



wbmara@hotmail.com

Printed: Monday, March 27, 2006 7:09 PM

From : Barry Lippencott <b.lippencott@earthlink.net>
Sent : Monday, March 27, 2006 3:46 PM
To : "William Mara" <wbmara@hotmail.com>
Subject : 2006 Rule Changes

📎 Attachment : b90878.jpg (< 0.01 MB)

Bill,

The info below is from the "Zebra Times' Web page.
 For posting on the EAIFO web site - if you feel it is applicable.
 The info between the dashed lines is from the web site - **see my note at the bottom.**

2006 NCAA Rule changes and editorial changes

« on: Today at 09:56:44 AM »



I don't believe these are set in stone yet because anything can happen in the next few months, but these are what the rules committee has come up with so far. Pay special attention to #5. Rogers Redding presented these at a clinic this past weekend. He spent some time with John Adams going over these.

2006 Rule Changes

- **1. Clear eye shields - Tinted are no longer allowed for any reason.**
- **2. Kicking tee lowered - it will now be 1 inch.**
- **3. Intermission 15 minutes - halftime will now be 15 minutes unless both teams agree to make it longer. 15 minutes is the minimum amount of time for halftime.**
- **4. Clock starts on the free kick - the clock will start when toe meets leather like it was a few years ago. This will not change in the last 2 minutes like before.**
- **5. Clock starts on the ready when Team B awarded a first down - see the bottom of this for more information.**
- **6. Penalty enforcement for offensive fouls on punts - Team B may elect to have a Team A penalty (live ball foul at the snap) enforced at the dead-ball spot. This is for punts only...not field goals. This will be very similar to the option of tacking the penalty on to free kicks.**
- **7. Instant replay will now be Rule 12.**

2006 Editorial changes

- **1. Crowd noise rule eliminated - this rule will no longer be found in the rule book.**
- **2. 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.**
- **3. 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.**

More information on the timing rule above (number 5)

As Mr. Redding's terminology goes, Team B being awarded a first down will "trump" any other reason for stopping the clock. The only exception to this is if B is awarded a first down on the last play of the quarter. The next quarter will start on the snap. Some examples of this will include:

- **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.**
- **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 ready.*
- *Team A doesn't gain a first down on 4th down, but team B is offsidess at the snap. We stopped the clock for the penalty and 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.*

The main thing to remember here is, if Team B is awarded a first down, the next play will start on the snap no matter what else happened (unless the next play is the first play of a new quarter).

I have submitted a question requesting clarification on the last statement where it discusses starting on the snap versus the ready. It contradicts what it says above.

Buck