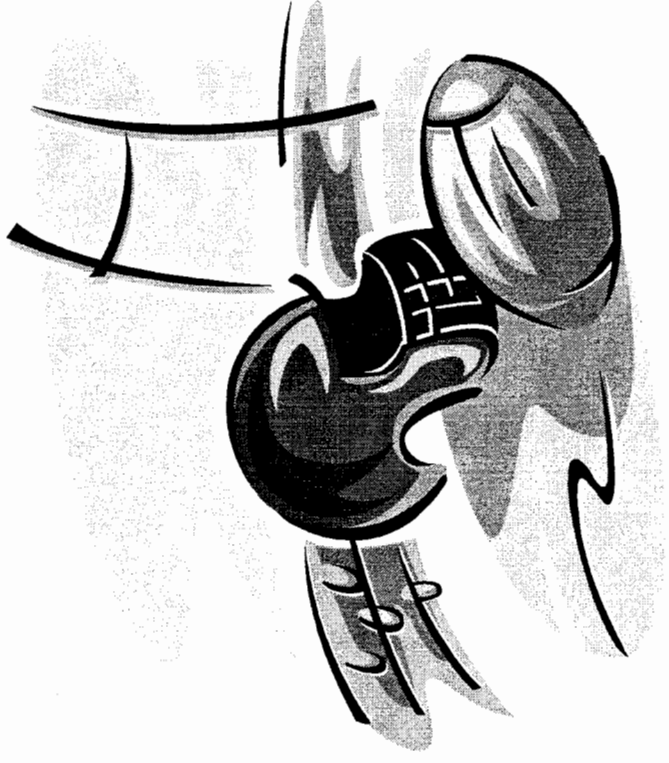


# **2006 NCAA Football Rule Changes - Approved by NCAA Playing Rules Oversight Panel**



## Eye Shields (1-4-5-s)

- Eye shields **MUST** be **CLEAR**.
- The wording changed from Transparent to Clear.
- No exceptions for **ANY** reason to have an eye shield that is not **CLEAR**.

## Kicking Tee (2-15-4-c)

- Definition – a device that elevates the ball for kicking purposes.
- The tee may not **ELEVATE** the ball's **LOWEST POINT** more than **ONE INCH** above the ground.
- See AR 2-15-4-I, AR 6-1-2-I (Dead Ball Foul 5 yards succeeding spot)
- **NO PENALTY**...if removed prior to kick!

## Halftime (3-2-1-b)

- Halftime begins when the FIELD is cleared of ALL PLAYERS.
- Halftime shall be 20 MINUTES.
- Home team administration **MAY ALTER** this by prior agreement with the visiting team administration.
- 15 minutes is the minimum.

## Starting of the Clock on a FREE KICK

(3-2-5)

- Clock begins when the kicker's foot touches the football.
- This will remain in effect for the entire length of each half.

**Clock Status – When Team B is AWARDED  
a FIRST DOWN  
(3-2-5-e)**

- **Clock starts on the RFP when Team B is awarded a first down.**
- **Examples: (Further examples on Appendix)**
  - **Team B intercepts a pass and is awarded a first down. On the next play, the clock will start on the ready.**
  - **Team A doesn't get a first down on 4th down. A TV timeout is used. On the next play, the clock will start on the ready.**

# Clock Status – When Team B Gains Possession

(3-2-5-e)

- **More Examples:**
  - **Team B gains possession of the ball and is awarded a first down. Team B then calls a timeout. On the next play, the clock will start on the snap.**
  - **Team A doesn't gain a first down on 4th down, but team B is offsidess at the snap. We stopped the clock to award Team B a first down. On the next play, the clock will start on the ready. In the past, we would have started the clock on the snap on this play because the clock was stopped to award Team B a first down.**

# **Crowd Noise Rule**

- **(2005 Rule 3-3-3-f-4) - NO LONGER IN THE RULEBOOK.**

# Offensive Fouls on Punts (7-1-3-b and 7-1-4-b)

- For live ball fouls occurring when the snap starts during SCRIMMAGE kick plays: Five yards from the previous spot OR five yards from the spot where the subsequent dead ball belongs to Team B.
- DOES NOT APPLY to Field Goal Plays.
- Similar to the option of “tacking on” penalties on kick off plays.

# Offensive Fouls on Punts (7-1-3-b and 7-1-4-b)

- **Example:**
  - **Team A is in an illegal formation in a scrimmage kick situation.**
  - **Team B may choose to have the five yards enforced at the previous spot OR may take the five yard penalty at the end of their return.**

# **Intentional Grounding**

## **Exception**

- **If AT ANY TIME the passer is or was outside the frame of the tackle, he may legally throw the ball away.**
- **Therefore, once the QB has left the tackle box area, he is exempt from the grounding rule provide all other criterion are met (ball crossing LOS).**

# **Fouls On the Try**

- Cannot be carried over to an extra period**
- There is no longer an option to carry over any fouls to an extra period. Exception: Personal Fouls by Team B.**