

2023
THE OFFICIAL ELECTRIC PLAYING RULES OF
FOOTBALL
MANUAL



Commissioner

Professional Football Rulebook Formatted

Korin “Kit” Kinchen, Creator

2023 Rules Changes

Rule-Section-Article

Manual	Incorporates the rule, section and article of the “National Football League” Rulebook; hyperlinks.
1-9	Field positioning standards added.
4-1	Plays per quarter added; two-play warning criteria added
7-4	Clarified audibles: Center’s dial may be rotated or turned 180 degrees.
7-6	Broken tackle coin flip procedure added.
12-1	Holder of a field goal blocking.
16-1	New post-season overtime procedures added.
Illustrations	Shows updated adjustments; TOEPRO Football formatted; new look.
Procedures	Updated to adjust shorten adjustment times.

POSITIONS AND RESPONSIBILITIES

COMMISSIONER

Provide supervision of all league activities.
Provide an environment for committee activities.
Provide final determination on league actions.

COMMITTEE (Chairman)

Answer questions relating to league activities.
Pre-approve any substance in question.
Grant waivers on a case-by-case basis for player deficiencies.
Submit rules and guidelines for league play.
Provide commissioner with feedback.
Solicit tournament directors' feedback.

TOURNAMENT/GAMEDAY DIRECTOR

Oversee all tournament functions.
Provide any equipment specific to the event for all coaches to compete.
Provide guidance to all members of any provisions not stated and/or exceptions to the rules.
Supervise tournament officials.

TOURNAMENT/GAMEDAY OFFICIAL

Ensure all equipment and players are in compliance throughout the event.
Perform pre-tournament inspections by various means of equipment and players.
Provide determination of equipment and players fit for competition.
Assign/supervise referees.

REFEREE

Conduct officiating of assigned game in accordance tournament rules.
Approve/set the proper vibrating speed.
Ensure etiquette, fair play and sportsmanship are enforced throughout game.
Provide updated status on game.

TIMEKEEPER/SCOREBOARD OPERATOR

Operate the clock and/or scoreboard at the direction of the referee.
Notify all of time status.

MEMBER COACHES

Ensure and provide for inspection all equipment and players for compliance throughout the event.
Play the game in accordance with the rules.
Establish the speed of the board.
Declare the metal element to the inspector and its location on the figure prior to detection.
Establish who will be responsible for moving both the yard markers and the 10-yard chain.

HOME TEAM COACH

Provide the equipment for the field in use. (If not provided by tournament/gameday director).

PREFACE

This edition of The Official Electric Playing Rules Of (TOEPRO) Football Manual contains all current rules governing the playing of Electric Football with same methodology of the National Football League during upcoming season. Member clubs of your league may amend the rules from time to time, pursuant to your leagues applicable procedures, Constitution or Bylaws.

Any intra-league dispute or call for interpretation in connection with this manual, rules will be decided by the Commissioner of the League, whose ruling will be final.

Because inter-conference games are played throughout the preseason, regular season, and postseason in your leagues, all rules contained in this manual apply uniformly to all Electric Football Conferences.

At many places in the text there are approved rulings which serve to supplement and illustrate the basic language of the rules. There are also many rules where events in American Football are dynamic but in Electric Football maybe static. In each instance consider the rule and act in accordance to the rules of the National Football League and fair play.

The masculine terms used throughout this manual is gender neutral and does not indicate a preference.

This manual through words and illustrations details specifications, procedures, rules, and violations in playing electric football just like the National Football League.

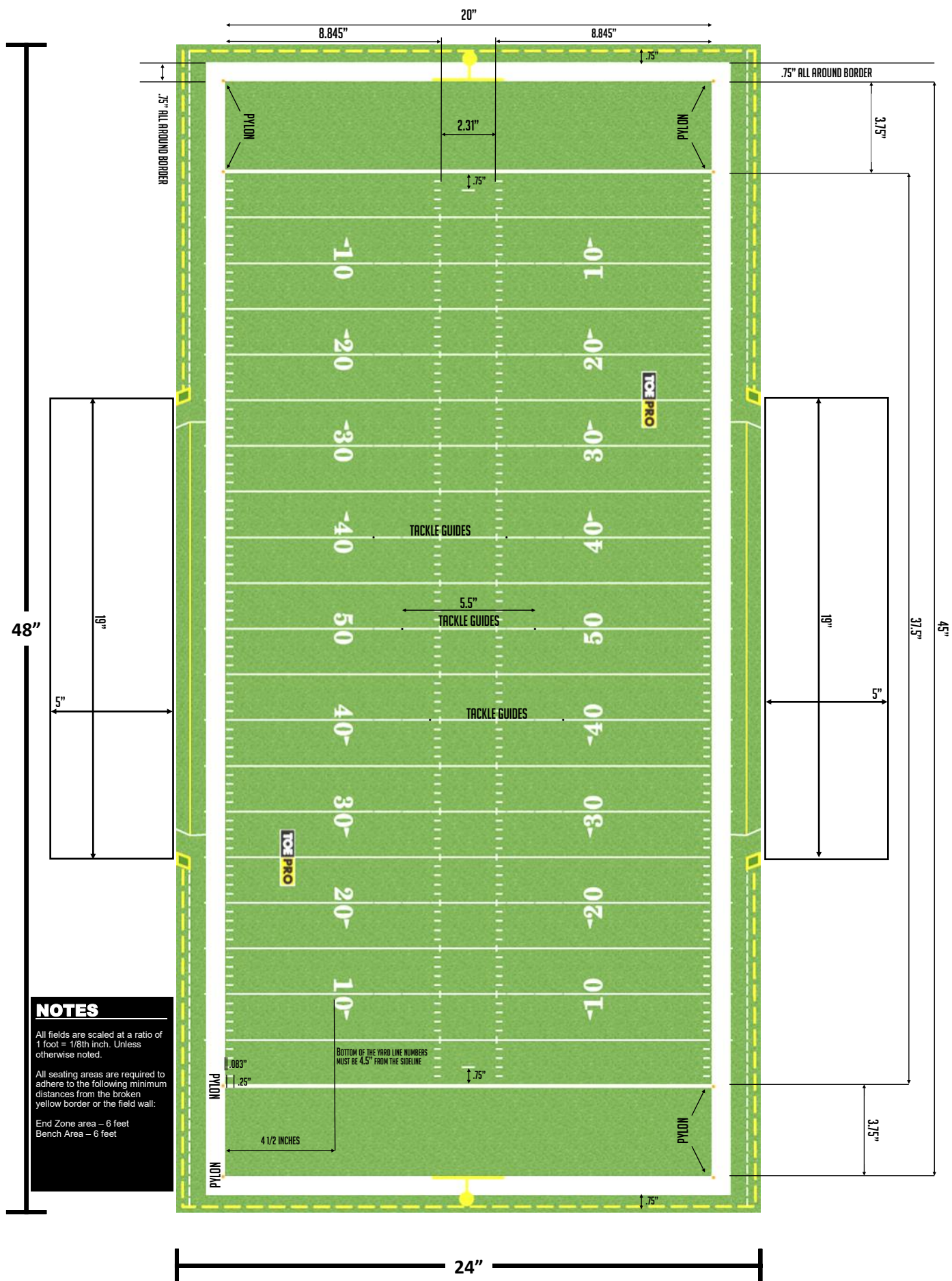
Coaches,

I created this manual to give any electric football hobbyist or league that wishes to play electric football with a ruleset and gameplay just like the “National Football League” an opportunity to so. The manual extrapolates the formatting, rules, timekeeping measures and scaled distances of the NFL. Using some of what Tudor Games, and some of what we played as a kid, I read the entire NFL Rule book, every rule, section and article, and incorporated it into a version for electric football. I want coaches to look it over and play it. Where the NFL Rulebook provides few illustrations I hope to provide you with enough pictures and diagrams to illustrate what a rule states. The game can be played with a scoreboard clock and items from Tudor Games Pro Line equipment. Should you decide to build a custom field, we provide specifications for that also.

No dice, sticks, or too much stopping, avoiding anything that would distract from the skillset that was good play calling, execution, and some luck.

In this gameplay, just as it in football, the defensive coach has to defend the field, the offense does not give away the play until it is time to execute. The offensive coach controls the time, needs to read blocking schemes and have an array of passing skills. Special teams is important and included, not bullet kick stuff, but scaled distances. Returns are possible also. The game moved along quickly and it started with this simple yet profound component, “the offense knows how and where it wants to attack”. Observe the rule book, examine each procedure, and try it.

Korin “Kit” Kinchen
Commissioner



NOTES

All fields are scaled at a ratio of 1 foot = 1/8th inch. Unless otherwise noted.

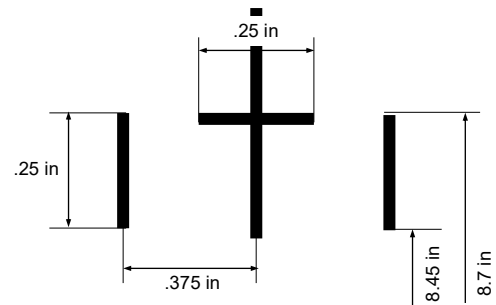
All seating areas are required to adhere to the following minimum distances from the broken yellow border or the field wall:

End Zone area – 6 feet
Bench Area – 6 feet

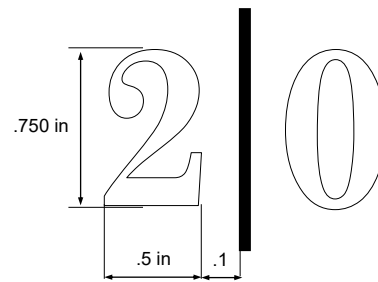
Field Markings

1. All measurements are scaled 1 yard = .375 (3/8th) inch or 1/8 inch equals one foot unless otherwise noted.
2. The field will be a dark shade of green, solid or turf like image. Any areas depicting a soiled or sandy area such as a baseball infield will not disperse the lines on the field.
3. The field markings will replicate that of a National Football League field. All lines, sidelines, endcaps and numerals on the field will be bright white in color some contrasting shade of white only in the areas where the logo is located.
4. The sidelines and end line (end cap) are .75 inch thick. Should the board prohibit the entire thickness sideline or endcap from view, there will be no lines outside either.
5. All yard line thickness on the field will be 3 point wide with the exception of the goal line being 6 point wide .
6. Yard lines are .375 inch in length. Yard lines and goal lines run the entire width of the field connected to each sideline spaced on center, 5 yards apart. The yards lines along the sideline are spaced on center, .375 inches apart parallel to the goal line. The yard lines along the sideline shall have a .1 inch space. The inbound yard lines shall extend 8.7 inches from each side line.
7. The inbound yard marker (hash marks) will be 8.7 inches from the side line. Inbound yard markers are placed on each five yard line and centered, perpendicular to their line.
8. The dimensions of the numerals on the playing field shall be scaled .75 inch high by .5 inch wide. Each numeral is .125 yards away from the yard line. The base of the numerals on the playing field will be 4.5 inches from the sideline. The font on the numerals is **Century Schoolbook**. Alternative fonts are required to meet the same specifications.
9. The arrows are an isosceles triangle two long sides .375 and base .1875. The placement is .1 inch and .05 inch spaced from the top outer edge of the numeral. The arrows will face toward nearest goal with the exception of the fifty yard line where no arrow is placed and the goal (if used).
10. A "X" marking the spot where free kicks will be centered and aligned parallel on the free kick yard line. The dimensions will .1875 by .1875 inch.
11. A circle "O" (if desired) marking the spot where safety kicks will be centered on the 20 yard line. The dimensions will .1875 by .1875 inch.
12. A line "_" marking the spot where try is attempted will be centered and aligned parallel on the 2 yard line. The line will .375 inch long.
13. Two bench areas are 50 by 15 scaled yards. Benches are plastic baskets or platforms. Benches may be attached or clipped onto the frame but allow for complete team and equipment visibility. Sideline benches identify home team and, end zone benches identify defended end zone.
14. A set (pair) of small dots "." representing the centermost location of a Pro Line full base-width spaced offensive tackles may be made on every yard line at ten yard intervals. Set 5.5 inches (13.7cm) apart for a midfield spot and for each inbounds line spot.

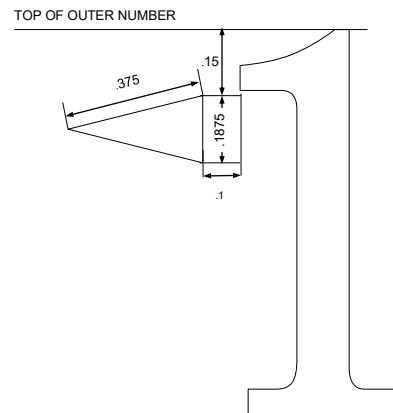
Inbound Yard Markers



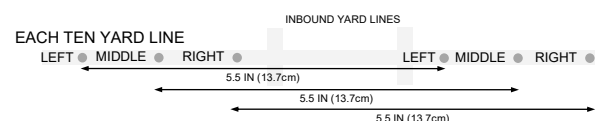
Dimensions for Numerals on the Playing field



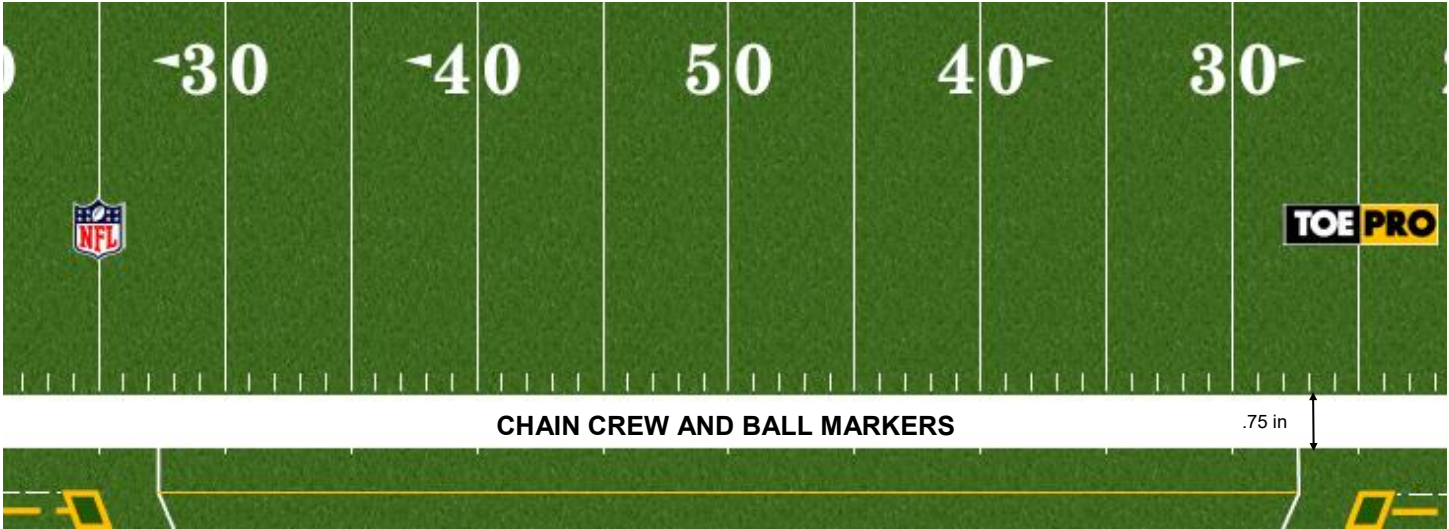
Dimensions for the Directional Arrows



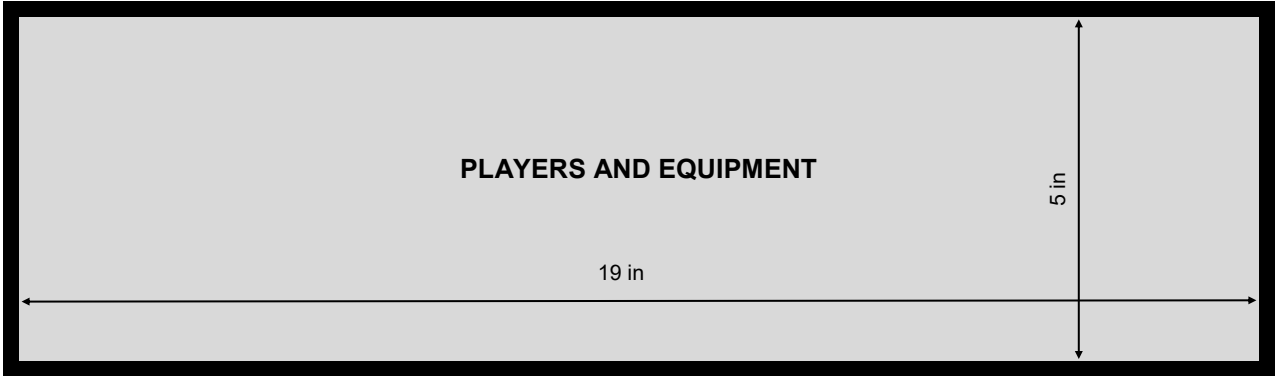
Location of the Tackle Guides



BENCH AREA SHOWING RESTRICTING ZONES



PASSING QUARTERBACKS AND KICKERS



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RULE 1 FIELD

SECTION 1 DIMENSIONS

RECOMMENDED FIELD. Custom fields must comply with sections below.

1. PLAYING LINES. The game shall be played upon a rectangular field, 45 inches in length and 20 inches in width. The lines at each end of the field are termed End Lines. Those on each side are termed Sidelines. Goal Lines shall be established in the field 3.75 inches from and parallel to each end line. The area bounded by goal lines and sidelines is known as the Field of Play. The surface of the entire Field of Play must be a League-approved shade of green. The areas bounded by goal lines, end lines, and sidelines are known as the End Zones.

The areas bounded by goal lines and lines parallel to, and 8.7 inches inbounds, from each sideline, are known as the Side Zones. The lines parallel to sidelines are termed Inbound Lines. The end lines and the sidelines are also termed Boundary Lines.

2. FIELD. The Field includes the Field of Play and the End Zones. The Field will be trimmed by a solid white border a minimum of .75 inch wide along the end lines and sidelines. In addition, each bench area, solid white border 1.5 inch in width and 18.75 inches in length along the sidelines will delineate a special area for passing and special team players.

In special circumstances (for example, a field depicting an artificial surface in a multi-purpose stadium) and subject to prior approval from the League Office, a club may omit the .75 solid white border during the preseason or later period while football overlaps with another sport, and substitute a single 6-point white line at what normally would be the outer limit of the solid border (1.5 inches from the sidelines).

3. SCALE. The Field and any Markings are scaled $\frac{3}{8}$ (.375) inch equals one yard with lines one point equaling one inch.

SECTION 2 MARKINGS

1. LINE MARKINGS. At intervals of 5 yards scaled ($1\frac{7}{8}$ (1.875) inches), yard lines parallel to the goal lines shall be marked in the field of play. These lines are to stop .125 inch short of the .75 inch solid border. Each of these lines shall be intersected at right angles by short lines 8.7 inches in from each side to indicate inbound lines. Each line is to be three points wide.

2. INBOUND LINES. In line with the Inbound Lines there shall be marks at .375 inch intervals between each distance of 5 yards scaled for the full length of the field. These lines are to begin 8.45 inches from the 6-foot solid border and are to measure .25 inches in length. Bottoms of numbers indicating yard lines in multiples of 10 must be placed beginning 4.5 inches in from each sideline. These are to be .75 in length.

Two yards (scaled .75 inch) from the middle of each goal line and parallel to it, there shall be marked in the Field of Play, lines 1 yard in length. All boundary lines, goal lines, and marked lines are to be continuous lines. These, and any other specified markings, must be in white, and there shall be no exceptions without the authorization of the Commissioner. Field numerals must also be white.

Care must be exercised in any end-zone marking or decoration or club identification at the 50-yard line that said marking or decorations do not in any way cause confusion as to delineation of goal lines, sidelines, and end lines. Such markings or decorations must be approved by the Commissioner.

The four intersections of goal lines and sidelines must be marked, at inside corners, by weighted pylons. The pylons are .5 ($\frac{1}{2}$) inch high and .125 ($\frac{1}{8}$) inch in diameter. In addition, two such pylons shall be placed on each end line (four in all).

3. GOAL LINE. All measurements are to be made from the inside edges of the line marking the boundary lines. Each goal line marking is to be in its end zone so that the edge of the line toward the field of play (actual goal line) is 3.75 inches from the inside edge of the end line. Each goal line is to be six points wide.

4. GROUND RULES. On electric board and or fields where ground rules are necessary, because of fixed conditions that cannot be changed, they will be made by the Commissioner.

5. TACKLE GUIDES. A set of small dots “.” representing the on-center location of the Pro Line full-base width spaced offensive tackles. It is made on every yard line at ten yard intervals. As a set are 5.5 inches apart; anchored on the center and each inbounds line of the field.

SECTION 3 GOAL

1. CROSSBAR. In the plane of each end line, there shall be a centrally placed horizontal crossbar 3.00 inches in length, the top face of which is ($2\frac{1}{2}$) inches above the ground. The goal is the vertical plane extending indefinitely above the crossbar and between the lines indicated by the outer edges of the goal posts.

2. GOAL POSTS. All goal posts will be the single-standard type, offset from the end line and bright gold in color.

The uprights will extend $4\frac{1}{2}$ inches above the crossbar and will be no less than .1 inches and no more than .2 inches in diameter.

Note: Goal posts may be padded in a manner prescribed by the League.

3. REPLICATED ITEM. The [Tudor Games Pro Line Deluxe goal posts](#) are the standard goal posts for use. All other versions shall meet criteria within the section.

SECTION 4 PLAYERS' BENCHES

At the option of the home team, both the players' benches may be located on the same side of the field. In such a case, the end of each bench shall start at the 45-yard line and continue towards the adjacent goal line. In cases of where additional player bench area is needed, it shall be behind the end zone the team is defending and will change ends at the end of first and third quarters as rules prescribe.

Note: When both benches are so located, the chain crew and linespersons are to operate during the entire game on the opposite side to the benches.

RULE 1 FIELD

SECTION 5 CHAIN CREW AND BALL MARKERS

The [Tudor Games Ultimate Field Marker Kit](#) are the standard chain and ball marker for use. The chain crew and the ball markers must be uniformly identifiable as specified by the Commissioner.

SECTION 6 SIDELINE MARKERS

The home club must provide and use the standard set of sideline markers that have been approved by the Commissioner

SECTION 7 PYLONS

The [pylons used](#) are round or square, cylindrical shaped measuring .5 inch in height and no larger than .125 inch in diameter. The color will be bright orange.

SECTION 8 FIELD SPEED

The field speed is set to accommodate a fast base player traveling in a circle between the numerals and the sideline without falling over at midfield. At the option of the home team, the field speed set by distance traveled. It shall be no less than 8 and no greater than 12 seconds from goal line to goal line by a fast traveling player. The referee will resolve any disputes relating to field speed.

SECTION 9 FIELD POSITIONING

The height of the field shall be set to accommodate the lower acceptable level between two coaches not lower than resting at tabletop height (28-30 inches from the floor). The table area shall allow for general reach across the length and width of the field. The referee will resolve any disputes relating to field positioning.

RULE 2 BALL

SECTION 1 DIMENSIONS

The Ball must be a "[Tudor Games,](#)" dimensioned or hand selected ball.

