 6-5-1 When a valid fair catch signal is made, the unimpeded opportunity to catch a free or scrimmage kick is extended to a player who muffs a kick. This protection terminates when the kick touches the ground.

Rule 6-5-3 Delete all references to illegal fair catch signals.

Rule 8-3-6 Delete the option allowing a team that a touchdown is scored upon to kick.

Rule 8-4-2-a Delete the option allowing a team that a field goal is scored upon to kick.

Rule 9-1-2-e-1-(a) Offensive linemen at the snap positioned more than seven yards in any direction from the middle lineman of the offensive formation are prohibited from blocking below the waist toward the original position of the ball in or behind the neutral zone and within 10 yards beyond the neutral zone.

Rule 9-1-2-e-1-(b) Backs at the snap positioned outside the normal tackle position in either direction toward a sideline, or in motion at the snap, are prohibited from blocking below the waist toward the original position of the ball in or behind the neutral zone and within 10 yards beyond the neutral zone.

Rule 10-2-2-g-1 Enforce all penalties for unsportsmanlike acts (as defined in Rule 9-2-1-a) occurring during or after a down that ends in a touchdown and before a try, either on the try or on the succeeding kickoff (Exception: During extra period[s]).

Rule 10-2-2-g-3 Enforce all penalties for personal fouls committed after a touchdown play and before a try, either on the try or on the succeeding kickoff (Exception: During extra period[s]).

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REPORT OF THE 2003 EDITORIAL SUBCOMMITTEE

| Rule | Change |
|----------------|---|
| 1-4-4-b | Players of a team shall wear helmets of the same color and design, and facemasks of the same color. (Eliminates any confusion that facemasks must be of the same design.) |
| 1-4-9-c | ... is prohibited on or above the field..." |
| 1-4-9-d | Microphones, provided by home management, are strongly recommended... |
| 1-4-9-e | Team personnel may not be interviewed from the start of the first period until the referee declares the game ended (Exception:.....). |
| 2-28-1 | Tripping is intentionally using |
| 3-t-3-b | The officials will escort no more than four field captains from each team to midfield. The referee, shall toss a coin in the presence of the captains and another game official, first designating the field captain of the visiting team to call the fall of the coin. The winner of the toss... (Consistent with pregame coin toss) |
| 3-1-3-g | Delete "and postscrimmage kick enforcement" from title |
| 3-1--3-a | (Exception- Rule 10-2-2-g-1) |
| 4-2-4-e | (A.R. 8-2-1-111 and TV) |
| 5-1-1-e-2 | (Exception: When the down is replayed). (Summarizes what was written previously) |
| 5-1-1-f | (Exception: When the down is replayed). (Summarizes what was written previously) |
| 5-1-3-a | (A.R. 5-1-3-1, III, IV and VI , and A.R.7-3-6-VI) |
| 6-1-3-a | (Exception: Rule 6-1-4) (Delete Rule 6-1-2-g from the exception) |
| 6-1-3-c | After it touches any player, the ground, an official or anything beyond... |
| 6-1-3-c | Delete (Exception: Rule 6-1-2-g) |
| 6-1-4-a | A player blocked by an opponent... (Eliminates redundancy of two 'inbounds' in the sentence) |
| 6-3-3-a | (Exception. Rule 6-3-4). (Delete Rule 6-3- 12 in the exception) |
| 6-3-6-a | ... a scrimmage kick that has crossed the neutral zone, ... |
| 7-1-3-b- I | At least seven players legally on their scrimmage line... |
| 7-3-2 Penalty | The penalty for letters a through e (five yards and loss of down) will be listed after 'e.' |
| 10-2-2-e | During scrimmage kick plays other than on a try or during extra periods. |
| Exception 3(a) | |