

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 Ball Is Dead On Every Play.

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

- Game Clock Stops
- Referee Signals Play 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

Ball Carrier, Fumble Or Backward Pass Goes Out Of Bounds:

- Clock Stops, Starts When Ball Is Ready For Play

(However: Within The Last Two Minutes Of Each Half, Clock Starts 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

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**

SIDELINE INTERFERENCE

9-1-6

No Longer A Warning

- **First And Second Infractions:**
Delay Of Game--Five-Yard Penalty
- **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