The ball shall be made up of a soft, non-metallic, non-magnetic material, (white, off white, tan, painted brown or natural tan color) without corrugations of any kind. It may have a split to accommodate holding on hand, tee or foot. It shall have the form of a prolate spheroid or a three dimensioned oval and the size and weight shall be no longer than:

Ball shaped

- long axis, 11mm;
- long circumference, 24 to 28mm;
- short circumference, 14 to 18mm;

Three Dimensioned oval

- length: 11mm
- width: 6mm
- thickness: 3mm

Weight .00 to .05 gram-passing (.10 grams-kicking).

The Referee shall be the sole judge as to whether all balls offered for play comply with these specifications. The balls shall remain under the supervision of the Coach until they are present just prior to the start of the game.

SECTION 2 SUPPLY

Each team will make 6 primary balls available for testing by the Referee 15 minutes prior to the starting time of the game to meet League requirements. The home team will also make 6 backup balls available for testing in all games. In addition, the visitors, at their discretion, may bring 6 backup balls for games. Weighted balls are to be specially identified to the Referee and used exclusively for the kicking game.

In the event if any team ball does not conform to specifications, or its supply is exhausted, the Referee shall secure a proper ball from the visitors and, failing that, use the best available ball. Any such circumstances must be reported to the Commissioner.

The Game Clock shall not stop for such action (unless undue delay occurs).

Note: It is the responsibility of the each team to furnish playable balls at all times.

RULE 3 DEFINITIONS

SECTION 1 APPROVED RULING (A.R.)

Approved Ruling (A.R.) is a written decision on a given statement of facts and serves to illustrate the intent and application of a rule. Supplemental notes are used to amplify a rule. A Note is more specific and applies to a particular situation. It is also used to indicate pertinent references to other rules.

Official Ruling (O.R.) is a ruling made in the interim between the annual rules meetings and is official only during the current season.

Technical Terms are such terms that have a fixed and defined meaning throughout the Playing Rules. Because of their alphabetical arrangement in Rule 3, certain ones are used prior to being defined. In such cases, they appear in bold type only the first time they are used.

SECTION 2 THE BALL AND POSSESSION OF THE BALL

1. DEAD BALL	A Dead Ball is one that is not in play. The time period during which the ball is dead is Between Downs. This includes the interval during all timeouts, including intermission, and from the time the ball becomes dead until it is legally put in play.
2. BALL READY FOR PLAY	A Dead Ball is Ready for Play while the 40-second Play Clock is running when the ball is indicated down by an official at the spot where the ball will next be put in play, or when the Referee signals for the 10-second Play Clock to start.
3. LIVE BALL	A Live Ball is a ball that is in play. A Dead Ball becomes a live ball when it is: - legally kicked on a Free Kick Down (6-1-1; 6-1-3); - legally snapped on a Scrimmage Down (7-1-1; 7-3-6); or - legally kicked on a Fair Catch Kick Down. It continues in play until the down ends (3-9-1).
4. LOOSE BALL	A Loose Ball is a live ball that is not in player possession, i.e., any ball that has been kicked, passed, or fumbled. A Loose Ball is considered to be in possession of the team (offense) whose player kicked, passed, or fumbled it. It is a Loose Ball until a player secures possession or until the ball becomes dead. If it has not yet struck the ground, a Loose Ball is In Flight.
5. FUMBLE	A Fumble is any act, other than passing, successful handing, or legally kicking the ball, which results in a loss of player possession. It is not a fumble if the player immediately regains control of the ball. The use of the term Fumble always means that the ball was in possession of a player when the act occurred (8-7-3).
6. MUFF	A Muff is the touching of a <u>player by a loose ball</u> in an unsuccessful attempt to obtain possession of it.
7. PLAYER POSSESSION	A player is in possession when he is inbounds and has control of the ball with his hands or arms or the player identified as carrying the ball.

SECTION 3 BAT The intentional striking of the ball with any part of the hand or arm.

SECTION 4 BLOCKING Blocking is the act of obstructing or impeding an opponent by contacting him with a part of the blocker's base or body.

A Block in the Back is a block that is delivered from behind an opponent. It is not a block in the back:

- if a player is making a personal attempt to recover a loose ball;
- if the opponent turns away from the blocker when contact is imminent;
- if both of the blocker's directions are toward the opponent's end zone.

SECTION 5 CHUCKING Chucking is intentionally contacting an eligible receiver who is in front of a defender. (See 12-1-5-d -exc. 1).

SECTION 6 CLIPPING The act of blocking toward your own goal provided the player is not between opponent and the ball.

SECTION 7 CLOSE-LINE PLAY The area between the positions normally occupied by the numerals, extending ten yards on each side of the line of scrimmage.

SECTION 8 DISQUALIFIED PLAYER A player banished from further participation in the game.

SECTION 9 DOWN

1. DOWN	A Down is a period of action that starts when the ball is put in play and ends when the ball is declared dead. - A down that starts with a snap is a Scrimmage Down. - A down that starts with a free kick is a Free Kick Down. - A down that starts with a fair catch kick is a Fair Catch Kick Down.
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RULE 3 DEFINITIONS

2. SERIES OF DOWNS	The four consecutive charged scrimmage downs allotted to the offensive team during which it must advance the ball to a yard line called “the line to gain” in order to retain possession.
3. LINE TO GAIN	The spot 10 yards in advance of the spot of the snap that starts a series, except when a goal line is less than 10 yards from this spot. In that case, the Line to Gain is the goal line.
4. CHARGED DOWN	A scrimmage down that is not nullified by a penalty, or during which there is not a change of possession. It counts as a down in a Series of Downs.
5. FIRST DOWN	The initial down in each series is the First Down. If it is a charged down, subsequent charged downs are numbered consecutively (i.e., second down, third down, or fourth down) until a new series is declared for either team.
SECTION 10 FAIR CATCH	An unhindered recovery of a kick by a member of the Receiving Team.
SECTION 11 FIELD GOAL	A legally kicked ball having gone between the uprights and above the crossbar of the opposing goal post.
SECTION 12 THE FIELD	
1. BOUNDARY LINES	The End Lines and the Sidelines and enclose the field upon which the game is played.
2. END LINES	The lines at each end of the field and are perpendicular to the Sidelines. The End Line is 10 yards from the Goal Line and at the back of the End Zone.
3. END ZONE	The rectangle formed by the Goal Line, the End Line, and the Sidelines. The Goal Line and the pylons are in the End Zone.
4. FIELD OF PLAY	The rectangle formed by the Goal Lines and the Sidelines. It does not include the End Zone.
5. GOAL	The area above the crossbar between the uprights, or, if above the uprights, the area between the outside edges of the uprights. A team’s Own Goal is the one it is defending. The adjacent goal line is known as its goal line.
6. GOAL LINES	The lines between the Sidelines that separate the End Zone from the field of play. The Goal Lines are vertical planes that are parallel to and 10 yards from the End Lines.
7. INBOUNDS LINES	The hash marks on the Field of Play and parallel to each sideline.
8. SIDELINES	The lines on each side of the field and are perpendicular to the End Lines. The Sidelines separate the Field of Play from the area that is out of bounds.
9. YARD LINE	Any line and its vertical plane parallel to the end line. The Yard Lines (marked or unmarked) in the field of play are named by number in yards from a team’s goal line to the center of the field.
SECTION 13 FORWARD PROGRESS	
1. FORWARD PROGRESS	The Forward Progress of a runner or receiver is the point at which his advance toward his opponent’s goal ends and is the spot at which the ball is declared dead by rule, irrespective of the runner or receiver being pushed or carried backward by an opponent.
2. FORWARD, BEYOND, OR IN ADVANCE	Forward, Beyond, or In Advance Of are terms that designate a point nearer the goal line of the defense. Backward or Behind designate a point nearer the goal line of the offense. A pass parallel to a yard line, or an offensive player moving parallel to it at the snap, is considered backward.
SECTION 14 FOULS AND SPOTS OF ENFORCEMENT, VIOLATION	
1. TYPES OF FOULS	A Foul is any infraction of a playing rule for which a penalty is prescribed. • A Live Ball Foul is a foul that occurs during the period after the snap until the ball is dead. • A Dead Ball Foul is a foul that occurs in the continuing action after a down ends, or a taunting foul that occurs at any time. • A Foul Between Downs is a foul that occurs after the end of the down and after any continuing action resulting from the down, but prior to the next snap or free kick. • A Multiple Foul is one of two or more fouls by the same team during the same down including dead ball fouls. • A Double Foul is a foul by either team during the same down during which both teams commit at least one foul, including dead ball fouls.
2. BASIC SPOT	The Basic Spot is a reference point for specific types of plays that is used to determine the Spot of Enforcement.

RULE 3 DEFINITIONS

3. SPOTS OF ENFORCEMENT	The Spot of Enforcement is the spot at which a penalty is enforced. Six such spots are commonly used: • The Previous Spot: The spot at which the ball was last put in play. • The Spot of the Foul: The spot at which a foul was committed or, by rule, is considered to have been committed. • The Spot of a Backward Pass or a Fumble: The spot at which the backward pass or fumble occurred during the down in which there was a foul. • The Dead Ball Spot: The spot at which the ball became dead. • The Succeeding Spot: The spot at which the ball will next be put in play (i.e., the spot of the ball after enforcement for a foul, or, if there has been no foul, the spot at which the ball became dead.) • The End of the Kick: The spot at which possession is gained by or awarded to the receiving team.
4. VIOLATION	An infraction of a playing rule for which a penalty is not prescribed. A violation does not offset a foul.
SECTION 15 HANDING THE BALL	
Handing the ball is transferring player possession from one teammate to another without passing or kicking it. <u>Tilting a PQB or QB-Player contact only to achieve this is allowed.</u>	
• Except where permitted by rule, handing the ball forward to a teammate is illegal. • Loss of player possession by unsuccessful execution of attempted handing is a fumble charged to the player that last had possession. A muffed handoff (legal or illegal) is a fumble, unless either player immediately regains control of the ball, and the ball remains alive. • A forward handoff occurs when the ball is handed (regardless of the direction of the movement of the ball) to a player who is in advance of a teammate from whom he takes or receives it.	
SECTION 16 HUDDLE	
The action of two or more players in the field of play or in the end zone who, instead of assuming their normal position for the snap, free kick, or Fair Catch kick from a group for receiving instructions for the next play or for any other reason.	
SECTION 17 IMPETUS	
The action of a player who carries the ball or provides the force (i.e., a pass, kick, snap, or fumble) that causes a ball in the field of play to touch or cross a goal line. If a Loose Ball touches or crosses a goal line, the impetus is attributed to the team whose player passed, kicked, snapped, or fumbled the ball, unless an opponent:	
• muffs a ball that is at rest, or nearly at rest; or • bats a ball that has been kicked or fumbled; or • bats a backward pass after it has struck the ground; or • illegally kicks any ball.	
SECTION 18 KICKS	
1. KICK	Intentionally striking the ball with the knee, lower leg, or foot. A kick ends when a player of either team possesses the ball, or when the ball is dead. • Placekick is a kick made by a player while the ball is in a fixed position on the ground. The ball may be held in position on the tee. • Punt is a kick made by a player kicks on the foot.
2. KICKER	The player of Team A who legally drop kicks, placekicks, or punts the ball. Team A is identified as the kickers during a down in which there is a scrimmage kick, free kick, or fair catch kick.
3. RECEIVER	Any Team B player during a down in which there is a scrimmage kick, free kick, or fair catch kick. Team B is identified as the receiving team during the entire down.
4. FAIR CATCH KICK	is a kick from the spot of a Fair Catch in an attempt to score a Field Goal
5. FREE KICK	A Free Kick is one that puts the ball in play to start a free kick down: It includes: • kickoff; (at the start of each half, at the start of overtime, after each Try, and after a successful field goal.) • safety kick (after a safety).
6. RESTRAINING LINES	Lines which restrict the alignment of the kicking and receiving teams during a Free Kick and Fair Catch Kick
7. SCRIMMAGE KICK	A punt, or placekick from on or behind the line of scrimmage.
8. TEE	An approved device that is used to elevate the ball for a placekick during a free kick down.
SECTION 19 LINE OF SCRIMMAGE, NEUTRAL ZONE	
1. SCRIMMAGE LINE	The Line of Scrimmage (LOS) is the yard line (plane) passing through the forward point of the ball after it has been made ready for play. The term scrimmage line, or line, implies a play from scrimmage.

RULE 3 DEFINITIONS

2. NEUTRAL ZONE	The space the length of a ball between offensive and defensive zones. <u>One yard rearward if not defined by a field ball marker.</u>
3. PLAYER ON LINE OF SCRIMMAGE	A player of Team A, who is on the line of scrimmage, may have his shoulders facing Team B's goal line at set up. • Non-Snapper: Any part of the player's base within a vertical plane that passes through the rear of the snapper's base. • Snapper: base long axis placed perpendicular to the basic spot.
4. ENCROACHING	When a coach or player enters the neutral zone and before the ball is snapped.
5. LOOSE BALL CROSSES LINE OF SCRIMMAGE	When, as the result of a fumble, pass, or legal kick by a Team A player, it touches the ground or any player or official beyond the neutral zone.
SECTION 20 OFFSIDE	When any part of a player is beyond his scrimmage or free kick line when the ball is snapped or kicked.
SECTION 21 OUT OF BOUNDS, INBOUNDS, AND INBOUNDS SPOT	
1. PLAYER OR OFFICIAL OUT OF BOUNDS	when he touches a boundary line, or when he touches anything that is on or outside a boundary line, except a player, an official, or a pylon.
2. PLAYER INBOUNDS	A player who is within the boundary lines, provided that no part of his body is touching a boundary line or anything other than a player, an official, or a pylon on or outside a boundary line.
3. BALL OUT OF BOUNDS	• Ball in Player Possession: A ball that is in player possession is out of bounds when the runner is out of bounds, or when the ball touches a boundary line or anything that is on or outside such line, except another player or an official. • Loose Ball: A loose ball is out of bounds when it touches a boundary line or anything that is on or outside such line, including a player, an official, or a pylon.
4. OUT-OF-BOUNDS SPOT.	• Loose Ball. If a Loose Ball touches anything on or outside a boundary line, the Out-of-Bounds Spot is the forward point of the ball when the ball crosses the sideline. • Runner Out of Bounds. If the ball is in player possession when that player goes out of bounds, the out-of-bounds spot is the forward point of the <u>base</u> when the ball crosses the side line, or, if the ball does not cross the sideline, the forward point of the <u>base</u> at the instant the player is out of bounds. • Runner Inbounds. If the ball, while in possession of a player who is inbounds, is declared out of bounds because of touching anything that is out of bounds, the out-of-bounds spot is the yard line through the forward point of the <u>base</u> at the instant of such touching.
5. INBOUNDS SPOT	The Inbounds Spot is a spot on the Inbounds Line (the hash marks) that passes through the spot where the ball went out of bounds between the goal lines.
SECTION 22 PASS	
1. PASS	A pass is the movement caused by a coach, real or simulated, intentionally handing, throwing, shoveling (shovel pass), or pushing (push pass) the ball. Such a movement is a pass even if the ball does not leave his hand or hands, provided a teammate takes it (direct handoff runs).
2. PASSER AND PASSING TEAM	A player who makes a legal forward pass is known as the Passer until the play ends. The teammates of any player who passes the ball forward (legally or illegally) are known collectively as the Passing Team or Passers.
3. PASS PLAY	A Pass Play begins with the snap and ends when a forward pass thrown from behind the line of scrimmage is caught by a player of either team or is incomplete. After the pass is caught, a Running Play begins.
4. FORWARD PASS	It is a forward pass if: • the ball initially moves forward (to a point nearer the opponent's goal line) after leaving the passer's hand(s); or • the ball first touches the ground, a player, an official, or anything else at a point that is nearer the opponent's goal line than the point at which the ball leaves the passer's hand(s). • When a Team A player is holding the ball to pass it forward, any intentional movement forward of his hand starts a forward pass.
5. BACKWARD PASS	If the yard line at which the ball is first touched by a player or the ground is parallel to or behind the yard line at which the ball leaves the passer's hand. A snap becomes a backward pass when the type of play is called.

RULE 3 DEFINITIONS

SECTION 23	PENALTY	
1. PENALTY	A team that has committed a foul and may result in loss of down, loss of yardage, an automatic first down, a charged timeout, a loss of playing time, withdrawal or disqualification of a player, extension of a period, the award of a score, or a combination of the preceding.	
2. LOSS OF DOWN	A team committing a foul will not have the opportunity to repeat the down after enforcement of any yardage penalty.	
SECTION 24	PLAYER	A member of a team eligible for play consisting of a figure, platform, and a base.
SECTION 25	PLAYS	
1. FREE KICK PLAY	begins with a legal or illegal free kick and ends when a player of either team establishes possession of the ball, or when the ball is dead by rule.	
2. PASSING PLAY	begins with the snap and ends when a forward pass thrown from behind the line of scrimmage is caught by a player of either team or is incomplete.	
3. RUNNING PLAY	begins in the following situations: • If there is not a subsequent kick or legal or illegal forward pass from behind the line of scrimmage, a Running Play begins with the Snap. • If there is a legal or illegal forward pass thrown from behind the line of scrimmage, a Running Play begins when the forward pass is caught by a player of either team. • If there is a running play followed by an illegal forward pass thrown from beyond the line of scrimmage, or by an illegal forward pass not from scrimmage, a new Running Play begins when the pass is caught by a player of either team. • If there is a Free Kick, a Running Play begins when Team B establishes possession of the ball. • If there is a scrimmage kick, a Running Play begins when Team B establishes possession of the ball, or when Team A establishes possession of a kicked ball behind the line of scrimmage. • If there is a running play followed by a fumble or a backward pass, a new Running Play begins when a player of either team establishes possession of the ball. A Running Play ends: • When the ball is declared dead; or • When a runner loses or relinquishes possession by a Fumble or a backward pass; or • When a player of either team throws an illegal forward pass beyond the line of scrimmage or when there is not a line of scrimmage. • <u>When a runner once heading to opponent's goal line begins heading towards own goal.</u>	
4. SCRIMMAGE KICK PLAY	begins with the snap and followed by a kick. It ends when a player of either team establishes possession of a kicked ball, or when the ball is dead by rule.	
5. FAIR CATCH KICK PLAY	begins with a kick. It ends when a player of either team establishes possession of a kicked ball, or when the ball is dead by rule.	
6. COMBINATIONS OF PLAYS	There may be a combination of a Running Play and a Passing Play, Free Kick Play, Scrimmage Kick Play or Fair Catch Kick Play during the same down, and there may be more than one Running Play or Scrimmage Kick Play during the same down.	
SECTION 26	POCKET AREA	An area behind and inclusive of the offensive tackles extending behind the LOS.
SECTION 27	POST-POSSESSION FOUL	A foul by the receiving team is a post-possession foul if it occurs during a scrimmage kick that crosses the line of scrimmage, provided that the receiving team does not lose possession during the rest of the down.
SECTION 28	RUNNER	A Runner is the offensive player who is in possession of a live ball i.e., holding the ball or carrying it in any direction.
SECTION 29	SAFETY	It is a Safety if the spot of enforcement for a foul by the offense is behind its own goal line, or if the ball is dead in possession of a team on or behind its own goal line when the impetus comes from the team defending that goal line.
SECTION 30	SCRIMMAGE DOWN, FROM SCRIMMAGE, NOT FROM SCRIMMAGE	A Scrimmage Down is one that starts with a snap. From Scrimmage refers to any action from the start of the snap until the down ends or until Team B secures possession. Any action that occurs during the down after a change of team possession is Not From Scrimmage.
SECTION 31	SHIFT	A Shift is <u>any vertical change of position by one or more offensive players</u> before the snap after the ball has been made ready for play for a scrimmage down, including movement to the line of scrimmage by the offensive team prior to the snap.
SECTION 32	SNAP AND THE SNAPPER	A Snap is <u>a simulated backward pass that puts the ball in play to start a scrimmage down by stating the type of scrimmage play.</u> The Snapper is <u>the offensive team/coach/captain who initiates this action.</u>
SECTION 33	SUSPENDED PLAYER	A Suspended Player is one who must be withdrawn, in accordance with Rule 5, for correction of illegal equipment.

RULE 3 DEFINITIONS

SECTION 34 TACKLE BOX	An area behind and inclusive of the offensive tackles <u>behind the line of scrimmage</u> to the offensive team's end line. After the ball leaves the tackle box, this area no longer exists.
SECTION 35 TACKLING	is an attempt by a completely (all base prongs to field contact) upright defensive player to hold a runner or to halt his advance by any touch of his base or by contact/movement by hand of runner's team.
SECTION 36 TEAM A AND B, OFFENSE AND DEFENSE	
1. OFFENSE AND DEFENSE	Whenever a team is in possession (Rule 3-2) of the ball, it is the Offense, and its opponent is the Defense. The team that is the Offense becomes the Defense, and vice versa, when there is a change of possession during the down.
2. TEAM A AND TEAM B	The team that puts the ball in play is Team A, and its opponent is Team B. They remain
3. CHANGE OF POSSESSION	A change of possession occurs when a player of the defensive team secures possession of a ball that has been kicked, passed, or fumbled by a player of the offensive team, or when the ball is awarded to the opposing team by rule. A change of possession includes, but is not limited to: • An interception of a forward pass • A catch or recovery of a fumble or backward pass • A catch or recovery of a Scrimmage Kick, Free Kick, or Fair-Catch Kick • When the offensive team fails to reach the line to gain on fourth down • When the offensive team misses a field-goal attempt
SECTION 37 TIMEOUT OR TIME IN	
1. TIMEOUT	is any interval during which the Game Clock is stopped and includes the intermission.
2. CHARGED TEAM TIMEOUT	an interval during which the Game Clock is stopped and play is suspended at the request of one of the teams or when it is charged to one of the teams by rule. A Timeout may be granted only when the ball is dead.
3. TIME IN	is any interval during which the Game Clock is running.
SECTION 38 TOUCHBACK	if the ball is dead on or behind the goal line a team is defending, provided that the impetus comes from an opponent, and that it is not a touchdown, an incomplete pass <u>or invalid kick</u> .
SECTION 39 TOUCHDOWN	if any part of the <u>base</u> is on, above, or behind the opponent's goal line while legally in possession of an inbounds player, provided it is not a touchback.
SECTION 40 TRIPPING	is the use of the leg or foot to obstruct any opponent
SECTION 41 TRY	is the attempt by a team that has scored a touchdown to add one point (by a field goal) or two points (by a touchdown) during one untimed scrimmage down (Rule 11-3).
SECTION 42 TWO-MINUTE WARNING	is an automatic timeout that occurs at the conclusion of the last down for which the ball is legally snapped or kicked prior to two minutes (<u>or fifteen seconds if board time</u>) remaining on the game clock in the second and fourth periods.

RULE 3 DEFINITIONS

SECTION 43 TECHNICAL ELECTRIC FOOTBALL TERMS

ADJUST(MENT)	Rotating and/or repositioning a player anchored from any location around its base and/or aligning cleats after lifting the player from the field. Done to an onside unblocked player during the down after the snap or kick.
BASE	The item under a platform; usually contains prongs for player movement.
BASE WIDTH	The horizontal area occupied of a base placed on the field (vertically or diagonally).
BASE WIDTH APART	The horizontal spacing of a base equal to or greater than on both sides of a base's width when placed on the field.
BOARD TIME	Time based on the motion generator operating in seconds.
CATCH	A player inbounds securing possession of a pass, kick, or fumble in flight.
COACH	A member of a team controlling the movement of the players.
COMPLETE POSSESSION	A team's consecutive series of downs starting with a recovery of a kick or turnover and ending in a score, kick, turnover or end of a quarter.
COMPLETE PASS ACTION	The legal catch including all pivots and/or adjustments.
COMPLETE THE DOWN	Action if no "board-off" tackle is made, turning on the motion generator until the RUNNER contacts an opponent, runs out of bounds, fumbles, turns around, or scores a touchdown.
DPQB	Dual-Purpose QB, figure with throwing arm; without extended base or handles; can run also.
ELIGIBLE	Legally capable before the ball is in play.
ENGAGED	Having made contact with an opposing player.
FIELD BALL MARKER	A stationary ball indicating location of a spot.
FIGURE	The item above the platform; when attached forms part of a player.
FOOTPRINT	The circular space around a player, if pivoted, from the base's center.
FRANKENSTEIN BASE	Bases that have a portion of one manufacture's base removed and applied to another. For example: A section including the prongs cut from a speed type base and glued under a boat base platform.
GAME CLOCK	Scoreboard game clock.
HANDOFF-RUN ZONE	A vertical area completely behind the player receiving the snap and extending to 15 yards behind the LOS. ANY part of the eligible receiver's base in part of this area can be a RUNNER on a RUN play.
HORIZONTAL (ALIGNMENT)	The straight line positioning of two or more players or area parallel to the endlines.
INTERCEPTION	A pass (forward or backward) caught by an opponent of the PASSER.
INVALID (KICKED BALL)	A kicked ball <u>not</u> first touching between the boundary lines: the field, a player, or any object on the fly.
MOTION	Lateral moving a player from his original resting footprint to another place on the playing field.
NEUTRAL ZONE	The space the length of a ball between offensive and defensive zones.
OFFENSIVE BACKFIELD	An area behind and between of the normal offensive tackle positions extending 15 yards behind the LOS.
OPERATIONAL SPEED	The constant field-speed parameters allowing for a speed cleat/base player to travel in a circle with average adjustment of the prongs for • an offensive player to block immediately left or right (blocking down) and • a defensive player to occupy a small area (zone coverage).
OWN GOAL	The goal a team is guarding. Generally to the team's back.
PASSER (EF)	a) a player designed to pass the football or b) a player designated to be subtitled for to pass the football. During the down, a) is not b). See Rule 3-22 .
PIVOT	Rotating a player within his original resting footprint or rotating the directional prongs before or after the snap/kick.
PLAY CLOCK	The time the offensive has to get the next play snapped. Usually 40 second clock.

RULE 3 DEFINITIONS

PLAY(S) PER QUARTER	A game's segment(s), number of per period. Counted once based on the completion of: • a return during a free kick down, • a penalty free scrimmage down or • a fair catch kick down. A conversion (try) is not counted.
POCKET AREA	An area behind and inclusive of the offensive tackles extending 20 yards behind the LOS.
POSSESSION (COMPLETE)	A team's consecutive series of downs starting with a recovery of a kick or turnover and ending in a score, kick, turnover or end of quarter.
PRONGS	The extensions under the base to facilitate movement.
RECEIVER (INTENDED)	Player identified before the snap (targeted) for downfield pass completion.
RECEIVER (PASS)	Any offense team player eligible to catch a pass.
RECOVER	Securing possession of a loose ball after it has touched the ground.
SHORT YARDAGE	Less than two yards to a first down or touchdown.
SHOTGUN	Placed more than one yard rearward directly behind the center.
SNAP (RECEIVER)	The player (QB, punter; holder) (real or simulated) to have possession of the ball following the snap.
SNAP (RUNNER)	The player to have possession of the ball following the (simulated) snap and handoff.
SNAP ZONE	The vertical area behind the center.
SPACING	The distance between two bases sharing a horizontal plane.
SPOT (KICKED BALL)	The location of a kicked ball in the field of play as it lies or is first touched provided it did not touch out of bounds or hit a player, or any object on the fly.
STACKED PLAYER	Any portion a player's base front lined directly behind another on a front to back vertical plane.
STANDSTILL	A player or base designed not to move in any direction; includes a player or base that travels in a direction so slowly it would cause undue delay.
TILTED/LIFTED PLAYER	To lift any portion of the player's base from the playing surface.
UNDER CENTER	Placed less than one yard rearward directly behind the center.
UNSPORTSMANLIKE CONDUCT	Any act contrary to the generally understood principles of sportsmanship.
VALID (KICKED BALL)	A kicked ball first touching within the boundary lines: the field, a player, or any object on the fly.
VERTICAL (ALIGNMENT)	The straight line positioning of two or more players or area parallel to the sidelines.

RULE 4 GAME TIMING

SECTION 1 PERIODS, INTERMISSIONS, HALFTIME

1. LENGTH OF GAME. The length of the game is 60 minutes, divided into four periods of 15 minutes each, **60 plays per quarter, divided into four periods of 15 plays each**, or 4 board minutes divided into four periods of 1 minute each. In the event the score is tied at the end of four periods, the game is extended by an overtime period (or periods) as prescribed in [Rule 16](#).

2. INTERMISSIONS. There will be intervals of at least two minutes between the first and second periods (first half) and between the third and fourth periods (second half). During these intermissions all playing rules continue in force, and no representative of either team shall enter the field unless he is an incoming substitute player.

The Referee times the two-minute intermissions and notify coaches (and signal visibly) after one minute and 50 seconds. The Referee shall notify coaches immediately thereafter for play to start and for the play clock operator to start the 40-second clock.

3. HALFTIME. Between the second and third periods, there shall be an intermission of 12 minutes, plus any prescribed delay times established by the League for breaks. During this intermission, play is suspended, and teams may leave the field. The Referee will time halftime. [See 13-1](#) for fouls by non-players between halves.

4. OFFICIAL TIME. The scoreboard electric clock shall be the official time. The game clock operator shall start and stop the clock upon the signal of any official in accordance with the rules. The Referee shall supervise the timing of the game, and in case the stadium clock becomes inoperative, or if it is not being operated correctly, the Referee shall take over official timing on the field.

Note: Game officials can correct the game clock only before the next legal snap or kick, including an untimed down or try.

SECTION 2 STARTING A PERIOD OR HALF

1. KICKOFF ON SCHEDULE. Both teams must be on the field to kick off at the scheduled time for the start of each half. Prior to the start of the game, both teams are required to appear on the field at least 10 minutes prior to the scheduled kickoff in order to ensure sufficient time for proper preparation. Designated members of the officiating crew must notify both head coaches personally of the scheduled time for kickoff prior to the start of each half.

2. TOSS OF COIN. Not more than three minutes before the kickoff of the first half, the Referee, in the presence of both team's captains (limit of three per team, active, inactive or honorary) shall toss a coin near the center of the field. Prior to the Referee's toss, the call of "heads" or "tails" must be made by the captain of the visiting team, or by the captain designated by the Referee if there is no home team. Unless the winner of the toss defers his choice to the second half, he must choose one of two privileges, and the loser is given the other. The two privileges are:

- The opportunity to receive the kickoff, or to kick off
- The choice of goal his team will defend.

For the second half, the captain who lost the pregame toss is to have the first choice of the two privileges listed in (a) or (b), unless one of the teams lost its first and second half options, or unless the winner of the pregame toss deferred his choice to the second half, in which case he must choose (a) or (b) above. Immediately prior to the start of the second half, the captains of both teams must inform the Referee of their respective choices.

A captain's first choice from any alternative privileges listed above is final and not subject to change.

3. CHANGE OF GOALS. At the end of the first and third periods, the teams must change goals. Team possession, the number of the succeeding down, the relative position of the ball on the field of play, and the line to gain remain the same.

SECTION 3 STARTING THE GAME CLOCK

1. FREE KICK DOWN. The game clock operator shall start the game clock (time in) after a free kick when the ball is legally touched in the field of play. The game clock shall not start if:

- the receiving team recovers the ball in the end zone and does not carry the ball into the field of play
- the kicking team recovers the ball in the field of play
- the receiving team signals for and makes a fair catch

2. SCRIMMAGE DOWN. Following any timeout, the game clock shall be started on a scrimmage down when the ball is next snapped, except in the following situations:

- Whenever a runner goes out of bounds on a play from scrimmage, the game clock is started when an official spots the ball at the inbounds spot, and the Referee gives the signal to start the game clock, except that the clock will start on the snap:
 - * after a change of possession
 - * after the two-minute warning of the first half
 - * inside the last five minutes of the second half
- If there is an excess team timeout after the two-minute warning, the game clock is started as if the excess timeout had not occurred.
- If there is a Referee's timeout, the game clock is started as if the Referee's timeout had not occurred.
- If the game clock is stopped after a down in which there was a foul by either team, following enforcement or declination of a penalty, the game clock will start as if the foul had not occurred, except that the clock will start on the snap if:
 - * the foul occurs after the two-minute warning of the first half
 - * the foul occurs inside the last five minutes of the second half
 - * a specific rule prescribes otherwise.
- If a fumble or backward pass by any player goes out of bounds, the game clock starts when an official places the ball at the inbounds line, and the Referee signals that the ball is ready for play.
- When there is a 10-second runoff (1 second), the game clock starts when the Referee signals that the ball is ready for play.
- During the Try, which is an untimed down.
- When a specific rule prescribes otherwise.

RULE 4 GAME TIMING

3. FAIR CATCH KICK DOWN. The game clock operator shall start the game clock for a fair-catch kick down when the ball is kicked.

SECTION 4 STOPPING THE GAME CLOCK

The game clock operator shall stop the game clock (timeout) upon a signal by any official or upon the operator's own positive knowledge:

- at the end of a down in which there is a free kick or fair-catch kick
- when the kicking team recovers a scrimmage kick beyond the line of scrimmage that has been touched by the receiving team beyond the line
- when the ball is out of bounds
- when the ball is dead on or behind a goal line
- at the end of a down during which a foul occurs
- when a forward pass is incomplete
- at the time of a foul for which the ball remains dead or is dead immediately
- when the Referee signals the two-minute warning for a half
- when a down is completed during which or after there is a change of possession
- when any official signals a timeout for any other reason

Note: No extension of the automatic timeouts in this section shall be allowed unless any player requests a team timeout, or the Referee orders a team timeout or suspends play.

SECTION 5 TIMEOUTS

1. CHARGED TEAM TIMEOUTS. The Referee shall suspend play while the ball is dead and declare a charged team timeout upon the request for a timeout by the head coach or any coach to any official.

Three Timeouts Allowed. A team is allowed three charged team timeouts during each half.

Length of Timeouts. Charged team timeouts shall be two minutes in length, unless the timeout is not used by television for a commercial break. Timeouts shall be 30 seconds in length if it is a second charged team timeout in the same dead-ball period, or when the Referee so indicates.

Consecutive Team Timeouts. Each team may be granted a charged team timeout during the same dead-ball period, but a second charged team timeout by either team during the same dead-ball period is prohibited. Such team timeouts may follow a Referee's timeout or any automatic timeouts.

Unsportsmanlike Conduct. An attempt to call an excess team timeout or to call a second timeout in the same dead-ball period by Team B in an attempt to "freeze" a kicker, will be considered unsportsmanlike conduct and will subject the offending team to a 15-yard penalty. This will apply to field goal or Try attempts.

2. INJURY TIMEOUTS. If an official determines a coach to be injured, or if attendants come in to assist an injured coach, an injury timeout will be called by the Referee.

5. REFEREE'S TIMEOUT. Provided that calling timeout is not in conflict with another rule, the Referee may suspend play and stop the clock (Referee's timeout) at any time without penalty to either team when playing time is being consumed because of an unintentional delay. Such situations include, but are not limited to:

- when there is the possibility of a measurement for a first down, or if the Referee is consulting with a captain about one
- when there is an undue delay by officials in spotting the ball for the next snap
- if the snap is made before the officials can assume their positions.
- when there is an injury to an official or member of the chain crew
- during an officials' conference
- while repairing or replacing game equipment, except player equipment

After a Referee's timeout, the game clock will start pursuant to Rule 4, Section 3, as if the Referee's timeout had not occurred. The time remaining on the play clock shall be the same as when it stopped. See Rule 4, Section 6.

SECTION 6 DELAY OF GAME

1. 40-SECOND PLAY CLOCK. It is a delay of the game if the ball is not put in play by a snap within offensive 40 seconds after the start of the play clock. The play clock operator shall time the interval between plays upon signals from game officials. The 40-second setup offensive interval starts when a play ends and the defense team completes its substitutions, unless below applies.

2. 10-SECOND SET UP CLOCK. In the event of certain administrative stoppages or other delays, a team will have 10 seconds, beginning with the Referee's notification, to complete its set up. Such stoppages include, but are not limited to:

- a completed setup by the offense
- a change of possession
- a charged team timeout
- the two-minute warning
- the expiration of a period
- a penalty enforcement
- a Try
- a Free Kick

A 10-second count interval will be used in these situations, even if the 40-second clock is already counting down.

RULE 4 GAME TIMING

3. INTERRUPTION OF PLAY CLOCK. If the play clock is stopped prior to the setup/snap for any reason, after the stoppage has concluded, the time remaining on the play clock shall be the same as when it stopped, unless:

- the stoppage has been for a charged team timeout, the two-minute warning, the expiration of a period, a penalty enforcement, or an Instant Replay challenge prior to the two-minute warning, in which case the play clock shall be reset to 40 seconds
- the stoppage has been for an Instant Replay review after the two-minute warning that results in a reversal, in which case the play clock shall be reset to 40 seconds
- the stoppage has been for an excess timeout while time is in that is charged to the defense, in which case the play clock shall be reset to 40 seconds
- fewer than 5 seconds remain on the play clock, in which case it shall be reset to 5 seconds, provided the defensive team is not the reason for the stoppage.

4. BALL REMAINS DEAD. If the ball is not put in play within the applicable period, the Referee will notify the coaches for the foul, and the ball remains dead.

5. OTHER DELAY OF GAME FOULS. Other examples of action or inaction that are to be construed as delay of the game include, but are not limited to:

- undue delay by either team in assembling after a timeout

6. STARTING OF PLAY/SNAP/KICK CLOCK. The play clock is started once the defense team is onside or 10 seconds whichever comes first and pauses once the offensive team is setup by notification. The snap clock (remaining play clock) starts once the defensive team has completed its timed setup by notification. The play clock may be set to combine both offensive and defensive times and run continuously. The kick clock starts once the offensive team starts the motion generator.

7. PAUSING OF PLAY CLOCK. The play clock is not paused prior to the snap when the either team completed its timed setup.

8. CONCLUSION OF PLAY CLOCK. The play clock is concluded on the end of the snap count (when the offensive team calls out the type of play).

SECTION 7 ACTIONS TO CONSERVE TIME

1. ILLEGAL ACTS. A team is not permitted to conserve time inside of one minute of either half by committing any of these acts:

- a foul by either team that prevents the snap (i.e., false start, encroachment, etc.)
- intentional grounding;
- an illegal forward pass thrown from beyond the line of scrimmage;
- throwing a backward pass out of bounds;
- any other intentional foul that causes the clock to stop.

Notes: Two successive delay penalties during the same down, is unsportsmanlike conduct. After enforcement of the 15-yard penalty, the game clock shall start on the snap.

2. SUBSTITUTION VIOLATION INSIDE ONE MINUTE. Inside one minute of either half, if there is a violation of the substitution rule while the ball is dead and time is in, in addition to the applicable yardage penalty for illegal substitution, there will be a 10-second (one second board time) runoff, unless it is obvious that the offensive team is not attempting to conserve time.

3. DEFENSIVE FOULS DURING LAST 40 SECONDS. In the last 40 seconds of either half, if there is a defensive foul prior to the snap while time is in, the half will end, unless the defense has timeouts remaining, or the offense chooses to have the Game Clock start on the snap.

4. REPLAY REVIEW INSIDE ONE MINUTE OF EITHER HALF. If a replay review inside of one minute of either half results in the on-field ruling being reversed and the correct ruling would not have stopped the game clock, then the officials will run 10 seconds (one second board time) off the game clock before permitting the ball to be put in play on the ready-for-play signal. All normal rules regarding 10-second (one second board time) runoffs will apply.

5. LEGAL ACTS. Each team is permitted to act during pauses in the down. Time shall start once opponent actions are complete. Ex: Team A setting up during defensive huddle or Team B defensive reactions following pauses mid down.

SECTION 8 EXTENSION OF A PERIOD OR A HALF

1. BALL IN PLAY. If time expires at the end of any period while the ball is in play, the period continues until the down ends.

2. PERIOD EXTENDED. At the election of the opponent, a period may be extended for one untimed down, if any of the following occurs during a down during which time in the period expires:

- If there is a live-ball foul by the defensive team that is accepted, the offensive team may choose to extend the period by an untimed down after enforcement of the penalty. If the first or third period is not so extended, any accepted penalty is enforced before the start of the succeeding period.
- If there is a foul by the offense, there shall be no extension of the period. If the foul occurs on the last play of the half, a score by the offense is not counted. However, the period may be extended for an untimed down, upon the request of the defense, if the offensive team's foul is for:

- * illegal touching of a kick;

Note: The period may also be extended for a "first touching" violation.

- * fair-catch interference;

- * a palpably unfair act;

- * a personal foul or unsportsmanlike conduct foul committed prior to an interception of a forward pass, the recovery of a backward pass or fumble, or offensive team failing to reach the line to gain on fourth down; or

- * a foul by the kicking team prior to a player of the receiving team securing possession of the ball during a down in which there is a safety kick, a scrimmage kick, or a free kick.

RULE 4 GAME TIMING

- If a touchdown is made on the last play of a period, the Try attempt shall be made (except during a sudden-death period or if a touchdown is scored during a down in which time in the fourth period expires, and a successful Try would not affect the outcome of the game).
- If no fair-catch signal is given and the kickers interfere with the receiver's opportunity to catch a kick, the receiving team may extend the period by a down from scrimmage.
- If a fair-catch is signaled and made, the receivers may choose to extend the period by a fair-catch kick down. If the first or third period is not so extended, the receivers may start the succeeding period by either a down from scrimmage or fair-catch kick.
- If a fair catch is signaled and the kickers interfere with a receiver's opportunity to catch a kick, the receiving team may extend the period by either a down from scrimmage or a fair-catch kick (See [Rule 10-2](#)).
- If a safety results from a foul during the last play of a half, the score counts. A safety kick is made if requested by the receivers.
- If a double foul occurs during the last down of either half, the period shall be extended by an untimed down.

SECTION 9 PLAY PER QUARTER BASED TIMING

1. DEFINITION. Timing based on events during downs and plays.

2. PROCEEDURES. Count once a game segment (play), upon the completion a return during a free kick down, or a penalty free:

- scrimmage down (with runner inbounds during two-play warning) or
- a fair catch kick down.

A conversion (try) is not counted.

3. PERIOD EXTENDED. If no game segments remain is when down is complete, the quarter shall end unless second and fourth quarter and there is:

- an accepted defensive penalty,
- a play involving a successful fair catch or
- any event involving [Rule 4-8](#).

The play chart will show no plays remaining and the quarter is extended one play.

SECTION 10 BOARD TIMING

1. DEFINITION. Timing based on the amount of time the motion generator is on.

2. PROCEEDURES. The second hand of a clock shall move uninterrupted and start when the motion generator is on. It shall not be adjusted unless by [Rule 15](#).

3. PERIOD EXTENDED. If clock is 0:00 when down is complete, the quarter shall end unless second and fourth quarter and there is:

- an accepted defensive penalty,
- a play involving a successful fair catch or
- any event involving [Rule 4-8](#).

RULE 5 PLAYERS, SUBSTITUTES, EQUIPMENT, GENERAL RULES

SECTION 1 PLAYERS

1. NUMBER OF PLAYERS. The game is played by two teams of a minimum of 11 players each. Neither team shall have no more than 47 figures and/or bases individually assigned to each player. Adding or subtracting players during a game is prohibited. If Team A has more than 11 players in its formation for more than three seconds, or if Team B has more than 11 players in its formation and the snap is imminent, it is a foul. Once the ball is made ready for play, if either team has more than 11 players in its formation prior to a free kick, it is also a foul. In these instances, game officials shall notify immediately and not allow the snap or kick to occur.

If a team has more than 11 players on the field of play or the end zone when a snap, free kick, or fair-catch kick is made, the ball is in play, it is a foul.

Note: It is not a foul if a team has fewer than 11 players on the field of play or the end zone when a snap, free kick, or fair-catch kick is made.

2. PLAYERS NUMBERED BY POSITION. All players must wear numerals on back of their jersey and front of their assigned base in accordance with [Rule 5, Section 4](#). Such numerals must be by playing position, as follows:

- quarterbacks, punters, and placekickers: 1-19;
- defensive backs: 1-49;
- running backs, fullbacks, tight ends, H-backs, and wide receivers: 1-49 and 80-89;
- offensive linemen: 50-79;
- defensive linemen: 50-79 and 90-99;
- linebackers: 1-59 and 90-99.

If a player changes his position during his playing career in the NFL, and such change moves him from a position as an ineligible pass receiver to that of an eligible pass receiver, or from a position as an eligible pass receiver to that of an ineligible pass receiver, he must be issued an appropriate new jersey numeral. A change in jersey numeral is not required if the change is from an ineligible position to another ineligible position, or from an eligible position to another eligible position, provided that the player has participated at least one season at his position prior to the change.

Any request to wear a numeral for a special position not specified above (e.g., H-back) must be made to the Commissioner. During the preseason period when playing rosters are larger, the League will allow duplication and other temporary deviations from the numbering scheme specified above, but the rule must be adhered to for all players during the regular season and postseason. Clubs must make numerals available to adhere to the rule, even if it requires returning to circulation a numeral that has been retired or withheld for other reasons. See Rule 5-3 for reporting a change of position.

Players recreated prior to initiation of NFL numbering system (pre 70's), will be honored.

SECTION 2 SUBSTITUTES AND WITHDRAWN PLAYERS

1. NUMBER OF PLAYERS IN HUDDLE. There can never be more than 11 players in the offensive huddle while the play clock is running. It is a foul, the whistle is blown immediately, and the ball remains dead

2. SUBSTITUTE BECOMES PLAYER. A substitute becomes a player when he:

- participates in at least one play (including a play negated by penalty prior to the snap or during the play)
- is on the field of play or the end zone when a snap, fair-catch kick, or free kick is made, or when a snap, fair-catch kick, or free kick is imminent.

A player becomes a substitute when he is withdrawn from the game and does not participate in at least one play. A play negated by penalty prior to the snap or during the play counts as a missed play.

3. LEGAL SUBSTITUTIONS. Any number of substitutes may enter the field of play or the end zone while the ball is dead. The only live ball substitution allowed is the PQB for a like numbered passer.

4. ILLEGAL SUBSTITUTIONS. If a substitute enters the field of play or the end zone while the ball is in play, it is an illegal substitution. If an illegal substitute interferes with the play, it may be a palpably unfair act (See [Rule 12-3](#)).

5. OFFENSIVE SUBSTITUTIONS. The following are applicable to any offensive substitute who is entering the game:

- He must move onto the field of play or the end zone as far as the inside of the field numerals, not placed as a part of a formation during defensive substitutions, prior to the snap to be a legal substitution. If he does not, and is on the field of play or end zone at the time of a legal snap, he is an illegal substitute.
- If the player is placed as a part of a formation, he is required to participate in at least one play before being withdrawn. Violations of this rule may be penalized for unsportsmanlike conduct.
- If the ball is in play, the PQB's number must match the player's number substituted.

Note: The intent of the rule is to prevent teams from using simulated substitutions to confuse an opponent, while still permitting a player (or players) to enter and leave without participating in a play in certain situations, such as a change in a coaching decision on fourth down, even though placed as a part of a formation. Similarly, if a player who participated in the previous play leaves the playing field by mistake, and returns to the playing field prior to the snap, he is not required to reach the inside of the field numerals, provided that the defense has the opportunity to match up with him. However, a substitute (i.e., someone who did not participate in the previous play) is required to reach the inside of the field numerals.

RULE 5 PLAYERS, SUBSTITUTES, EQUIPMENT, GENERAL RULES

6. WITHDRAWN PLAYERS. A player or players who have been replaced must leave the playing field or end zone on their own team's side between the end lines prior to the next snap, free kick, or fair-catch kick.

7. DISQUALIFIED AND SUSPENDED PLAYERS. A player must be withdrawn and substituted for when he is disqualified or suspended. A suspended player may re-enter after at least one legal snap, provided that the reason for his suspension has been corrected. A disqualified player must leave the playing field.

8. PENALTIES FOR ILLEGAL SUBSTITUTION OR WITHDRAWAL. Penalties are:

- For 12 or more players in the offensive huddle (notify immediately and ball remains dead): Loss of five yards from the succeeding spot.
- For like-numbered players entering the field during a live ball other than a PQB: Loss of five yards.
- For a substitute entering the field during a live ball other than a PQB: Loss of five yards.
- For interference with the play by a substitute who enters the field during a live ball: Palpably unfair act.
- For an offensive substitute who does not move onto the field as far as the inside of the field numerals: Loss of five yards from the previous spot.
- For an offensive substitute who moves onto the field inside the field numerals and leaves without participating in one play: Unsportsmanlike Conduct.
- For a withdrawn player clearing the field on the opponents' side or across an end line: Loss of five yards from the previous spot.
- For illegal return of a suspended player: Loss of five yards from the previous spot if discovery is made while the ball is in play, or five yards from the succeeding spot if discovered between downs, in which case the ball remains dead.
- For return of a disqualified player: Loss of 15 yards from the previous spot if discovery is made while the ball is in play, or 15 yards from the succeeding spot if discovered between downs, in which case the ball remains dead, and, in either case, exclusion from the playing field enclosure.

Note: If the illegal return of a player is not discovered until the end of a down, but prior to the start of the next one, enforcement is from the previous spot when definitely known. Otherwise, enforcement is from the succeeding spot as a foul between downs.

9. PROCEDURE FOLLOWING TIMEOUT OR CHANGE OF POSSESSION. Following a timeout or change of possession, the offense may huddle outside the numbers near its bench area, but will not be allowed to line up and snap the ball before the defense has an opportunity to match personnel. If the offensive team sets up to declare the ball ready for play, it will be warned once. Thereafter, offense is penalized 15 yards for unsportsmanlike conduct.

10. DEFENSIVE MATCHUPS FOLLOWING SUBSTITUTIONS. If a substitution is made by the offense, the offense shall not be permitted to early setup until the defense has completed its substitutions. While in the process of a substitution (or simulated substitution), the offense is prohibited from rushing quickly to the line of scrimmage and snapping the ball in an obvious attempt to cause a defensive foul (i.e., shorting the time for setup).

11. UNSPORTSMANLIKE CONDUCT. Using entering substitutes, legally returning players, substitutes on sidelines, or withdrawn players to confuse opponents, or lingering by players leaving the field when being replaced by a substitute, is unsportsmanlike conduct. The offense is prevented from simulated substitutions onto the field toward its huddle and returning them to the sideline without completing the substitution to attempt to confuse the defense.

SECTION 3 CHANGES IN POSITION

1. REPORTING CHANGE OF POSITION. An offensive player wearing the number of an ineligible pass receiver (50–79 and 90–99) is permitted to line up in the position of an eligible pass receiver (1–49 and 80–89), and an offensive player wearing the number of an eligible pass receiver is permitted to line up in the position of an ineligible pass receiver, provided that he immediately reports the change in his eligibility status to the Referee, who will inform the defensive team.

He must participate in such eligible or ineligible position as long as he is continuously in the game, but prior to each play he must again report his status to the Referee, who will inform the defensive team. The game clock shall not be stopped, and the ball shall not be put in play until the Referee takes his normal position.

Note: An offensive player wearing the number of an eligible pass receiver who reports as ineligible must line up within the normal five-player core formed by ineligible players. The player cannot be more than two players removed from the middle player of a seven-player line.

RULE 5 PLAYERS, SUBSTITUTES, EQUIPMENT, GENERAL RULES

2. RETURNING TO ORIGINAL POSITION. A player who has reported a change in his eligibility status to the Referee is permitted to return to a position indicated by the eligibility status of his number after:

- a team time out;
- the end of a quarter;
- the two-minute warning;
- a foul;
- a replay challenge;
- a touchdown;
- a completed kick from scrimmage;
- a change of possession; or
- if the player has been withdrawn for one legal snap. A player withdrawn for one legal snap may re-enter at a position indicated by the eligibility status of his number, unless he again reports to the Referee that he is assuming a position other than that designated by the eligibility status of his number.

SECTION 4 EQUIPMENT, UNIFORMS, PLAYER APPEARANCE

1. GENERAL POLICY. Throughout the game-day period while in view of the stadium and television audience, including during team pregame warm-ups, all coaches must dress in a professional manner under the uniform standards. The players and equipment referenced below are intended to provide standards and/or reasonable expectations while being fair to other team. The development of Playing Rules should be governed by this Article. Coaches generally must present an appearance that is appropriate to representing their individual clubs and the League. The term uniform, as used in this policy, applies to every piece of equipment worn by a player, including figure, special team figures, DPQBs, numbers, platforms, bases, and any other item of competitive gear, and to every visible item of apparel, including but not limited to objects, kicking legs, weights, tape, adhesives, springs, and accessories such as prong adjusting tools. All visible items worn on game day by players must be issued by the club or the League, or, if from outside sources, must have approval in advance by the League office.

2. TEAM COLORS. Pursuant to the official colors established for each electric football club in the League Constitution and Bylaws, playing squads are permitted to wear only those colors or a combination of those colors for helmets, jerseys, pants, and game socks and/or leg coverings; provided that white is also an available color for jerseys and visiting clubs must wear the opposite. For preseason, regular season, or postseason games, the two competing teams may wear jerseys in their official colors (non-white), provided the Commissioner determines that such colors are of sufficient contrast.

3. MANDATORY EQUIPMENT, APPAREL. All players must wear the equipment and uniform apparel listed below, which must be designed and produced by a electric football equipment manufacturer. All components recommended by the manufacturer must be present and must not be cut, reduced or enlarged in size, or otherwise altered unless for mechanical reasons approved in advance by the Commissioner. During pregame team check-in, players may not omit certain equipment at their option.

Players. All players must have the items and uniform apparel listed below, which must be of a suitably non-magnetic nature, must be designed and produced by a professional manufacturer, and must not be cut, reduced in size, or otherwise altered unless for reasons approved in advance by the Commissioner.

General. All figures must have a resemblance of a football player to include all body parts. (head, torso, 2 legs 2 arms). One foot must be in contact with the platform and both feet must be within the vertical plane of the base.

With the creation of various poses, the Dual Threat QBs and, Special Kickers, these are only guidelines but should not deviate far from what appears to be natural shape of the figure. Parts that appear unnatural e.g. extra length on an arm for holding, blocking are disqualified from play at anytime they are discovered.

Figures that are not painted to match the uniform of the figures fielded in the game by a team/coach are not permitted on the field; this does not include PQB and Special Team figures.

Figures that meet established specifications are allowed. Personalized versions will fall into one or more player types and meet the following:

- **Lineman:** a bent over figure; elbows out so he can make contact with players beside him
- **All Purpose:** a squatting figure with his arms hanging to his sides
- **Backer:** a tall player standing figure with his hands out to his sides
- **Runner:** a stiff-arming figure with a ball carrying opposite arm
- **Sprinter:** a slim design figure with a slightly lean forward pose

RULE 5 PLAYERS, SUBSTITUTES, EQUIPMENT, GENERAL RULES

- [Triple Threat QB \(TTQB\)](#): a figure that is able to pass, kick, and run
- **Figure and Platform Height limit:** 39mm
- **Figure height limit (Figure hand raised):** 50mm
- **Figure width limit (Fingertips):** 36mm
- **Figure extension (From above):** 8mm
- **Forward hands width limit:** 8mm

Passing figures. TTQBs and PQB figures are allowed. All versions must meet special team figure specifications.

DPQBs. DPQBs and special team's figures are allowed. All versions must meet special team figure specifications and when placed on the field must remain until down is complete.

Special teams figures. Special team's figures are allowed. All versions must meet following:

- **Figure:** Must meet Figures General requirements. Be consistent with function (throwing from a hand, kicking from a tee or striking with foot).
- **Platform:** Must be placed directly on the base. Must have a platform that covers the base in its entirety.
- **Materials:** May have springs or metal to assist in throwing or kicking only.
- **Weight max:** 4.00 grams
- **Total height:** 50 mm
- **Player height:** 39 mm
- **Throwing hand height:** 45 mm
- **Kicking tee height:** 10 mm
- **Maximum kick distance:** 75 yards (scaled)

Numbers. Numerals on the back and (front optional) of jerseys and on the front of assigned base as specified under NFL rules for the player's specific position. Such numerals must be a minimum of 1/8 inch high and their color must be in sharp contrast with the color of the jersey and color of the base. Smaller numerals may be worn on the tops of the shoulders or upper arms of the jersey. Small numerals on the back of the helmet or on the uniform pants are optional.

PQB/Special team players' base numbers: will match the number of the figure being replaced on the field.

Note: Players recreated prior to initiation of NFL numbering system (pre 70's), will be honored.

Player's weight. A player's total weight cannot exceed 4.00 grams. The following items are permitted to increase the weight of the player:

- Lead tape, non-stick putty, non-metallic paint and glue

Platforms. Platforms must be able to affix to the base by means designed by the base. Platforms will not extend beyond the outer perimeter of the base.

- **Platform length limit:** 25mm
- **Platform width limit:** 16mm

Bases. All bases, from Tudor Games and other manufactures, are allowed with exception to any bases that prohibit proper spacing i.e.; Giant Tudor Games bases made prior to 1967. Prongs may be altered or removed on bases to aid with remaining still when throwing and/or kicking, but the outside of the base may not be altered in any way. Bases may not be altered as to increase their height from the original form. Bases must remain on the player during the game and cannot be changed. No chemical alterations are allowed to any base. No Frankenstein bases. Bases cannot have a concave shape in any way.

- Max length: 32MM
- Max width: 20MM

RULE 5 PLAYERS, SUBSTITUTES, EQUIPMENT, GENERAL RULES

4. OTHER PROHIBITED EQUIPMENT, APPAREL. In addition to the prohibited items of equipment and apparel specified above, the following also are prohibited:

Projecting Objects. No objects when applied to a player, will extend beyond the player to include its base.

Magnetic objects. No objects that are magnetized are permitted. Exception are materials to aid in remaining still when throwing or kicking.

Detachable Kicking Leg. A leg designated for a player may not be changed during the game.

Torn Items. Torn or improperly placed player parts are prohibited.

Improper weights. Items not allowed, but designed to add weight to the player is prohibited.

Improper Tape. Tape not designed to secure the platform to the base is prohibited,

Items Colored Like Football. Headgear or any other equipment items colored like football is prohibited.

Adhesive, Slippery Substances. Adhesive or slippery substances to the exterior of the player is prohibited.

Channeling Equipment. Items creating a slot for the arm, hand, leg or foot to pass or kick.

Non-player attachments. Items to suspend any part of the figure. (i.e. raised foot)

10. WAIVERS. All equipment and players' specifications may be granted waivers for use in competition. Until granted, any such equipment/players is not eligible for use/play.

11. QUARTERBACK FIGURE. No QB figures may resemble a interior lineman player type.

SECTION 5 GENERAL GAMEPLAY PROCEDURES

GAMEPLAY PROCEDURES. Where prescribed by the rules, both teams must adhere to procedures. In instances where times limits are established both teams must complete the act within the time allowed. Where there is no procedure or time established, act in accordance with the National Football League and fair play.

Penalty: For failure to follow a procedure and or complete an act within time limit: Loss of 5 yards from previous spot.

RULE 6 FREE KICKS

SECTION 1 PROCEDURES FOR A FREE KICK

1. FREE KICK A free kick is a kickoff or safety kick that puts the ball in play to start a free kick down. It must be made from any point on the kicking (offensive) team's restraining line and between the inbounds lines.

- A kickoff puts the ball in play at the start of each half, after a try, and after a successful field goal. A placekick may be used for a kickoff.
- A safety kick puts the ball in play after a safety. A placekick, or punt may be used for a safety kick. A tee cannot be used for a safety kick.

2. RESTRAINING LINES The restraining lines for a free kick shall be as follows, unless they are adjusted because of a distance penalty:

- The restraining line for the kicking team shall be its 35-yard line for a kickoff and its 20-yard line for a safety kick.
- The restraining line for the receiving team shall be the yard line 10 yards in advance of the kicking team's restraining line.

3. FREE KICK FORMATION When the ball is kicked on a free kick down:

- After the ball has been made ready for play,
 - * all kicking team (Team A) players other than the kicker must be lined up on their restraining line; and
 - * At least five players of the kicking team must be on each side of the ball. At least three players must be lined up outside each inbounds line, two of whom must be outside the yard-line number.
- All receiving team (Team B) players must be inbounds and behind their restraining line. At least eight, but no more than nine, players of the receiving team must be completely within 15 yards of their restraining line.
- After the ball is kicked, no receiving team players may intentionally form a wedge in an attempt to block for the runner. An illegal wedge is defined as two or more players lined up shoulder-to-shoulder within two yards of each other.

4. CATCH OR RECOVERY OF A FREE KICK The following applies to the catch or recovery of a free kick:

- The receiving team shall first attempt to recover the ball without adjusting any players for at least one second. All other attempts will be following adjustments for no more than three seconds.
- If a player of the receiving team catches or recovers the ball, he may advance.
- If the ball is declared dead while in the simultaneous possession of two opposing players, the ball is awarded to the receiving team.
- A player of the kicking team may legally touch, catch, or recover the ball if:
 - * it first touches a receiving team player; or
 - * it reaches or crosses the receiving team's restraining line.
- The ball is dead if:
 - * it is recovered by a player of the kicking team. If the recovery is legal, the ball belongs to the kicking team at the dead-ball spot.
 - * it is not touched by the receiving team and touches the ground in the end zone (touchback).
- If the ball comes to rest anywhere on the field, and no player attempts to possess it, the ball becomes dead and belongs to the receiving team at the dead-ball spot.

5. FREE KICK CROSSES GOAL LINE. It is a touchback, if a valid free kick ball:

- goes out of bounds behind the receiving team's goal line;
- strikes the receiving team's goal post, uprights, or cross bar; or
- is downed in the end zone by the receiving team.

6. END OF FREE KICK. A free kick ends when either team possesses the ball, or when the ball is dead, if that precedes possession. A running play begins when the receiving team establishes possession of the ball.

SECTION 2 OTHER FREE KICK FOULS

1. BLOCKING.

Kicking Team. Prior to the ball touching a receiving team player or reaching the receiving team's restraining line, he may not block or use his hands or arms against an opponent between the restraining lines, except to push or pull aside a receiver who is actively attempting to obstruct his attempt to proceed downfield. After the ball touches a receiving team player, or has reached the receiver's restraining line, a kicking team player may legally block an opponent, and he may use his hands and arms to push or pull an opponent out of the way in a personal attempt to recover the ball. Regardless of the location of the ball, he may legally block an opponent at or beyond the receiving team's restraining line. During the kick, the kicking team is subject to the blocking restrictions of the defense.

Receiving Team. After the ball is kicked, receiving team players are subject to the blocking restrictions of the offense and they may use their hands/arms legally to push or pull an opponent out of the way in a personal attempt to recover the ball.

3. FREE KICK OUT OF BOUNDS. The kicking team may not kick the ball out of bounds or be the last to touch the ball before it touches the field and goes out of bounds between the goal lines. If the receiving team is the last to touch the ball before it goes out of bounds, the receiving team puts the ball in play at the inbounds spot.

Penalty: For a kickoff out of bounds: The receiving team may elect to take possession of the ball 25 yards from the spot of the kick at the inbounds line on the side of the field where the ball went out of bounds, or at the out-of-bounds spot.

Penalty: For a safety kick out of bounds: The receiving team may elect to take possession of the ball 30 yards from the spot of the kick at the inbounds line on the side of the field where the ball went out of bounds, or at the out-of-bounds spot.

RULE 6 FREE KICKS

4. FREE KICK ILLEGALLY TOUCHED.

Ball Reaches Restraining Line A player of the kicking team may not touch, catch, or recover the ball before it has reached the receiving team's restraining line, unless it has first been touched by a receiving team player.

Penalty: For illegal touching of a free kick by the kicking team: Loss of five yards, or the receiving team takes possession of the ball at the spot of the illegal touch.

Player Out of Bounds If a kicking team player goes out of bounds during the kick, he may not touch or recover the ball beyond the receiving team's restraining line, unless it has first been touched by a receiving team player. If a kicking team player touches the ball before re-establishing himself legally inbounds, it is a free kick out of bounds.

Penalty: For illegal touching of a free kick by the kicking team: Loss of five yards.

SECTION 3 ENFORCEMENT OF FOULS

1. ENFORCEMENT FROM PREVIOUS SPOT. If there is a foul during a free kick, enforcement is from the previous spot, and the free kick is made again. However, if the kicking team commits a foul prior to the end of the kick, and the receiving team retains possession throughout the down, it will have the option of enforcing the penalty at the previous spot and replaying the down or adding the penalty yardage to the dead-ball spot.

Exceptions:

- a) A foul for fair-catch interference is enforced from the spot of the foul
- b) A foul for interference with the opportunity to make a catch is enforced from the spot of the foul
- c) A foul for intentionally forming an illegal wedge, whether during the free kick or during the return, is enforced from the spot of the foul
- d) For a free kick out of bounds, see [Section 2](#)
- e) For a free kick illegally touched, see [Section 2](#)
- f) Double fouls are enforced according to the customary rules.

Note: The dead-ball spot for free kicks that result in a touchback is the 25-yard line.

Note 2: In above, if the foul occurs in Team B's end zone, the enforcement is from the previous spot

SECTION 4 KICKING THE BALL

1. KICK PROCEDURES. Unless prescribed by the rules, kicks are attempted with the all cleats and/or base completely on the field. Tilting a kicker constitutes a dead ball.

2. VALID FREE KICK. A valid free kicked ball touches the field inbounds and comes to rest inbounds.

3. INVALID KICK. If a free kick never touching inbounds, goes out of bounds between the goal lines, it is a penalty. If a free kick never touching the inbounds, goes out of bounds behind the Receiving Team's goal lines, the Receiving Team may advance at any point behind their goal line with the nearest player or make no return for a touchback (See [Rule 3-38](#)).

RULE 7 BALL IN PLAY, DEAD BALL, SCRIMMAGE

SECTION 1 BALL IN PLAY

1. LIVE BALL. After the ball has been declared ready for play, it becomes a live ball when the defense makes substitutions or legally kicked (a free kick or fair catch kick). The ball remains dead if it is snapped or kicked before it is made ready for play.

SECTION 2 DEAD BALL

1. DEAD BALL DECLARED. An official shall declare the ball dead and the down ended:

- when a runner base is contacted by a standing opponent's base
- when a runner is on a stand-still base so that his forward progress ends (QB Scramble)
- when a coach conducts a KNEEL or SPIKE play
- when coach possessing ball touches any defenders during the down. (See [Rule 3-35](#))
- when a runner declares himself down by:
 - * falling to the ground, or
 - * clearly making no immediate effort to advance (by failing to act within time allotted or stalling) or
 - * traveling toward own goal following any advancement during field movement
- when a runner is out of bounds
- when an opponent takes a ball that was in the possession of a runner who is on the ground
- when a forward pass (legal or illegal) is incomplete
- when any legal or illegal kick touches the receivers' goal posts or crossbar, unless it scores a field goal
- when a loose ball comes to rest anywhere in the field of play, and no player attempts to recover it; the official covering the play should pause momentarily before signaling that the ball is dead. Any legal (or illegal) kick is awarded to the receivers, and any other ball is awarded to the team last in possession.
- when awarded to a team behind a goal line, the ball is placed on the one-yard line.
- when any legal or illegal kick is caught or recovered by the kickers, except a scrimmage kick that is kicked from behind the line and is recovered behind the line (not a Try kick).
- when a touchdown, touchback, safety, field goal, or Try has been made
- when any receiver catches or recovers the ball after a fair catch signal (valid or invalid) has been made, provided the ball has not been touched by an opponent, before or after it strikes the ground
- when a fumble is recovered or caught by a teammate of the fumbling player, and the fumble occurs on a play that is subject to the "two-minute" or "fourth-down" fumble provisions (See [Rule 8-7](#))
- when the ball is out of bounds
- if a loose ball in play strikes a video board, guide wire, sky cam, or any other object, the ball will be dead immediately, and the down will be replayed at the previous spot.

Ball is spotted at the last yard line completed. i.e. A down ending half yard from goal line is spotted at the one yard line.

2. BALL TOUCHES OFFICIAL. The ball is not dead because it touches an official who is inbounds, or because of a signal by an official other than notification.

SECTION 3 NEW SERIES OF DOWNS

1. NEW SERIES FOR TEAM A. A new series of four scrimmage downs is awarded to Team A when the following conditions exist:

- During a given series, the ball is declared dead in possession of Team A while at or beyond the line to gain
- Enforcement of a foul by Team B results in the placement of the ball at or beyond the line to gain,
- or if the enforcement of a foul awards an automatic first down to Team A
- If there is a change of possession during the down, and Team A has possession at the end of the down
- The kicking team recovers a scrimmage kick anywhere in the field of play after it first has been touched beyond the line of scrimmage by the receivers.
- The kicking team legally recovers a free kick.

2. NEW SERIES FOR TEAM B. A new series of four scrimmage downs is awarded to Team B when the following conditions exist:

- Team A fails to advance the ball to the line to gain during a series of downs; or
- There is a change of possession during the down, and Team B has possession at the end of the down, or has been awarded possession at the end of the down; or
- When the ball is declared dead in possession of the receiving team after a free kick, scrimmage kick, or fair-catch kick.

3. FORWARD PART OF BALL. The forward part of the base in its position when it is declared dead in the field of play shall be the determining point in measuring any distance gained or lost. The base shall not be moved before measuring, while maintaining the forward most point.

RULE 7 BALL IN PLAY, DEAD BALL, SCRIMMAGE

SECTION 4 ACTION AT OR BEFORE THE SNAP

1. BALL READY FOR PLAY. After the neutral zone has been established (ball is made or declared ready for play), an offensive team may not make snap but may move to different locations during setup of players, a defensive team may not encroach (make contact with a member of the offensive team) or commit a neutral zone infraction, and no player of either team may be offside when the ball is put in play.

2. FALSE START. It is a False Start if the ball has been placed ready for play, and/or, following to the snap:

- the offensive center base's long axis not perpendicular to the line at the snap.
- the offensive player closest to the center in the snap zone (snap receiver) initial movement is toward the line of scrimmage;
- during a scrimmage kick, fails to await the allotted time (one second minimum rush) or,
- fails to state the type of scrimmage play prior to motion of the players

Exception: This does not apply to an offensive player if:

- a) Stand-still base. The player's base is not designed to go in any direction.
- b) Scrimmage Kick. The kicker may move forward, provided play is KICK play.

Note: The official shall notify immediately. The penalty for a False Start shall be enforced regardless of the snap made.

Penalty: For a false start: Loss of 5 yards from previous spot.

3. ENCROACHMENT. It is Encroachment if a defensive player or coach enters the neutral zone and contacts an offensive player or the ball prior to the snap. The play is dead immediately.

4. NEUTRAL ZONE INFRACTION. It is a Neutral Zone Infraction when:

- a defender moves beyond the neutral zone prior to the snap; officials are to notify immediately
- a defender enters the neutral zone prior to the snap, causing movement of the offensive player(s) during set up
- a player, after he has received a warning, enters into the neutral zone. It is a foul, even if he returns to a legal position prior to the snap without contacting an opponent or causing a reaction (movement) by an offensive player in close proximity.

5. OFFSIDE. A player is offside when any part of his body is in or beyond the neutral zone or beyond a restraining line when the ball is put in play.

6. COMPLETE STOP. All offensive players are required to be in a set position following notification and remain until the defense completes setup prior to audibles. Failure to do so is an Illegal Shift. (See 7-4-2-Item 6 for such a foul after the two-minute warning of either half).

7. SHIFTS. The offensive team is permitted to shift forward or rearward the quarterback only multiple times before the setup. However, after notification, all players must come to a complete stop and be in a set position until audibles.

8. ILLEGAL MOTION. Before the ball is snapped or kicked, no offensive player may be in motion (moved from its footprint). All other players must be stationary in their positions.

9. AUDIBLES. The Offensive Team, where authorized by procedure, is allowed to make two audibles before the snap. The type of audibles are a combination of:

- Changing the direction of a player by:
 - * turning the player as a whole within its footprint or,
 - * adjusting of the prongs while in place.
- Change the type of play before a Scrimmage Kick Formation (Rule 9), however, the rush and scrimmage procedures are in effect until a dead ball occurs.
- Audible of the quarterback. The type of quarterback (mobile/standstill/passing) may be changed and/or repositioned anywhere within the snap zone, with each action separately, charged as an audible to the offense. (See [Rule 7-5](#))

10. LEGAL FORMATION. Both teams must present a legal formation both before and after audibles. (See [Rule 7-5](#))

11. CALL TYPE OF PLAY. The offensive team is required to call the type of play (simulating a snap) prior to starting the motion generator.

SECTION 5 POSITION OF PLAYERS AT THE SNAP

1. OFFENSIVE TEAM. The offensive team must be in compliance with the following at the snap:

- it must have at least seven players on the line with all players within the horizontal plane of the center's base (**that must be perpendicular to the line**) considered on the line ([3-19-3](#))
- eligible receivers must be on both ends of the line, and all of the players on the line between them must be ineligible receivers
- all players must be completely inbounds, completely within 15 yards of LOS; behind the neutral zone (offensive zone)
- all spaced vertically at least one base width (base to base) apart if sharing the same horizontal plane
- player receiving the snap's base must encompass both sides of the vertical plane of the center's base and the base is completely within 10 yards of the LOS.
- no two eligible receivers stacked within line play area or lined behind a player within the line play area

Exception: The player at the spot (center) may be within the neutral zone.

- a) The under center QB is an exempt player. (See [Rule 8-1](#))
- b) Punter of a kick formation.

2. DEFENSIVE TEAM. The defensive team must be in compliance with the following at the snap:

- all players must be completely inbounds; behind the neutral zone (defensive zone)
- all spaced vertically at least one base width (base to base) apart if sharing the same horizontal plane
- no players stacked within line play area or lined behind a player within the line play area

RULE 7 BALL IN PLAY, DEAD BALL, SCRIMMAGE

SECTION 6 PUTTING THE BALL IN PLAY

1. BALL IN PLAY. The offensive team must put the ball in play with a snap (calling the play type) at the spot where the previous down ended, unless the enforcement of a penalty moves the ball to another spot or the down ended outside the inbounds lines. If a fair-catch kick is chosen after a fair catch, [10-2](#) and [11-4](#) apply.

2. SNAP AT INBOUNDS SPOT. The ball is next put in play at the inbounds spot by the team entitled to possession ([7-1](#) and [7-4](#)) when:

a) loose ball is out of bounds between the goal lines. If on the inbounds line, the center of the snapper's base.

Exception: The ball is next put in play at the previous spot if a forward pass is incomplete. The ball is next put in play centered between the inbounds lines by the team entitled to possession ([7-1](#) and [7-4](#)) when the ball is dead between the hash marks.

b) a runner is out of bounds between the goal lines

c) the ball is dead in a side zone

d) the ball is placed in the side zone as the result of a penalty enforcement

e) a fair catch is made or awarded in a side zone

3. RESTRICTIONS FOR SNAPPER. The snapper may be made by any offensive player who is on the line of scrimmage but must conform to the following provisions:

- At the nearest inbounds spot of the previous down;
- with its base length at a right angle (perpendicular) to the line.

Penalty: For noncompliance: Loss of five yards. The whistle shall be blown immediately.

4. LEGAL SNAP. A legal snap is made by announcing the type of scrimmage play before the snap clock ends. (See [Rule 4-6](#)) The only types of scrimmage plays are:

- RUN-(number of carrier)
- PASS-(to number of intended receiver-optional)
- KICK
- KNEEL
- SPIKE

A snap is a simulated backward pass. The snap must be received by the player who is closest to the center in the snap zone at the snap or snap runner.

SECTION 7 ACTIONS FOLLOWING THE SNAP

1. SNAP RECEIVER MOVEMENT. The offensive team player (by position; simulated) receiving the snap must:

- be an eligible receiver,
- be closest to the center, encompassing both sides the snap zone completely;
- initial movement must be in a direction no nearer to the opponent's goal line.

Exception: The kicker of a KICK play.

2. SNAP RUNNER MOVEMENT. The RUNNER may advance ball in any direction provided (in handoff-run zone):

- be an eligible receiver,
- in the offensive backfield;
- sharing a part of a vertical plane behind the center or snap receiver.

3. OFFENSIVE ACTIONS FOLLOWING THE SNAP. The offensive coach may pause motion of the players once, announce and complete the action including advancements to the new onside runner and/or QB after handoff behind and pivot the new ball carrier beyond the line of scrimmage. The time limits for types of scrimmage plays are:

- ALL PASSES (10 seconds)
- ALL KICKS (6 seconds)
- HANDOFF, SCRAMBLE (5 seconds)
- RUN, PITCH, KNEEL, SPIKE (immediate)

Failure to act ends the down at spot of the ball carrier.

4. DEFENSIVE ACTIONS FOLLOWING THE SNAP. The defensive coach may, beginning immediately following play pauses and the previous offensive team's action, adjust any onside unengaged defender and/or pivot any unengaged defender, within the time allotted. (See [Rule 4-7](#)) Adjustments must be anchored at any point of the player's base. Unless stated elsewhere by the rules all adjustments are as follows:

- Adjustments: completely onside players
- Time allotted: 5 seconds

A coach must place the player in hand when time expires on the field.

5. TACKLING OF A RUNNER. During play pauses, the defensive actions may lead to a tackle of a runner advancing the ball. If not, proceed with the players in the new location (via movement).

6. BROKEN TACKLES. Immediately following defensive contact with a runner, should the defender making contact fall over and/or not have complete base contact with the field and the runner remains standing, a coin will be flipped to determine if the play will continue without pivot/adjusting any players.

- Heads: Play continues
- Tails: Tackle

RULE 7 BALL IN PLAY, DEAD BALL, SCRIMMAGE

7. FALLEN PLAYERS. Any fallen unengaged defensive players are can be recovered (time permitting) during the down only if:

- a change in ball carrier/runner has occurred, fallen runner or
- an unrecovered loose ball is in effect.

Made upright from the side making contact with the field. Adjustments/pivots are allowed following recovery.

8. FALLEN RUNNER. An uncontacted fallen runner shall cause an immediate pause to the play. Defensive team may pivot/adjust. Runner recovery is allowed and the down continues.

9. RECOVERY OF A BALL. During timed adjustments, a recovery of the ball may occur, proceed as if players were moving.

10. PASS AND KICK PROCEDURES. Unless prescribed by the rules, all passes, punts and kicks are attempted with the all cleats and/or base completely on the field.

11. TILTING OF PLAYER. Tilting a ball carrier when attempting a HANDOFF is allowed ([Rule 3-15](#)). During any other act constitutes a dead ball (kneeling).

12. BASE CONTACT WITH SNAP RECEIVER. Following a play pause, a HANDOFF is allowed ([Rule 3-15](#)) provided:

- The offensive player is rearward of the snap receiver and
- The snap receiver made physical contact with the offensive player.

Both may be adjusted continuing the play.

13. SUBSTITUTION FOR PASSING QB (PQB). A coach may substitute a passing QB during the down. The placement of a PQB can be within the footprint of the on-field QB or at any point accessible around the perimeter of the on-field QB. Once pass is attempted, the PQB is not removed from the field. If a scramble, the PQB is now the RUNNER. (See [Rule 7-2](#))

14. SUBSTITUTION OF KICKER. A coach may not substitute a kicker during a down.

15. SUBSTITUTION OF BALL. A coach may not substitute a ball during a down except where removal constitutes exclusively a RUNNER.

RULE 8 FORWARD PASS, BACKWARD PASS, FUMBLE

SECTION 1 FORWARD PASS

1. DEFINITION. It is a forward pass if:

- the ball action listed below is initiated within the time prescribed (See [Rule 7-7](#)).
- the ball initially moves forward (to a point nearer the opponent's goal line) after leaving the passer's hand
- the ball first strikes the ground, a player, an official, or anything else at a point that is nearer the opponent's goal line than the point at which the ball leaves the passer's hand.

Note: A ball that is intentionally fumbled and goes forward is a forward pass. A ball that is intentionally muffed, and goes forward or backward, is a batted ball (See [Rule 3-3](#)).

Forward Movement of Hand. When a player is in control of the ball and is attempting to pass it forward, any intentional forward movement of his hand starts a forward pass.

- If, after intentional forward movement of his hand, contact by an opponent materially affects the passer, causing the ball to go backward, it is a forward pass, regardless of where the ball strikes the ground, a player, an official, or anything else.
- If, after an intentional forward movement of his hand, the passer loses possession of the ball during an attempt to bring it back toward his body, it is a fumble.
- If the passer loses possession of the ball while attempting to recock his arm, it is a fumble.

2. LEGAL FORWARD PASS. The offensive team may make one forward pass from behind the line during each down. If the ball, whether in player possession or loose, crosses the line of scrimmage, a forward pass is not permissible, regardless of whether the ball returns behind the line of scrimmage before the pass is thrown.

Illegal Passes. Any other forward pass by either team is illegal and is a foul by the passing team, including:

- A forward pass thrown when the passer is beyond the line of scrimmage.

Note: It is a forward pass from beyond the line of scrimmage if any part of the passer's figure, base and the ball are beyond the line of scrimmage when the ball is released. The penalty for a forward pass thrown from beyond the line is enforced from the spot where the ball is released.

- A second forward pass thrown from behind the line of scrimmage.
- A forward pass thrown after the ball has crossed the line of scrimmage and has returned behind it.
- A forward pass thrown after there has been a change of possession.

Intercepted Illegal Pass. If an illegal pass is caught or intercepted, the ball may be advanced and the penalty declined.

Notes:

(1) Eligibility and intentional grounding rules apply when a forward pass is thrown from behind the line, regardless of whether the pass is an illegal forward pass. Eligibility, pass interference, and intentional grounding rules do not apply if a forward pass is thrown (a) from beyond the line, (b) on a Free Kick play, (c) on a Fair Catch kick play, or (d) after a change of possession.

(2) When a distance penalty in Penalty (a) leaves the ball in advance of the necessary line to gain, it is first-and-10 for the offensive team.

(3) See Rule 3-2 for the definition of team possession during a forward pass (a loose ball), or for when possession ends.

3. COMPLETED OR INTERCEPTED PASS. A player who makes a catch may advance the ball. A forward pass is complete (by the offense) or intercepted (by the defense) if a player, who is inbounds, never out of bounds during the down:

- is hit by the ball in his figure, platform or base prior to the ball touching the ground; and
- base touches the ground completely; and
- not touched by an opponent's player.

Player Going to the Ground. A player catching a pass going to the ground is down at that spot.

Sideline Catches. If a player goes to the ground out-of-bounds catching a pass is incomplete.

End Zone Catches. The requirements for a catch in the end zone are the same as the requirements for a catch in the field of play. *Note: In the field of play, if a catch of a forward pass has been completed, after which he falls in the end zone, the same action is a touchdown.*

Simultaneous Catch. If a pass is caught simultaneously by two eligible opponents, and both players retain it, the ball is considered batted and struck the ground.

Unintended Receiver Catch. If a pass is caught by an unintended receiver, the ball is considered a catch.

4. INCOMPLETE PASS. Any forward pass (legal or illegal) is incomplete and the ball is dead immediately if the pass strikes the ground or goes out of bounds. An incomplete pass is a loss of down, and the ball returns to the previous spot.

5. ELIGIBLE RECEIVERS. The following players are eligible to catch a forward pass that is thrown from behind the line of scrimmage.

- Defensive players.
- Offensive players who are on either end of the line, provided they either have the numbers of eligible players (1–49 and 80–89) or have legally reported to play a position on the end of the line. See 5-1-2.
- Offensive players who are legally at least one yard behind the line at the snap, provided they either have the numbers of eligible players (1–49 and 80–89) or have legally reported to play a position in the backfield.
- All offensive players after the ball has been touched by any defensive player or any eligible offensive player.

RULE 8 FORWARD PASS, BACKWARD PASS, FUMBLE

6. INELIGIBLE RECEIVERS. All offensive players other than those identified above are ineligible to catch a legal or illegal forward pass thrown from behind the line of scrimmage, including:

- Players who are not on either end of their line or at least behind it when the ball is snapped.
- Offensive players wearing numbers 50-79, unless they have reported a change in their eligibility status to the Referee and have assumed a position on their line or in their backfield as required by Rule 5-3;
- Players who fail (by coach) to notify the Referee of being eligible when required;
- An eligible receiver who has been out of bounds prior to or during a pass, even if he has re-established himself inbounds with both feet or with any part of his body other than his hands.

7. LEGAL TOUCHING. A forward pass (legal or illegal) thrown from behind the line may be touched by any eligible player. A pass in flight may be tipped, batted, or deflected in any direction by any player at any time, including such a pass in the end zone.

8. ILLEGAL TOUCHING OF A FORWARD PASS. It is a foul for illegal touching if a forward pass (legal or illegal), thrown from behind the line of scrimmage:

- is first touched intentionally or is caught by an unengaged originally ineligible offensive player; or

Penalty: Loss of five yards at the previous spot.

- first touches or is caught by an eligible receiver who has gone out of bounds, either of his own volition or by being legally forced out of bounds, and has re-established himself inbounds. (See Note 2)

Penalty: Loss of down at the previous spot.

Notes:

(1) *If a forward pass (legal or illegal) is caught by an ineligible offensive player, the ball is dead.*

(2) *If a player touches the ball after having been out of bounds, but prior to re-establishing himself inbounds, the pass is incomplete, and there is no penalty for illegal touching.*

9. ADJUSTMENTS BEFORE THE PASS. The defense may make adjustments following a pause where permitted by the rules.

(See [Rule 7-7](#))

10. PIVOTS/ADJUSTMENTS FOLLOWING THE CATCH. The intended receiver **or an offensive zone receiver** may pivot or make adjustments and the defense may make adjustments following a catch where permitted by the rules. (See [Rule 7-7](#))

Note: If there is any question whether a forward pass is complete, intercepted, or incomplete, it is to be ruled incomplete.

Exception: If an eligible receiver is forced out of bounds by a foul by a defender, he will become eligible to legally touch the pass (without prior touching by another eligible receiver or defender) as soon as he re-establishes himself inbounds with his base.

- A player who takes his stance behind center as a T-formation quarterback is not an eligible receiver unless, before the ball is snapped, he legally moves to a position out of the snap zone, or is substituted for another eligible receiver closer to the center in the snap zone, or on the end of the line, and is stationary in that position for at least one second before the snap.

Note: If he leaves his position behind the center and does not receive the snap, it is an illegal motion unless before a second player is legally in the snap zone.

SECTION 2 INTENTIONAL GROUNDING

1. DEFINITION. It is a foul for intentional grounding if a passer, completely from the pocket area, facing an imminent loss of yardage because of pressure from the defense, throws a forward pass without a realistic chance of completion. A realistic chance of completion is defined as a pass that lands in the direction and the vicinity of an unengaged eligible receiver.

Passer or Ball Outside Tackle Position. Intentional grounding will not be called when a passer, who is outside, or has been outside, the tackle position throws a forward pass that lands at or beyond the line of scrimmage, even if no offensive player(s) have a realistic chance to catch the ball (including when the ball lands out of bounds over the sideline or end line). If the ball crosses the line of scrimmage (extended) beyond the sideline, there is no intentional grounding. If a loose ball leaves the area bordered by the tackles, this area no longer exists; if the ball is recovered, all intentional grounding rules apply as if the passer is outside this area.

Stopping Clock. A player under center is permitted to stop the game clock legally to save time if, immediately upon receiving the snap, he runs the motion generator for one second. (SPIKE Play)

Delayed Spike. A passer, delaying his passing action for strategic purposes, is prohibited from throwing the ball to the ground in front of him, even though he is under no pressure from defensive rusher(s).

Note: If the foul occurs less than 10 yards behind the line of scrimmage, but more than half the distance to the goal line, the ball is to be placed at the spot of the pass.

SECTION 3 INELIGIBLE PLAYER DOWNFIELD

1. LEGAL AND ILLEGAL ACTS. On a scrimmage PASS play during which a legal forward pass is thrown beyond the line, an ineligible offensive player, including a T-formation quarterback, is not permitted to be the furthest downfield player and/or beyond the line play area before any pass has been thrown.

Item 1. Legally Downfield. An ineligible player is not illegally downfield if, after contact with an opponent outside or beyond the line play area following the snap but before the pass:

- the defender moves the ineligible player within the line play area while legally blocking or being blocked by an opponent and/or
- after breaking legal contact with an opponent, the ineligible player is outside, but not beyond the line play area.
- the downfield receiver, when thrown to, beyond the line, is closer to its opponent's end zone.

Note: If an ineligible offensive player moves outside, but not beyond the line play area while legally blocking or being blocked by an opponent, an eligible offensive player may catch a pass.

RULE 8 FORWARD PASS, BACKWARD PASS, FUMBLE

Item 2. Illegally Downfield. An ineligible offensive player is illegally downfield if, on a PASS play, at the pause of the play:

- he is beyond the line play area without contacting an opponent,
- making, beyond line play area, contact with an opponent or,
- any downfield receiver, when thrown to, beyond the line, is closer to its opponent's end zone.

Penalty: For ineligible offensive player downfield: Loss of five yards from the previous spot.

Note: An ineligible offensive player is illegally downfield when any part of its base is more than one yard beyond the line play area.

AFTER PASS IS THROWN. After the ball leaves the passer's hand, ineligible pass receivers can advance contact with an opponent beyond the line play area, or beyond the position reached by their initial charge, provided that they are not beyond the line play area until the ball is touched by a player of either team.

SECTION 4 LEGAL AND ILLEGAL CONTACT WITH ELIGIBLE RECEIVERS

1. LEGAL CONTACT WITHIN FIVE YARDS. Within the area five yards beyond the line of scrimmage, a defensive player may chuck an eligible receiver in front of him. The defender is allowed to maintain continuous and unbroken contact within the five-yard zone, so long as the receiver has not moved beyond a point that is even with the defender.

2. ILLEGAL CONTACT WITHIN FIVE YARDS. Within the five-yard zone, if the player who receives the snap remains in the pocket with the ball, a defender may make original contact with the back or a receiver, but may not maintain contact after the receiver has moved beyond a point that is even with the defender.

4. INCIDENTAL CONTACT BEYOND FIVE-YARD ZONE. Defensive players placed beyond the five-yard zone, incidental contact may exist between receiver and defender in zone coverage.

6. DEFENSIVE HOLDING. It is defensive holding if a player placed within five yards of LOS, outside the line play area, grasps an eligible offensive player (or his jersey) with his hands, or extends an arm or arms to cut off and encircle him. See [Rule 12-1](#).

Penalty: For holding by the defense: Loss of five yards and automatic first down.

7. END OF RESTRICTIONS. If the quarterback or the receiver of the snap demonstrates no further intention to pass the ball (i.e., hands off or pitches the ball to another player, throws a forward or backward pass, loses possession of the ball by a muff that touches the ground or a fumble, or if he is tackled) the restrictions on the defensive team prohibiting illegal contact, against an eligible receiver will end, and a defensive player is permitted to use his hands, arms, or body to push, pull, or ward off an offensive receiver, pursuant to [Rule 12, Section 1](#). If the quarterback leaves the pocket area with the ball in his possession, the restrictions on illegal contact and an illegal cut block both end, but the restriction on defensive holding remains in effect. If a team presents an apparent punting formation, defensive acts that normally constitute illegal contact (chuck beyond ten yards, etc.) are permitted, provided that the acts do not constitute defensive holding.

SECTION 5 PASS INTERFERENCE

1. DEFINITION. It is defensive pass interference if a coach touches/directs a player to touch an unengaged offensive receiver with his hands or base at any time or any player after PASSER substitution.

4. OTHER PROHIBITED ACTS BY THE OFFENSE. If a coach directs an online offensive receiver to blocking defensive players placed more than five yards beyond the line of scrimmage by an offensive player prior to a pass being thrown is offensive pass interference. See [8-3-1-Item 1](#) for exception for an ineligible offensive player.

Penalty: For pass interference by the defense: First down for the offensive team at the spot of the foul.

Penalty: For pass interference by the offense: Loss of 10 yards from the previous spot.

SECTION 6 ENFORCEMENT SPOT

1. ENFORCEMENT SPOT. If there is a foul by either team from the time of the snap until a forward pass thrown from behind the line ends, the penalty is enforced from the previous spot. A pass play ends and a running play begins at the instant that a pass is caught.

Exceptions:

- Pass interference by the defense is enforced from the spot of the foul. If it occurs in the fouling team's end zone, the ball will be placed at the one-yard line, or half the distance to the goal line from the previous spot, whichever is more beneficial to the offense.
- Intentional grounding is a loss of down at the spot of the foul, or a loss of down and a 10-yard penalty from the previous spot, whichever is less beneficial for the offense. See Rule 8-2.
- If there is a personal foul or unsportsmanlike conduct foul by the defense prior to completion of a forward pass thrown from behind the line, enforcement is from the previous spot or the dead-ball spot, whichever is more beneficial to the offense. If the play results in a score for the offense, enforcement is on the ensuing kickoff. If the passing team is fouled and subsequently loses possession after a completion, the passing team retains possession of the ball, and enforcement is from the previous spot.
- If there is a personal foul or unsportsmanlike conduct foul by the offense prior to an interception of a forward pass thrown from behind the line, enforcement is from the dead-ball spot. If the intercepting team subsequently loses possession, the penalty is enforced from the spot of the interception, and the intercepting team retains possession.
- It is a safety when the offensive team commits a foul behind its own goal line.

Note: When the dead-ball spot is normally a touchback, enforcement is from the 20-yard line.

SECTION 7 BACKWARD PASS AND FUMBLE

1. BACKWARD PASS. A runner may throw a backward pass, real or simulated, at any time (3-22) within the time allotted (7-7). Players of either team may advance after catching a backward pass, or recovering a backward pass after it touches the ground.

Exception: See actions to conserve time (4-7).

Note: A direct snap from center to a player in the backfield remains alive.

RULE 8 FORWARD PASS, BACKWARD PASS, FUMBLE

2. BACKWARD PASS OUT OF BOUNDS. If a backward pass goes out of bounds between the goal lines, the ball is dead (7-6), and it is next put in play at the inbounds spot. Rule 11 governs if a backward pass is declared dead behind the goal line.

3. FUMBLE. A fumble is any act, other than a pass or kick, which results in a loss of player possession. Occurs when:

- runner knock off base or tackled from back of his base by a motion-generated, front of base tackler,
- an incomplete backward pass inbounds,
- a blocked kick,
- muffed handoff, or
- downfield a motion-generated, tackle with offensive team controlling the motion generator.

Exception: If a runner intentionally fumbles forward, it is a forward pass (3-22).

Item 1. Recovery and Advance. The nearest **upright** player of either team may recover or catch a fumble and advance, either before or after the ball strikes the ground.

Exceptions:

- Fourth-down fumble. See 8-7-5 below.
- Fumble after two-minute warning. See 8-7-6 below.

Item 2. Legal Recovery. A legal recovery of a fumble occurs when a coin is flipped by the team last having possession:

- Heads: maintains possession
- Tails: lost possession.

Item 3. Out of Bounds. When a fumble goes out of bounds between the goal lines, the following shall apply:

- If a fumble goes backward and out of bounds, the ball is next put in play at the inbounds spot by the team that was last in possession
- If a fumble goes forward and out of bounds, the ball is next put in play at the spot of the fumble by the team that was last in possession
- If a ball is fumbled in a team's own end zone and goes forward into the field of play and out of bounds, it will result in a safety, if that team provided the impetus that put the ball into the end zone (See [Rule 11-5](#) for exception for momentum). If the impetus was provided by the opponent, the play will result in a touchback
- Notwithstanding any of the above, when there has not been a change of possession during the down, and the spot of the ball is not at or beyond the line to gain after fourth down, the ball is awarded to Team B at the spot that the ball is declared dead.

Item 4. Out of Bounds in End Zone. When a fumble goes out of bounds in the end zone, the following shall apply:

- If a ball is fumbled in the field of play, and goes forward into the opponent's end zone and over the end line or sideline, a touchback is awarded to the defensive team
- If a ball is fumbled in a team's own end zone or in the field of play and goes out of bounds in the end zone, it is a safety, if that team provided the impetus that sent the ball into the end zone (See Rule 11-5 for exception for momentum). If the impetus was provided by the opponent, it is a touchback.

4. HANDING BALL FORWARD. No player may hand the ball forward except to an eligible receiver who is behind the line of scrimmage. Ball possession must remain with the player executing handing the ball until it is returned flat on the field, if tilted, then remove ball from play.

- Loss of ball possession by unsuccessful execution of attempted handing is a fumble charged to the player that last had possession.
- A muffed handoff is a fumble, and the ball remains alive.

5. FOURTH-DOWN FUMBLE. If a fourth-down fumble occurs during a play from scrimmage:

- The ball may be advanced by any member of the defensive team.
- The player who fumbled is the only Team A player permitted to recover and advance the ball.
- If the recovery or catch is by a teammate of the player who fumbled, the ball is dead, and the spot of the next snap is the spot of the fumble, or the spot of the recovery if the spot of the recovery is behind the spot of the fumble.

Note: After a change of possession has occurred, the restrictions are no longer in effect for the remainder of the down.

6. FUMBLE AFTER TWO-MINUTE WARNING. If a fumble by either team occurs after the two-minute warning (15 seconds board time):

- The ball may be advanced by any opponent.
- The player who fumbled is the only player of his team who is permitted to recover and advance the ball.
- If the recovery is by a teammate of the player who fumbled, the ball is dead, and the spot of the next snap is the spot of the fumble, or the spot of the recovery if the spot of the recovery is behind the spot of the fumble.

Note: The restrictions are applicable during a Try throughout the game.

7. ENFORCEMENT SPOT DURING A BACKWARD PASS OR FUMBLE.

- When the spot of the backward pass or fumble is beyond the line of scrimmage, or when there is not a line of scrimmage, and there is a foul during the backward pass or fumble, the Basic Spot is the spot of the backward pass or the spot of the fumble. The three-and-one method of enforcement is used.
- When the spot of a backward pass or fumble is behind the line of scrimmage, all fouls committed by either team, including a foul by Team B in Team A's end zone, are enforced from the previous spot, except a foul by the offense in its end zone is a safety.
- For enforcement when the offense commits a personal foul or unsportsmanlike conduct foul prior to the recovery by the defense of a backward pass or fumble.

RULE 9 SCRIMMAGE KICK

SECTION 1 KICK FROM SCRIMMAGE

1. KICK ON OR BEHIND LINE OF SCRIMMAGE. Team A may attempt a punt anywhere, or drop kick and placekick no more than 66 yards from opponent's goal from on or behind the line of scrimmage.

Penalty: For a punt, drop kick, or placekick that is kicked from beyond the line of scrimmage or not from scrimmage or drop kick, or placekick beyond distance from goal: Loss of 10 yards from the spot of the kick.

Team A may attempt a field goal if the line of scrimmage is on or within line, from on or behind the line of scrimmage.

Note: The penalty for a punt, or placekick from beyond the line is to be enforced from the spot where the ball is punted or kicked when the player's entire body, base and the ball are beyond the line of scrimmage.

2. KICKING TEAM PLAYERS ON LINE DURING KICK. During a kick from scrimmage, only the end men (eligible receivers) on the line of scrimmage at the time of the snap, or an eligible receiver who is aligned and is more than one base outside the end man, are permitted to down the ball beyond the line after the ball is kicked. No more than five Team A players may be on either side of the snapper at the snap

The kicker is placed in the snap zone with front of the base behind the line of scrimmage no greater than:

- 15 yards for punts;
- 8 yards for field goals.

3. DEFENSIVE TEAM FORMATION.

Punt Formation. When Team A presents a punt formation:

- A Team B player, who is within ten yards of the line of scrimmage, must have his entire body outside the snapper's base at the snap.
- Team B players cannot push teammates on the line of scrimmage into the offensive formation.

Field Goal or Try Kick Formation. When Team A presents a field goal or try kick formation:

- A Team B player, who is within ten yards of the line of scrimmage, must have his entire body outside the snapper's base at the snap.
- Team B players cannot push teammates on the line of scrimmage into the offensive formation.

4. BLOCKING DURING KICK. The following blocking rules apply during a scrimmage kick down:

- All players on the receiving team are prohibited from blocking toward their own goal during a down in which there is a scrimmage kick.
- Prior to the ball being kicked, the kicking team is subject to the blocking restrictions applicable to the offense, and the receiving team is subject to the blocking restrictions applicable to the defense, except that a kicking team player may use his hands to ward off, push, or pull aside a receiver who is legally or illegally attempting to obstruct his attempt to proceed downfield.
- After the ball is kicked and goes beyond the line of scrimmage, and until the kick ends (either team secures possession of the ball, or the ball is dead by rule), the kicking team is subject to the blocking restrictions of the defense, and the receiving team is subject to the blocking restrictions of the offense. (For the exception prohibiting a block in the back by the kicking team while the ball is in flight, see [Rule 12-1](#). After the kick ends, both teams are subject to the normal restrictions applicable to offense and defense.

Exception: If the ball goes beyond the line of scrimmage and returns behind the line untouched by the receiving team beyond the line, the blocking restrictions do not change, and the kicking team continues to be subject to the blocking restrictions of the offense and the receiving team to the blocking restrictions of the defense.

After the ball has been kicked, and until the receiving team establishes possession, the yardage for penalties by either team should be enforced as for offensive fouls, unless the ball does not go beyond the line of scrimmage, or the ball goes beyond the line and returns behind the line untouched by the receiving team beyond the line.

5. KICKING TEAM PLAYER VOLUNTARILY OUT OF BOUNDS. During a punt that crosses the line of scrimmage, and prior to a change of possession, it is a foul if a kicking team player goes out of bounds voluntarily (without being contacted) to avoid a block by a receiving team player prior to the end of the kick. If a member of the kicking team is forced out of bounds, or goes out of bounds voluntarily, and does not attempt to return inbounds in a reasonable amount of time, it is a foul for Unsportsmanlike Conduct.

6. HOLDER OF FIELD GOAL. The kicking team must place one non-blocking player next to the kicker during field goals.

7. KICK PLAY IMPLIED. Once Team A assumes a legal scrimmage kick formation (when the kicker has the ball on the tee or foot) the play before the snap is conferred as a KICK play unless changed by audible. (See [Rule 7-4](#))

8. RUSHING AND COVERING A SCRIMMAGE KICK. The kicking team on all scrimmage kicks downs must run the motion generator for one second and no more than two seconds. Tackles are not made provided both the formation and play is a KICK play at the snap. The defensive team may adjust following the pause in play regardless of an audible to another play.

9. VALID SCRIMMAGE KICK PUNT. A valid scrimmage kick punted ball first touches the field inbounds.

SECTION 2 TOUCHING A SCRIMMAGE KICK(ER)

1. TOUCHING BEHIND THE LINE. Any touching of the ball behind the line of scrimmage by a kicking team player is legal, even if the ball has crossed the line and returns behind the line.

2. FIRST TOUCHING BEYOND THE LINE. "First touching" is when a player of the kicking team touches a scrimmage kick that is beyond the line of scrimmage before it has been touched by a player of the receiving team beyond the line. If the ball is first touched by a player of the kicking team, it remains in play. First touching is a violation, and the receivers shall have the option of taking possession of the ball at the spot of first touching, provided no penalty is accepted on the play, or at the spot where the ball is dead. First touching does not offset a foul by the receivers; if there is a foul by the receivers that is enforced, either before or after the first touching violation, the violation is disregarded, and the penalty is enforced as customary.

3. KICKING TEAM PLAYER OUT OF BOUNDS. A player of the kicking team, who has gone out of bounds during the kick, either of his own volition or by being legally forced out of bounds, may not touch or recover a scrimmage kick beyond the line of scrimmage until it has been touched by a player of the receiving team beyond the line.

RULE 9 SCRIMMAGE KICK

4. BLOCKED INTO KICK. There is no distinction between a player touching a ball or being touched by it, but a player is not considered to have touched the ball if he is blocked into it by an opponent, provided he is in a passive position and not blocking. A player who is engaged with and blocking his opponent when he contacts the ball is deemed to have touched the ball.

6. TACKLING A KICKER. During a KICK play, a kicker is not tackled, but must kick the ball in place as prescribed within remaining kick clock. (see [Rules 4-6](#), [7-7](#), [9-1](#))

SECTION 3 CATCH OR RECOVERY OF A SCRIMMAGE KICK

1. KICKERS CATCH OR RECOVER BEHIND LINE. When a scrimmage kick is caught or recovered by the kicking team behind the line of scrimmage, the kicking team may advance, even if the ball has crossed the line and returned behind the line. ([Rule 3-25](#))

Same Series of Downs. If the ball has returned behind the line untouched by the receiving team beyond the line, and the kicking team catches or recovers the ball, the existing series of downs continues unless the kicking team advances the ball to the line to gain, in which case there is a new series of downs.

New Series of Downs. If the ball has returned behind the line after being touched by the receiving team beyond the line, and the kicking team catches or recovers the ball, by rule there has been a change of possession, and the kicking team will be awarded a new series of downs.

2. KICKERS CATCH OR RECOVER BEYOND LINE. When the kickers catch or recover a kick beyond the line of scrimmage, the ball is dead at the spot of recovery, even if a member of the receiving team has first touched the ball.

Legal Catch or Recovery. If the receiving team touches the ball beyond the line, a subsequent catch or recovery by the kicking team is legal, but the ball is dead. In the event of such a catch or recovery, it is first-and-10 for the kickers, or if the ball is caught or recovered by the kickers in the receiver's end zone, it is a touchdown for the kickers.

Illegal Catch or Recovery. If the kickers catch or recover a kick beyond the line that has not been touched beyond the line by the receiving team, the ball is dead, and it is first-and-10 for the receivers at the spot of catch or recovery (see [11-4](#) for missed goals). If a kick from behind the line is touched by the receiving team behind the line, such touching does not make the kicking team eligible to catch or recover the kick beyond the line.

Touchback. If a player of the kicking team illegally catches or recovers a scrimmage kick, other than a field goal attempt from beyond the 20-yard line, and carries the ball across the goal line, or touches the goal line with any part of his body while in possession of the ball, the ball is dead, and the result of the play is a touchback. For a missed field goal from beyond the 20-yard line. ([11-4](#))

3. RECEIVERS CATCH OR RECOVERY. The receiving team shall first attempt to recover the ball without adjusting any players during rush and recovery time. All other attempts, following adjustments, will be no more than five seconds.

If the receivers catch or recover any kick, they may advance. For fair catch exception, see [10-2](#). For exception for a ball that has crossed the goal line. ([9-4](#))

4. SIMULTANEOUS CATCH OR RECOVERY. When a legal kick is simultaneously caught or recovered anywhere by two eligible opposing players, or if the ball is lying on the field of play with no player attempting to recover it, it is awarded to the receivers. ([7-2](#))

Exceptions: Unless the kick is a missed field-goal attempt, if there is a foul by the kicking team, the receiving team will have the option of taking the penalty at the previous spot and replaying the down, or adding the penalty yardage on to the dead-ball spot.

Notes:

(1) Fouls for defensive holding and pushing teammate(s) into the offensive formation are enforced from the previous spot.

(2) If the least beneficial spot is in the end zone, the spot of enforcement is the 20-yard line, unless enforcement results in a safety (14-4).

(3) When the receiving team commits a foul during a kick that crosses the line of scrimmage, and there is a first touch violation by the kicking team, if the receiving team possesses the ball and subsequently loses possession, the ball reverts to the receiving team. Its penalty shall be enforced from the end of the kick, or the spot of the foul, whichever is less beneficial to it, and the violation by the kickers is disregarded (See Section 2). If the kicking team declines the penalty, it is the receiving team's ball at the spot of the first-touch violation.

Item 1. The spot of the first-touch violation is not used.

Item 2. If a distance penalty for a foul by the receivers is enforced, the violation by the kickers is disregarded. When Team B establishes possession of the ball, a scrimmage kick ends, and a running play begins, and fouls that occur thereafter are enforced from the dead-ball spot or the spot of the foul (three-and-one method, 14-3).

SECTION 4 BALL CROSSES GOAL LINE, TOUCHES GOAL POSTS, OUT OF BOUNDS, DEAD IN FIELD OF PLAY

1. BALL CROSSES RECEIVERS' GOAL LINE. If a valid scrimmage kick crosses the receiver's goal line from the impetus of the kick, the following shall apply:

- If the ball has not been touched by a player of the receiving team beyond the line of scrimmage, it is dead immediately, and the result of the play is a touchback, when:
 - * it touches the ground on or behind the receiver's goal line
 - * it touches a player of the kicking team who is touching the ground on or behind the receiver's goal line
 - * it touches a player of the kicking team who has touched the ground on or behind the receiver's goal line and has not re-established himself in the field of play. See Rule 11-4 for options for missed field goals beyond the 20-yard line.
- If the receivers catch the ball in the end zone, or recover it in the end zone after touching it in the field of play or the end zone, they may advance.
- If the kickers catch or recover the ball in the end zone after the receivers first touch the ball in the field of play or the end zone, it is a touchdown for the kickers.
- If there is a spot of first touching by the kickers outside the receivers' 20-yard line, the receiving team has the option to take possession of the ball at the spot of the first touching.

RULE 9 SCRIMMAGE KICK

- If the scrimmage kick is a punt, and the ball goes out of bounds in the field of play after being touched by a receiver in the end zone or in the field of play, it is the receiving team's ball at the out-of-bounds spot.
- If the scrimmage kick is a punt, and the ball goes out of bounds through the end zone never touching the field of play, it is the receiving team's option to:

- * advance at any point behind receiving goal line
- * Accept the result of the play, touchback.

2. KICK TOUCHES RECEIVERS' GOAL POSTS. If a missed field goal or try, has touched the receiver's goal post, uprights, or crossbar, the ball is dead in the receiver's end zone, and all customary rules pertaining to punts, missed field goals, and tries apply.

3. KICK TOUCHES KICKERS' GOAL POSTS. If a scrimmage kick touches the kickers' goal post, uprights, or crossbar, the ball is dead, and it is a safety. See [Rule 11-5](#).

4. BALL OUT OF BOUNDS OR NOT RECOVERED IN FIELD OF PLAY. If a scrimmage kick lands in the field of play then goes out of bounds between the goal lines or is lying in the field of play with no player attempting to recover it, it is the receiver's ball at the dead ball spot, unless the special rules for missed field goals in [11-4](#) apply.

5. INVALID KICK PUNT. If a scrimmage kick punt goes out of bounds between the goal lines never touching inbounds, it is the receiver's ball 25 yards from spot of kick. If a scrimmage kick punt goes out of bounds behind the Receiving Team's goal lines never touching inbounds, the Receiving Team may advance at any point behind their goal line or make no return for a touchback (see 3-38), unless the special rules for missed field goals in [11-4](#) apply.

SECTION 5 SPOTS OF ENFORCEMENT

SPOTS OF ENFORCEMENT. If there is a foul from the time of the snap until a legal scrimmage kick ends, enforcement is from the previous spot. This includes a foul prior to a legal kick. If the offensive team commits a foul in its own end zone, it is a safety. On a missed field-goal attempt, the only option for the receiving team is the previous spot and the down must be replayed.

RULE 10 OPPORTUNITY TO CATCH A KICK, FAIR CATCH

SECTION 1 OPPORTUNITY TO CATCH A KICK

1. INTERFERENCE. During a scrimmage kick that crosses the line of scrimmage, or during a free kick, members of the kicking team are prohibited from interfering with any receiver making an attempt to catch the airborne kick, or from obstructing or hindering his path to the airborne kick, and regardless of whether any signal was given.

Contact with Receiver. It is interference if a player of the kicking team contacts the receiver, or causes a passive player of either team to contact the receiver, before or simultaneous to the receiver touching the ball.

Right of Way. A receiver who is moving toward a kicked ball that is in flight has the right of way. If opponents obstruct his path to the ball, or cause a passive player of either team to obstruct his path, it is interference, or if he catches the ball in spite of the interference, and regardless of whether any signal was given.

SECTION 2 FAIR CATCH

1. DEFINITION. A fair catch is an unhindered catch of an airborne scrimmage kick that has crossed the line of scrimmage, or of an airborne free kick, by the farthest player of the receiving team from the kick when a valid fair catch signal is given.

2. FAIR-CATCH SIGNAL.

Valid Fair-Catch Signal. A fair-catch signal is valid if it is made while the kick is in flight by a coach who announces "FAIR CATCH" before the ball hits the ground.

Invalid Fair-Catch Signal. If a coach announces "FAIR CATCH" before the kick, it is an invalid fair catch signal. If there is an invalid fair-catch signal, the ball is dead when caught or recovered by any player of the receiving team, but it is not a fair catch. (The ball is not dead if it touches an opponent before or after it strikes the ground. See Restrictions).

Penalty: For an invalid fair-catch signal: Loss of five yards from the spot of the signal. If the foul occurs in Team B's end zone during a free kick, it is enforced from the previous spot.

Muff. After a valid fair-catch signal, the opportunity to catch a kick does not end if the ball is muffed. The coach who signaled for a fair catch must have a reasonable opportunity to catch the muffed ball after it hits the player.

3. RESTRICTIONS. If a player of the receiving team makes a valid fair-catch signal, and the ball is not touched by a player of the kicking team, the following apply:

- If he catches the ball, it is dead immediately, and it is a fair catch. After a fair catch, the ball is next put in play by the receiving team at the dead-ball spot (or at the succeeding spot after enforcement of any applicable penalties). See Article 4.
- If he recovers the ball after it muffed, it is dead immediately, but it is not a fair catch.
- If the ball is caught or recovered by a teammate who did not make a valid fair-catch signal, the ball is dead immediately, but it is not a fair catch. The ball will next be put in play by a snap by the receiving team at the dead-ball spot (or at the succeeding spot after enforcement of any applicable penalties).
- If the ball touches a player of the kicking team, before or after it strikes the ground, any player of the receiving team may catch or recover it and advance. If a player of the receiving team who has given a valid fair-catch signal catches the ball before it hits the ground and elects not to advance the ball, it is a fair catch.
- If a receiver has made a fair catch, an opponent is prohibited from blocking or tackling him, or causing a passive player of either team to contact him. Incidental contact is not a foul.

4. PUTTING BALL IN PLAY AFTER FAIR CATCH. After a fair catch is made, or is awarded as the result of fair catch interference, the receiving team has the option of putting the ball in play by either a:

- fair-catch kick (placekick a tee) from the spot of the catch (or the succeeding spot after enforcement of any applicable penalties) (3-10 and 11-4) provided the spot is within 66 yards of the opposing goal, or
- snap from the spot of the catch (or the succeeding spot after enforcement of any applicable penalties).

Note: A receiver may make or be awarded a fair catch in his end zone. If there is fair-catch interference or illegal contact with the receiver after he has made a fair catch, the 15-yard penalty is enforced from the receiver's 20-yard line, and the option for a fair-catch kick is awarded.

5. EXTENSION OF A PERIOD. If time expires during a play in which a player has signaled for a fair catch, the following shall apply:

- If the player makes a fair catch, the receiving team may elect to extend the period with a fair-catch kick, but does not have the option to extend the period by a snap from scrimmage.
- If the kicking team interferes with a receiver who has signaled for a fair catch, the receiving team will be awarded a 15-yard penalty and the option to extend the period by attempting a fair-catch kick or by a snap from scrimmage.

RULE 11 SCORING

SECTION 1 VALUE OF SCORES

1. WINNING TEAM. The team that scores the greater number of points during the entire game is the winner.

Note: If a team forfeits a game, the opponent will be declared the winner by a score of 2-0, but the points will not be added to the winning team's record for purposes of offensive production or tie-breakers.

2. TYPES OF SCORING PLAYS. Points are scored as follows:

- Touchdown: 6 points
- Field Goal: 3 points
- Safety: 2 points
- Try after touchdown: 1 point (Field Goal or Safety) or 2 points (Touchdown)

SECTION 2 TOUCHDOWN

1. TOUCHDOWN PLAYS. A touchdown is scored when:

- the base of a player is on, above, or behind the plane of the opponents' goal line (extended) and is in possession of a runner who has advanced from the field of play into the end zone
- a base of a player in possession runner is on, above, or behind the plane of the goal line, and some part of the base passed inside the pylon
- a base of a player in possession touches the pylon,
- any player who is legally inbounds catches or recovers a loose ball that is on, above, or behind the opponent's goal line
- the Referee awards a touchdown to a team that has been denied one by a palpably unfair act

Note: The ball is automatically dead when it is in legal possession of a player and is on, above, or behind the opponent's goal line.

SECTION 3 TRY

1. GENERAL RULES. After a touchdown, a Try is an opportunity for either team to score one or two additional points during one scrimmage down.

The Try begins when the Referee sounds the whistle for play to start. The team that scored the touchdown shall put the ball in play:

- anywhere on or between the inbound lines
- 15 yards from the defensive team's goal line for a Try-kick
- two yards from the defensive team's goal line for a Try by pass or run

Notes:

(1) A team's choice is not final and is subject to change following a team timeout or accepted penalty

(2) All general rules for fumbles after the two-minute warning apply to the Try (See [Rule 8-7](#))

(3) The Game Clock will not run during the Try

(4) If the ball has been declared ready for play by the Referee, and the offensive team wants to change the location of the ball, they can do so by calling a timeout

(5) See [Rule 9-1](#) for restriction applicable to Team B formation at the snap

(6) See [Rule 16-1](#) for exception when a touchdown is scored in an overtime period

2. RESULTS OF A TRY. During a Try, the following shall apply:

- (a) If a kick results in a field goal by the offense, one point is awarded. An artificial or manufactured tee shall not be permitted to assist in the execution of a Try-kick. (The conditions of 11-4-1 must be met).
- (b) If a Try results in a touchdown by either team, two points are awarded.
- (c) If the Try results in what would ordinarily be a safety against either team, one point is awarded to the opponent.
- (d) If any play results in a touchback, the Try is unsuccessful, and there shall be no replay.
- (e) The Try ends when:

(1) either team scores;

(2) the ball is dead by rule; or

(3) a fumble by either team is recovered by a teammate of the fumbling player.

3. FOULS COMMITTED DURING TRY.

If a foul results in a retry, Team A will have the option to enforce the penalty from the spot where it attempted the try (previous spot) or from the yard line for the other try option.

Exception:

Fouls Before the Signal. If there is a foul by either team after a touchdown and before the ready-for-play signal, it is enforced on the next kickoff.

Fouls Before the Snap. If there is a foul by the offense which causes a play to be whistled dead prior to the snap, it shall be treated the same as if it had occurred prior to a scrimmage play. The referee shall notify immediately. (See [Rule 7-4](#)).

If a foul by the defense prevents the attempt of a Try, the offensive team has the option to have the distance penalty assessed on the next Try or on the ensuing kickoff.

Fouls by Team A. The following applies if there is a foul by Team A:

- a) If there is a foul by Team A during a successful Try, after the penalty, the Try shall be repeated, unless the penalty results in a loss of down.
- b) If the penalty for a foul results in a loss of down, the Try is unsuccessful, and there shall be no replay.
- c) All fouls committed after a change of possession will result in a distance penalty being assessed on the ensuing kickoff, provided the penalty does not negate a successful Try.
- d) All personal or unsportsmanlike conduct fouls will result in a distance penalty being assessed on the ensuing kickoff, provided the penalty does not negate a successful Try.
- e) If the foul results in a safety, Team B is awarded one point.

RULE 11 SCORING

Fouls by Team B. The following applies if there is a foul by Team B:

- a) All fouls will result in the distance penalty being assessed on the ensuing kickoff, unless Team A chooses to attempt a retry after enforcement of the penalty, or the penalty negates a score by Team B.
- b) If the foul results in a safety, Team A is awarded one point.

Fouls by Both Teams With No Change of Possession. If there are fouls by both teams during a Try in which there is not a change of possession, the Try must be replayed (14-5).

Fouls by Both Teams With Change of Possession. If both teams foul during a Try in which there is a change or changes of possession, the following shall apply:

- a) If both teams foul before the first change of possession, the Try shall be repeated.
- b) If Team B fouls before the first change of possession, the Try shall be repeated.
- c) If Team A fouls before the first change of possession, the Try shall be deemed to have failed.
- d) If neither team fouls before the first change of possession, and both teams subsequently commit fouls, the Try shall be deemed to have failed.

Fouls After a Try. If there is a foul by either team after a Try, it is enforced on the succeeding kickoff. If there are fouls by both teams, normal enforcement rules apply.

4. KICKOFF AFTER TRY. After a Try, the team on defense during the Try shall receive the kickoff.

SECTION 4 FIELD GOAL

1. SUCCESSFUL FIELD GOAL. A field goal is scored when all of the following conditions are met:

- The kick must be a placekick made by the offense from on or behind the line of scrimmage or from the spot of a fair catch (fair-catch kick). If a fair catch is made or awarded outside the inbound line, the spot of the kick is the nearest inbound line.
- After the ball is kicked, it must not touch the ground or any player of the offensive team before it passes through the goal.
- The entire ball must pass through the vertical plane of the goal, which is the area above the crossbar and between the uprights or, if above the uprights, between their outside edges. If the ball passes through the goal, and returns through the goal without striking the ground or some object or person beyond the goal (i.e. backing to prevent loss of ball), the attempt is unsuccessful.

Note: See 9-1 for restriction applicable to Team B formation at the snap.

2. MISSED FIELD GOALS. If there is a missed field-goal attempt, and the ball has not been touched by the receivers beyond the line in the field of play, the following shall apply:

- If the spot of the kick was inside the receivers' 20-yard line, it is the receivers' ball at the 20-yard line or
- If the spot of the kick was from the receivers' 20-yard line or beyond the receivers' 20-yard line, it is the receivers' all at the spot of the kick.
- If ball leaves field of play, it is dead at previous spot.

Note: These options apply only if the ball has been beyond the line.

Exceptions:

- a) If there is a missed field-goal attempt and the ball is touched by the receivers beyond the line of scrimmage in the field of play, all general rules for a kick from scrimmage will apply, and the special rules pertaining to field goals in and are not applicable. If a foul occurs during the missed field-goal attempt, Rule 9-5 governs.
- b) If a field-goal attempt from anywhere on the field is blocked, and the ball has not been beyond the line, general rules for scrimmage kicks apply, and the special rules pertaining to field goals are not applicable.
- c) If the ball has gone beyond the line and returns behind the line untouched by Team B beyond the line, and either team recovers and attempts to advance the ball, all special rules for missed field goals in and are no longer applicable, and general rules for scrimmage kicks apply. If either team recovers or does not attempt to advance the ball, Team B has the option to take the ball at the dead-ball spot or the spot of the kick.
- d) If the receiving team commits a post-possession foul during the kick, all special rules for missed field goals in and are no longer applicable, and general rules for scrimmage kicks apply.

Note: If the ball has not been touched by the receivers beyond the line in the field of play and goes out of bounds in the field of play after being touched by a receiver in the end zone, it is the receiving team's option to take the ball at the spot of the kick or the receiving team's 20-yard line.

SUPPLEMENTAL NOTES:

(1) If the receivers do not touch the ball beyond the line of scrimmage in the field of play or in the end zone, and the ball bounces back into the field of play after it touches the ground on or behind the receiver's goal line, it is the receivers' ball at the spot of the kick. If the attempt was from inside the 20-yard line, it is a touchback. The ball is dead as soon as it touches the ground in the end zone.

(2) If the ball goes out of bounds after it is first touched by the receivers beyond the line of scrimmage in the field of play, it is the receivers' ball at the out-of-bounds spot.

(3) If the receivers first touch the ball beyond the line of scrimmage in the field of play or in the end zone, and the kickers recover, the ball belongs to the kickers at the spot of recovery. If the recovery is in the end zone, it is a touchdown.

(4) If the receivers first touch the ball beyond the line of scrimmage in the field of play, and without any new impetus, the ball rolls into the end zone where it is declared dead in the possession of the receivers, it is a touchback.

3. FAIR-CATCH KICK. The rules for a field-goal attempt from scrimmage apply to a field-goal attempt following a Fair Catch (a Fair-Catch Kick).

Exceptions:

- a) The fair-catch kick line for the kicking team is the yard line through the most forward point from which the ball is kicked.
- b) The fair-catch kick line for the receiving team is the yard line 10 yards in advance of the kicking team's fair-catch kick line.

Note: Though a fair-catch kick is not a free kick, the rules for a free-kick formation apply (6-1). However, the kicking team cannot possess the ball unless it has first been touched or possessed by the receivers.

RULE 11 SCORING

4. NO TEE. An artificial or manufactured above ball tee shall not be permitted to assist in the execution of a field goal.

5. FOREIGN ARTICLES. No article of any type may be placed on the field, or used in any manner, to assist a player in the execution of a field goal and/or Try attempt.

6. BALL NEXT IN PLAY. After a field goal, the team scored upon will receive the kickoff. See [Rule 6-1](#).

SECTION 5 SAFETY

1. SAFETY. It is a Safety:

- when the defense accepts a penalty for a foul committed by the offense in its own end zone or;
- when an impetus by a team sends the ball behind its own goal line, and the ball is dead in the end zone in its possession or the ball is out of bounds behind the goal line.

Exceptions:

It is not a safety:

- 1) If a forward pass from behind the line of scrimmage is incomplete in the end zone.
- 2) If a defensive player, in the field of play, intercepts a pass or catches or recovers a fumble, backward pass, scrimmage kick, free kick, or fair catch kick, and his original momentum carries him into his end zone where the ball is declared dead in his team's possession. The ball belongs to the defensive team at the spot where the player's foot or other body part touched the ground to establish possession.
- 3) If a player of the team which intercepts, catches, or recovers the ball commits a foul in the end zone, it is a safety.
- 4) If a player who intercepts, catches, or recovers the ball throws a completed illegal forward pass from the end zone, the ball remains alive. If his opponent intercepts the illegal pass thrown from the end zone, the ball remains alive. If he scores, it is a touchdown.
- 5) If a player of the team which intercepts, catches, or recovers the ball commits a foul in the field of play, and the ball becomes dead in the end zone, the basic spot is the spot of the change of possession.
- 6) If the spot where possession changed is inside the one-yard line, the ball is to be spotted at the one-yard line.

2. BALL IN PLAY AFTER SAFETY. After a safety, the team scored upon must put the ball in play by a free kick (punt or placekick) from its 20-yard line.

Exception: For extension of either half, see [Rule 4-8](#).

SECTION 6 TOUCHBACK

Note: A touchback, while not a score, is included in this rule because, like scoring plays, it is a case of a ball that is dead on or behind a goal line.

1. DEFINITION. It is a Touchback if the ball is dead on or behind the goal line a team is defending, provided that the impetus comes from an opponent, and that it is not a touchdown or an incomplete forward pass.

Note: A ball in the end zone which is carried toward the field of play is still in the end zone until the entire ball is in the field of play ([3-12](#)).

2. TOUCHBACK SITUATIONS. When a team provides the impetus ([3-17](#)) that sends a loose ball behind its opponent's goal line, it is a touchback:

- if the ball is dead in the opponent's possession in its end zone
- if the ball is out of bounds behind the goal line (see [Rule 8-7](#))
- if a valid scrimmage kick /free kick has not been touched by a player of the receiving team beyond the line of scrimmage, and the ball:
 - * touches the ground on or behind the receiver's goal line
 - * touches a player of the kicking team who is touching the ground on or behind the receiver's goal line
 - * touches a player of the kicking team who has touched the ground on or behind the receiver's goal line and has not reestablished himself in the field of play (see [Rule 11-4](#) for exception for a missed field goal from beyond the 20-yard line)
- if any legal or illegal kick touches the receivers' goal posts, crossbar, or uprights, other than one which scores a field goal
- if the kickers interfere with the opportunity to catch an airborne kick or with a fair catch behind the receivers' goal line ([Rule 10-1](#) and [10-2](#))
- if a player of the kicking team illegally catches or recovers a scrimmage kick in the field of play, and carries the ball across the goal line, or touches the goal line with any part of his body while in possession of the ball. For exception for a missed field goal from beyond the 20-yard line, see [Rule 11-4](#).

3. BALL NEXT IN PLAY. After a touchback, the team that has been awarded a touchback next snaps the ball at its 20-yard line from any point on or between the inbound lines, unless the touchback results from a free kick, in which case the ball shall be placed at the team's 25-yard line.

RULE 12 PLAYER CONDUCT

SECTION 1 BLOCKING, USE OF HANDS AND ARMS

1. LEGAL AND ILLEGAL BLOCK. A player of either team may block (obstruct or impede) an opponent at any time, provided that the act is not:

- pass interference (see [Rule 8, Section 5](#))
- fair catch interference or interference with the opportunity to catch a kick (see [Rule 10, Section 1](#))
- offensive or defensive holding
- an illegal crackback block (see [Section 2](#))
- an illegal peel back block (see [Section 2](#))

Penalty: For illegal use of hands, arms, or body by the offense: Loss of 10 yards.

Penalty: For defensive pass interference: Offensive team first down at spot of the foul or defense's one-yard line if behind defensive goal line.

2. LEGAL BLOCK BY OFFENSIVE PLAYER. An offensive player is permitted to block an opponent by contacting him with his head, shoulders, hands, and/or outer surface of the forearm, base, or with any other part of his body that is not prohibited by another rule. If he is a runner. A runner may ward off opponents with his hands and arms. He may also lay his hand on a teammate or push him into an opponent, but he may not grasp or hold on to a teammate. During a kick. A kicking team player may use his hands/arms to ward off or to push or pull a receiver who is legally or illegally attempting to obstruct his attempt to proceed.

3. ILLEGAL BLOCK BY OFFENSIVE PLAYER. It is a foul if the offensive coach directs an offensive blocker **or holder (field goal) at any time ahead of the kicker:**

- Blocks an opponent in traveling toward his own goal from behind in a manner that affects his movement, except in close-line play.
- Double team blocks an opponent in traveling toward his opponents goal in a manner that affects his movement, except in close-line play before a pass is thrown.

Note: The prohibition applies to a player of the kicking team while the ball is in flight during a scrimmage kick.

Penalty: For an illegal block toward own goal by the offense: Loss of 10 yards.

Penalty: For an illegal block toward opponent goal by the offense: Loss of 10 yards.

- Use his hands or arms to materially restrict an opponent or alter the defender's path or angle of pursuit. It is a foul regardless of whether the blocker's hands are inside or outside the frame of the defender's body. Material restrictions include but are not limited to:

Hooking an opponent; or turning him.

Pushing a teammate, not a RUNNER, to advance while engaged with defender.

Penalty: For holding by the offense: Loss of 10 yards.

Blocking Notes:

When a defensive player is held by an offensive player during the following situations, Offensive Holding will not be called:

- if the runner is being tackled simultaneously by another defensive player
- if the runner simultaneously goes out of bounds
- if a Fair Catch is made simultaneously
- if the action clearly occurs after a forward pass has been thrown to a receiver beyond the line of scrimmage
- if the action occurs away from the point of attack and not within close line play
- if a free kick results in a touchback
- if a scrimmage kick simultaneously becomes a touchback
- if, during a defensive charge, a defensive player uses a "rip" technique that puts an offensive player in a position that would normally be holding

ARTICLE 4. ASSISTING THE RUNNER AND INTERLOCKING INTERFERENCE. No offensive coach can direct a player that may:

- materially push** a runner in any direction **(in offensive zone)** at any time;
- use interlocking interference, by grasping a teammate or by using his hands or arms to encircle the body of a teammate in an effort to block an opponent; or
- push or throw his body against a teammate to aid him in an attempt to obstruct an opponent or to recover a loose ball.

Penalty: For assisting the runner, interlocking interference, or illegal use of hands, arms, or body by the offense: Loss of 10 yards.

5. LEGAL USE OF HANDS OR ARMS BY DEFENSE. A defensive player may use his hands, arms, or body to push, pull, or ward off offensive players:

- when he is defending himself against an obstructing opponent while attempting to reach the runner
- when an opponent is obviously attempting to block him
- in a personal attempt to reach a loose ball that has touched the ground during a backward pass, fumble, or kick

Exceptions:

An eligible receiver is considered to be an obstructing opponent only unless the player who receives the snap demonstrates no further intention to pass the ball (including handing off the ball, pitching the ball, or moving out of the pocket).

RULE 12 PLAYER CONDUCT

6. DEFENSIVE HOLDING. It is a foul for defensive holding if:

- a defensive player tackles or holds any opponent other than a runner, except as permitted below.
 - Placed completely outside five yards of the LOS or
 - completely within line play area
 - untouched by the offense during audible

Penalty: For defensive holding: Loss of five yards and an automatic first down.

SECTION 2 PERSONAL FOULS

2. ILLEGAL “PEEL BACK” BLOCK OR BLINDSIDE BLOCK. An offensive player as directed, by a coach, cannot initiate contact on the side and back of the base against an opponent if:

- the blocker is moving parallel to or toward his own end line; and
- he approaches the opponent from behind or from the side.

Note: If the blocker initiates contact from the line play area, the “peel back” block is legal.

Penalty: For illegal “peel back” block: Loss of 15 yards.

6. ILLEGAL CRACKBACK BLOCK. It is an Illegal Crackback Block if a defensive player, completely within the line play area, is directed, by a coach, to be contacted by an offensive player who is moving toward the line play area when the ball was snapped, and:

- the offensive player was aligned partially or outside the line play area when the ball was snapped or
- the offensive player, completely within the line play area, is audibled partially or outside the line play area when the ball was snapped.

Note: If there is a forward pass/kick play, or no audible to the player making the contact, there is no crackback block.

Penalty: For an Illegal crackback block: Loss of 15 yards.

SECTION 3 UNSPORTSMANLIKE CONDUCT

1. PROHIBITED ACTS. There shall be no unsportsmanlike conduct. This applies to any act which is contrary to the generally understood principles of sportsmanship. Such acts specifically include, among others:

- Using abusive, threatening, or insulting language or gestures to opponents, teammates, officials, or representatives of the League.
- Using baiting or taunting acts or words that engender ill will between teams.
- Shouting or making startling sounds to illicit a premature pausing of a play or a favorable action or decision.
- Prolonged or excessive celebrations or demonstrations by an individual coach. A celebration or demonstration shall be deemed excessive or prolonged if a coach continues to celebrate or demonstrate after a warning from an official.
- Two or more individuals engaging in prolonged, excessive, premeditated, or choreographed celebrations or demonstrations.
- Possession or use of foreign or extraneous object(s) that are not part of the uniform on the field or the sideline during the game.
- Using the ball or any other object including pylons, goal posts, or crossbars, as a prop.
- Unnecessary physical contact with a game official.
- On-field testing of players during game except halftime.
- Adding or subtracting players to the team during the game.

Exceptions: It is not a foul if:

- a) a timeout has been called for reasons of injury, television break, or charged team timeout; or
- b) it is between periods.

Notes:

Under no condition is an official to allow a player to shove, push, or strike him in an offensive, disrespectful, or unsportsmanlike manner. Any such action must be reported to the Commissioner.

Penalty: for offense: Loss of 15 yards from the succeeding spot or whatever spot the Referee, after consulting with the crew, deems equitable. If the foul is by the defense, it is also an automatic first down.

- Violations of above, which occur before or during the game, may result in disqualification in addition to the yardage penalty. Any violations at the game site on the day of the game, including postgame, may result in discipline by the Commissioner. Any violation of above may result in disqualification and also will include discipline by the Commissioner. An official must see the entire action for a player to be disqualified.
- Violations will be penalized if any of the acts are committed directly at an opponent. These acts include, but are not limited to: sack dances; home run swing; incredible hulk; spiking the ball; spinning the ball; throwing or shoving the ball; pointing; pointing the ball; verbal taunting; military salute; standing over an opponent (prolonged and with provocation); or dancing.
- Violations will be penalized if any of the acts occur anywhere on the field. These acts include, but are not limited to: throat slash; machine-gun salute; sexually-suggestive gestures; prolonged gyrations; or stomping on a team logo.
- Violations will be penalized if they occur anywhere on the field other than the bench area. If any foreign object(s) are deemed a safety hazard by the game officials, in addition to a yardage penalty, the player will be subject to ejection from the game, whether he uses the object or not.
- Using entering substitutes, legally returning players, substitutes on sidelines, or withdrawn players to confuse opponents, including lingering by players leaving the field after being replaced by a substitute. See [Rule 5-2](#).

RULE 12 PLAYER CONDUCT

- Attempting to conserve time inside one minute of either half by repeatedly violating the substitution rule while the ball is dead and time is in. See [Rule 4-7](#).
- Two successive delay-of-game penalties during the same down.
- If a member of the kicking team is forced out of bounds, or goes out of bounds voluntarily, and does not attempt to return inbounds in a reasonable amount of time.
- Attempting to call an excess or illegal timeout to “freeze” a kicker prior to a field goal attempt or a Try Kick when:
 - * a team has already been charged a timeout during the same dead ball period
 - * a team has exhausted its three charged team timeouts that are permitted in a half
- If an attempt is made to call a timeout in these situations, the officials shall not grant a timeout, play will continue, and a penalty for unsportsmanlike conduct shall be enforced after the down has been completed. The penalty shall also be enforced if a timeout is inadvertently granted.

Note: The Referee (or another official) will notify the Head Coach:

- that two charged timeouts by the same team in the same dead ball period are not permitted, and
- when he has exhausted his three charged team timeouts in a half.

Penalty: For unsportsmanlike conduct: Loss of 15 yards from:

- the succeeding spot if the ball is dead
- the previous spot if the ball was in play

If the infraction is flagrant, the player/coach is also disqualified. If the foul is by the defense, it is also an automatic first down. If the coach is disqualified and there is not a captain substitute the game is forfeited.

2. FOULS TO PREVENT SCORE. The defense shall not commit successive or repeated fouls to prevent a score.

Penalty: For successive or repeated fouls to prevent a score: If the violation is repeated after a warning, the score involved is awarded to the offensive team.

3. INTENTIONAL FOULS TO MANIPULATE GAME CLOCK. A team may not commit multiple fouls during the same down in an attempt to or physically manipulate the game clock.

Penalty: For multiple fouls to run off time from the game clock: Loss of 15 yards, and the game clock will be reset to where it was at the snap. After the penalty is enforced, the game clock will start on the next snap.

4. PALPABLY UNFAIR ACT. A coach, player or substitute shall not interfere with play by any act which is palpably unfair.

Penalty: For a palpably unfair act: Offender may be disqualified. The Referee, after consulting his crew, enforces any such distance penalty as they consider equitable and irrespective of any other specified code penalty. The Referee may award a score. See [Rule 15-1](#).

SECTION 4 AUTOMATIC DISQUALIFICATION

1. MULTIPLE UNSPORTSMANLIKE CONDUCT FOULS. In addition to any penalty referenced elsewhere in the Official Playing Manual, a player will be automatically disqualified if that player/coach is penalized twice in the same game for committing one of the unsportsmanlike conduct fouls listed below, or a combination of the fouls listed below:

- Two or more players found in noncompliance during a game/tournament.
- Throwing a punch, or a forearm, or kicking at an opponent, even though no contact is made.
- Using abusive, threatening, or insulting language or gestures to opponents, teammates, officials, or representatives of the League.
- Using baiting or taunting acts or words that may engender ill will between teams.

The team will be automatically disqualified regardless of whether the penalty is accepted or declined by the opponent. The fouls do not have to be judged by the official to be flagrant for the automatic disqualification to occur, and any foul that occurs during the pregame warm-up period will carry over into the game. Nothing in this section supersedes the Game Official's discretion to judge a foul to be flagrant and disqualify the player based on one occurrence.

Note: This rule also applies to non-player personnel (e.g., management personnel, coaches, trainers, equipment personnel).

RULE 13 NON-PLAYER CONDUCT

SECTION 1 NON-PLAYER CONDUCT

1. NON-PLAYER FOULS. There shall be no unsportsmanlike conduct by a coach, substitute, attendant, or any other non-player (entitled to sit on a team's bench) during any period or timeout (including between halves).

2. TEAM ASSISTANTS MAY ENTER FIELD DURING TIMEOUT. Either or both team assistants and their helpers may enter the field to assist their team during a team timeout by either team. No other non-player may come on the field without the Referee's permission, unless he is an incoming substitute (5-2).

During any team timeout, all playing rules continue in force. Representatives of either team are prohibited from entering the field unless they are incoming substitutes, or team captains entering to provide to the coach and any game-type activities are prohibited on the Field of Play.

3. BENCH CREDENTIALS. With the exception coach of uniformed players eligible to participate in the game, all persons in a team's bench area must wear a visible credential clearly marked "BENCH." For all games—pre-season, regular season, and post-season the home club will be issued a maximum of 1 credential and the visiting club will be issued a maximum of 1 credential for use in its bench area. Such credentials must be worn by coaches, but ineligible to participate in the game, Clubs are prohibited from allowing into their bench areas any persons who are not officially affiliated with the club or otherwise serving a necessary game day function.

4. RESTRICTED AREAS. All team personnel must observe the zone restrictions applicable to the bench area and the border rimming the playing field. The only persons permitted within the solid fifteen-foot area around the table while play is in progress on the field are game officials. For reasons involving the safety of participating and officials' requiring an unobstructed coverage of the game, and spectators' sightlines to the field, the border rules must be observed by all coaches and personnel in the bench area. Violators are subject to penalty by the officials.

5. MOVEMENT ON SIDELINES. Other non-participating team personnel not in the game at the time are prohibited from moving laterally along the sidelines any further than the their sides of the field.

6. NON-BENCH AREAS. Clubs are prohibited from allowing into the non-bench areas of field level any persons who have not been accredited to those locations by the public relations office for purposes related to news media coverage, The home club is responsible for keeping the field level cleared of all unauthorized persons. Photographers and other personnel accredited for field-level work must not be permitted in the end zones or any other part of the official playing field while play is in progress.

Penalty: For illegal acts under Articles 1 through 6 above: Loss of 15 yards from team for whose supposed benefit foul was made. (Unsportsmanlike Conduct.)

Enforcement is from:

(a) the succeeding spot if the ball is dead.

(b) whatever spot the Referee, after consulting with crew, deems equitable, if the ball was in play.

For a flagrant violation, the Referee may exclude the offender or offenders from the playing field enclosure for the remainder of the game.

7. PALPABLY UNFAIR ACT (NON-PLAYER). A non-player shall not commit any act which is palpably unfair.

Penalty: For a palpably unfair act, see Rule 12-3. The Referee, after consulting the crew, shall make such ruling as he considers equitable (15-1). (Unsportsmanlike Conduct.)

Note: Various actions involving a palpably unfair act may arise during a game. In such cases, the officials may award a distance penalty in accordance with 12-3, even when it does not involve disqualification of a player or substitute.

8. NON-PLAYER PERSONNEL. Non-player personnel of a club are prohibited from making unnecessary physical contact with or directing abusive, threatening, or insulting language or gestures at opponents, game officials, or representatives of the League.

Penalty: Loss of 15 yards. (Unsportsmanlike Conduct.) Enforcement is from:

(a) the succeeding spot if the ball is dead;

(b) the previous spot if the ball was in play; or

(c) whatever spot the Referee, after consulting with the crew, deems equitable. (Palpably Unfair Act.)

Note: Violations which occur before or during the game may result in disqualification in addition to the yardage penalty. Any violation at the game site on the day of the game, including postgame, may result in discipline by the Commissioner.

RULE 14 PENALTY ENFORCEMENT

(Governing all cases not otherwise specifically provided for)

SECTION 1 GENERAL RULES

1. REFUSAL OF PENALTIES. Unless expressly prohibited, the penalty for any foul may be declined by the offended team, and play proceeds as though no foul had been committed. The yardage distance for any penalty may be declined, even though the penalty is accepted.

Note: If the defensive team commits a foul during an unsuccessful Try, the offensive team may decline the distance penalty, and the down is replayed from the previous spot.

Exception: If there is a Double Foul, enforcement is pursuant to [Section 5](#) below.

Note: In all situations, a disqualified or suspended player must be removed, including when the foul that led to the disqualification or suspension is declined, a penalty for another foul is chosen (Multiple Foul), or fouls by both teams offset (Double Foul).

2. NUMBER OF DOWN AFTER PENALTY.

Foul by Team A. If the ball is behind the line to gain after the enforcement of a distance penalty for a foul by Team A that occurs prior to (between downs) or during a play from scrimmage, the number of the ensuing down remains the same, unless it is a combination penalty involving loss of down.

Combination Penalty. A combination penalty involving both distance and loss of down is enforced for the following fouls:

- A forward pass from beyond the line
- A forward pass that is intentionally grounded
- Handing the ball forward beyond the line of scrimmage

If a loss-of-down penalty is enforced prior to fourth down, the number of the ensuing down is one greater than that of the previous down. If it is enforced on fourth down, the ball is awarded to Team B; if there is a combination penalty on fourth down, the distance penalty is also enforced.

Line to Gain and Change of Possession. If a change (or multiple changes) of possession is negated by enforcement of a penalty against Team A during a play from scrimmage, the line to gain for Team A remains the same.

Ball in Advance of Line to Gain. If the ball is in advance of the line to gain after the enforcement of a distance penalty for a foul by Team A during a play from scrimmage, it is first-and-10 for Team A. It is also first-and-10 after enforcement for a Dead Ball Foul ([Section 4](#)) by Team A at the end of a play from scrimmage when there has not been a change of possession.

Exception: A foul against an official, regardless of when it occurs, is always treated as a Foul Between Downs.

Item Foul by Team B. After a penalty for a foul by Team B prior to (between downs) or during a play from scrimmage, the ensuing down is first-and-10 for Team A.

Exceptions:

- a) Offside
- b) Encroachment
- c) Neutral zone infraction
- d) Delay of game
- e) Illegal substitution
- f) Excess time out
- g) More than 11 players on the field at the snap
- h) More than 11 players in the formation prior to the snap
- i) Illegal formation by the defense during a scrimmage kick play

For the above exceptions, the number of the down and the line to gain remain the same unless a distance penalty places the ball on or in advance of the line to gain, in which case it is first-and-10 for Team A.

Foul After Change of Possession. If there is a foul, including a dead-ball foul, after team possession has changed during a down, following enforcement of a distance penalty, it is first-and-10 for the team that was in possession at the time of the foul.

Foul Between Downs. If there is a Foul Between Downs, the down remains the same, unless enforcement of the foul results in a first down.

Double Fouls. If there is a Double Foul during the down, and the fouls offset, the down is replayed, and the number of the down remains the same.

3. CHOICE OF PENALTIES (MULTIPLE FOULS). If there is a Multiple Foul ([3-14](#)) during the down, only one penalty may be enforced after the Referee has explained the alternatives to the offended team.

Exceptions:

- a) A foul against an official is not part of a Multiple Foul and will be enforced in addition to any other foul.
- b) If there is a personal foul that is also defensive pass interference, both fouls may be enforced.

RULE 14 PENALTY ENFORCEMENT

SECTION 2 SPECIAL ENFORCEMENT FOR PENALTIES

1. HALF-DISTANCE PENALTY. If the enforcement of a distance penalty would move the ball more than half the distance from the spot of enforcement to the offender's goal line, the penalty shall be half the distance from the spot of enforcement to its goal line. This general rule supersedes any other general or specific enforcement of a distance penalty.

Exceptions:

- a) See [Rule 8-2](#) for enforcement for intentional grounding.
- b) See [Rule 12-3](#) for enforcement for a palpably unfair act.

2. FOUL BEHIND A GOAL LINE.

When the spot of enforcement for a foul by the defense is behind the offensive goal line, a distance penalty is enforced from the goal line. However, if the play results in a touchback, the penalty is enforced from the 20-yard line.

When the spot of enforcement for a foul by the offense is behind the offensive goal line, it is a safety.

When the spot of enforcement for a foul by the offense is behind the defensive goal line, a distance penalty is enforced from the goal line.

3. FOUL DURING A SCORE. If a team commits a personal or unsportsmanlike conduct foul, or a palpably unfair act, during a down in which the opponent scores, the penalty is enforced on the succeeding free kick (unless the score resulted from the enforcement). On a successful Try kick, any foul by Team B that does not result in a retry or negate score may be enforced on the succeeding free kick.

Exception: If a personal foul, unsportsmanlike conduct foul, or a palpably unfair act occurs on a successful field goal, the scoring team has the option to begin a new series or to replay the down following enforcement of the penalty from the previous spot, and the score does not count. On a successful Try kick, the scoring team has the option to replay the down following enforcement of the penalty from the previous spot or the other Try spot.

4. PERSONAL FOULS AND UNSPORTSMANLIKE CONDUCT FOULS. If any team commits a personal foul or unsportsmanlike conduct foul that is not part of a double foul, and the opponent has possession at the end of the down, enforcement may be from the dead-ball spot in addition to any other enforcement options provided by rule.

SECTION 3 SPOT FROM WHICH PENALTY IS ENFORCED

1. GOVERNING PROVISIONS. The general provisions of Rule 14 govern all spots of enforcement, except for specific enforcements designated elsewhere in these rules.

2. FOUL BY NON-PLAYER. Penalties for fouls committed by non-players shall be enforced as provided for in [Rule 13](#).

3. ENFORCEMENT SPOT NOT GOVERNED. When the spot of enforcement is not governed by a general or specific rule, it is the spot of the foul.

4. SPOTS OF ENFORCEMENT. The Spot of Enforcement is the spot at which a penalty is enforced. There are six spots that are commonly used:

- **The Previous Spot:** The spot at which the ball was last put in play.
- **The Spot of the Foul:** The spot at which a foul was committed or, by rule, is considered to have been committed.
- **The Spot of a Backward Pass or a Fumble:** The spot at which the backward pass or fumble occurred during the down in which there was a foul.
- **The Dead Ball Spot:** The spot at which the ball became dead.
- **The End of the Kick:** The spot at which possession is gained by or awarded to the receiving team.
- **The Succeeding Spot:** The spot at which the ball will next be put in play (i.e., the spot of the ball after enforcement for a foul, or, if there has been no foul, the spot at which the ball became dead).

5. BASIC SPOT. The Basic Spot is a reference point that is used to determine the Spot of Enforcement for fouls committed pursuant to the Three-and-One Method of Enforcement. It is applicable for fouls committed during

- i) a running play or
- ii) a backward pass or fumble.
 - a) For fouls committed during a running play which is not followed by a change of possession, the Basic Spot is the dead ball spot.
 - b) For fouls committed during a running play which is followed by a change of possession, the Basic Spot is the spot where possession is lost.
 - c) For fouls committed during a backward pass or fumble, the Basic Spot is the spot of the backward pass or the spot of the fumble.

6. THREE-AND-ONE METHOD OF ENFORCEMENT. For fouls committed during a run, a fumble or a backward pass, the penalty is enforced from the Basic Spot if:

- the defense fouls in advance of the Basic Spot
- the defense fouls behind the Basic Spot
- the offense fouls in advance of the Basic Spot

If the offense fouls behind the Basic Spot, enforcement is from the spot of the foul (three-and-one method of enforcement).

Exceptions for fouls committed by the offense:

- Fouls committed by the offense behind the line of scrimmage, except for fouls committed in the end zone, are enforced from the previous spot. See Rule 8-2 for enforcement for intentional grounding.
- If the offense commits a foul in its end zone that is accepted, it is a safety.
- If the offense commits a foul beyond the line of scrimmage and the Basic Spot is behind the line of scrimmage, enforcement is from the previous spot. If the dead-ball spot is in the offensive end zone, it is a safety, regardless of where the foul occurs.
- If the offense commits a foul in the defense's end zone prior to scoring a touchdown, enforcement is from the goal line.

RULE 14 PENALTY ENFORCEMENT

Exception for fouls committed by the defense:

When the Basic Spot is behind the line of scrimmage, and the defense has committed a foul either behind or beyond the line of scrimmage, the penalty is enforced from the previous spot.

SECTION 4 SPOTS OF ENFORCEMENT

1. FOUL BEFORE OR AT THE SNAP.

Before the Snap. A foul that occurs prior to the snap is enforced from the succeeding spot, and the down remains the same, unless enforcement of the foul results in a first down.

At the Snap. A foul that occurs at the snap is enforced from the previous spot, and the down is repeated, unless enforcement of the foul results in a first down.

2. FOUL COMMITTED DURING RUNNING PLAY. For a foul committed during a running play when there is not a subsequent change of possession during the down, the Basic Spot is the dead-ball spot. The three-and-one method of enforcement is used (see [Section 3](#)).

Note: A foul during a run prior to a forward pass or kick from behind the line is enforced as a foul during a passing play or during a scrimmage kick.

3. FOUL COMMITTED DURING RUNNING PLAY BEFORE CHANGE OF POSSESSION. When a foul occurs during a running play, and the run in which the foul occurs is followed by a change of possession, the Basic Spot is the spot where possession is lost. The three-and-one method of enforcement is used (see [Section 3](#)).

Notes:

(1) *If the foul is by the defensive team, the ball reverts to the offensive team prior to enforcement of the foul.*

(2) *If the foul is by the offensive team, the defense must decline the penalty to retain possession. However, if the foul by the offense was a Personal Foul or Unsportsmanlike Conduct Foul, the defense may elect to retain possession, and the penalty shall be enforced from the dead-ball spot.*

(3) *If there are Multiple Fouls by the defense, the enforcement shall be that which is most beneficial to the offense.*

When the offense commits a foul during a running play, and the run in which the foul occurs is followed by a change of possession, the defense must decline the penalty to retain possession. However, if the foul by the offense was a personal foul or unsportsmanlike conduct foul, the defense may elect to retain possession, and the penalty shall be enforced from the dead ball spot.

4. FOUL COMMITTED AFTER CHANGE OF POSSESSION (END ZONE ENFORCEMENT). If there is a foul by either team after a change of possession, and the dead-ball spot is in Team B's end zone, enforcement shall be as follows:

- Fouls by Team A:
 - * If the impetus that sent the ball in touch was provided by Team B, enforcement is from the goal line. See Note below
 - * for exception when a player's momentum carries him into the end zone.
 - * If the impetus that sent the ball in touch was provided by Team A, enforcement is from the 20-yard line.
- Fouls by Team B (Team A impetus):
 - * If Team B does not attempt to advance the ball, regardless of whether its foul occurs in the end zone or in the field of play, enforcement is from the 20-yard line.
 - * If Team B attempts to advance the ball, and the spot of its foul is in the end zone, the result is a safety.

- Fouls by Team B (Team B impetus):

Regardless of whether the foul is in the field of play or in the end zone, the result is a safety.

Note: Dead-ball fouls by either team are enforced from the succeeding spot.

3. FOUL COMMITTED DURING PASSING PLAY. If there is a foul by either team from the time of the snap until a forward pass thrown from behind the line ends, the penalty is enforced from the previous spot. A pass play ends and a running play begins at the instant that a pass is caught.

Exceptions:

- 1) Intentional grounding is a loss of down at the spot of the foul, or a loss of down and a 10-yard penalty from the previous spot, whichever is less beneficial for the offense. If the foul occurs less than 10 yards behind the line of scrimmage, but more than half the distance to the goal line, the ball shall be placed at the spot of the pass. (If the pass is thrown from the end zone, it is a safety).
- 2) It is a safety when the offensive team commits a foul behind its own goal line.
- 3) If there is a personal foul or unsportsmanlike conduct foul by the defense prior to the completion of a forward pass thrown from behind the line, enforcement is from the previous spot or the dead-ball spot, whichever is more beneficial to the offense. If the passing team is fouled and subsequently loses possession after a completion, the passing team retains possession of the ball, and enforcement is from the previous spot.
- 4) If there is a personal foul or unsportsmanlike conduct foul by the offense prior to an interception of a forward pass thrown from behind the line, enforcement is from the dead-ball spot. If the intercepting team subsequently loses possession, the penalty is enforced from the spot of the interception, and the intercepting team retains possession.

Notes:

(1) *The penalty for a forward pass from behind the line after the ball has been beyond the line, or for a second forward pass from behind the line, is enforced from the previous spot, unless the spot of the pass is behind the passer's goal line, in which case it is a safety.*

(2) *If a forward pass is thrown from beyond the line of scrimmage, or when there is no line of scrimmage, it is a foul during a running play.*

6. FOUL DURING A BACKWARD PASS OR FUMBLE. If there is a foul by either team during a backward pass or fumble, the Basic Spot is the spot of the backward pass or fumble. The three-and-one method of enforcement is used (see [Section 3](#)).

RULE 14 PENALTY ENFORCEMENT

Notes:

(1) If Team B gains possession in its end zone, and the impetus was provided by Team A, if Team B fumbles or throws a backward pass in the end zone and fouls while the ball is loose, the spot of the fumble or the backward pass is considered to be the B20-yard line.

(2) If a Team B player's original momentum carries him into his end zone, where he fumbles the ball, the spot of the fumble is considered to be the spot at which the player established possession. See Rule 11-5.

7. FOUL DURING FREE KICK PLAY. If there is a foul during a free kick, enforcement is from the previous spot, and the free kick is made again. However, if the kicking team commits a foul prior to the end of the kick, and the receiving team retains possession throughout the down, it will have the option of enforcing the penalty at the previous spot and replaying the down or adding the penalty yardage to the dead-ball spot.

Exceptions:

- 1) A personal foul (blocking) after a fair-catch signal is enforced from the spot of the foul.
- 2) A foul for fair-catch interference is enforced from the spot of the foul.
- 3) A foul for interference with the opportunity to make a catch is enforced from the spot of the foul.
- 4) A foul for an invalid fair catch signal is enforced from the spot of the foul.
- 5) A foul for intentionally forming an illegal wedge, whether during the free kick or during the return, is enforced from the spot of the foul.
- 6) For a free kick out of bounds, see [Rule 6-2](#).
- 7) For a free kick illegally touched, see [Rule 6-2](#).
- 8) Double fouls are enforced according to customary rules.

Note: The dead-ball spot for free kicks that result in a touchback is the 20-yard line.

A free kick ends when Team B establishes possession. Fouls by Team A prior to the time that Team B establishes possession are offensive fouls. If Team A legally recovers a free kick, there is no change of possession. After Team B establishes possession, a running play begins, and fouls that occur thereafter are enforced from the dead-ball spot or the spot of the foul (three-and-one method).

8. FOUL DURING SCRIMMAGE KICK PLAY. If there is a foul from the time of the snap until a legal scrimmage kick ends, enforcement is from the previous spot. If the offensive team commits a foul in its own end zone, it is a safety.

Exceptions:

Unless the kick is a missed field-goal attempt, if there is a foul by the kicking team, the receiving team will have the option of taking the penalty at the previous spot and replaying the down, or adding the penalty yardage on to the dead-ball spot. On a missed field-goal attempt, the only option for the receiving team is the previous spot and the down must be replayed. (See Rule 14-2 for personal or unsportsmanlike conduct foul after a score exception).

Notes:

(1) *The dead-ball spot for kicks that result in a touchback is the 20-yard line.*

(2) *If there is a foul for an illegal touch inside the five-yard line, the receiving team also has the option of accepting a touchback.*

(2) Fair catch interference, interference with the opportunity to make a catch, an invalid fair catch signal, or a personal foul (blocking) after a fair catch signal are enforced from the spot of the foul.

(3) If the receiving team commits a foul during a kick that crosses the line of scrimmage, the penalty for its infraction will be enforced as if it had been in possession of the ball at the time the foul occurred (a post-possession foul), provided that the receiving team does not lose possession of the ball at any time during the down. The penalty shall be enforced from whichever of the following spots is least beneficial to the receiving team:

- (a) the end of the kick
- (b) the spot of the foul

Notes:

(1) *If the least beneficial spot is in the end zone, the spot of enforcement is the 20-yard line.*

(2) *If the receiving team commits a foul during a kick that crosses the line of scrimmage, and there is a first-touch violation by the kicking team, if the receiving team possesses the ball and subsequently loses possession, the ball reverts to the receiving team, and its penalty shall be enforced from the end of the kick, or the spot of the foul, whichever is less beneficial to it.*

Item 1. The spot of the first-touch violation is not used.

Item 2. If a distance penalty for a foul by the receivers is enforced, the violation by the kickers is disregarded.

When Team B establishes possession of the ball, a scrimmage kick ends, and a running play begins, and fouls that occur thereafter are enforced from the dead-ball spot or the spot of the foul (three-and-one method).

9. DEAD BALL FOUL AND FOUL BETWEEN DOWNS. A Dead Ball Foul is a foul that occurs in the continuing action after a down ends, or a taunting foul that occurs at any time. The penalty for a Dead Ball Foul is enforced from the succeeding spot, and the down counts.

A Foul Between Downs is a foul that occurs after the end of the down and after any continuing action resulting from the down, but prior to the next snap or free kick. The penalty for a Foul Between Downs is enforced from the succeeding spot, and the down counts, but it cannot be combined with a Live Ball Foul or a Dead Ball Foul to create a Multiple or Double Foul. A Foul Between Downs is always enforced separately from any other foul. A foul against an official, regardless of when it occurs, is always treated as a Foul Between Downs.

Exception: If there is a personal, unsportsmanlike conduct, or taunting foul by either team following the end of the second or fourth periods, the penalty yardage will be enforced on the second-half kickoff or the kickoff in overtime, unless it is part of a Double Foul (See Section 5).

Item 1. Dead Ball Foul by Team A. If there is a Dead Ball Foul by Team A after a down in which Team A has made a first down, after enforcement of the penalty it will be first-and-10 for Team A. If there is a Foul Between Downs after a down in which Team A has made a first down, after enforcement of the penalty it will be first-and-25 for Team A.

RULE 14 PENALTY ENFORCEMENT

Item 2. Dead Ball Fouls by Both Teams. Dead Ball Fouls by both teams are offset at the succeeding spot, and the down counts, but any disqualified player or players must be removed pursuant to Rule 5, Section 2, Article 7.

Item 3. Live Ball and Dead Ball Fouls. Live Ball Fouls and Dead Ball Fouls combine to create Double Fouls or Multiple Fouls, and all customary rules for enforcement apply.

Exceptions:

(1) If there is a 5-yard vs. 15-yard Double Foul on the last play of a half, and the 15-yard penalty is for a Dead Ball, personal, unsportsmanlike conduct, or taunting foul by either team, the penalty yardage will be enforced on the second half kickoff or the kickoff to start overtime. There will be no extension of the period. See 14-5.

(2) If the scoring team commits a Dead Ball Foul after a score, and its opponent's Live Ball Foul is not for unsportsmanlike conduct or unnecessary roughness, the opponent's foul is disregarded, the score counts, and the offensive team's Dead Ball Foul is enforced on the kickoff. If the opponent's foul is for unsportsmanlike conduct or unnecessary roughness, the score counts, and both fouls are enforced on the kickoff.

Notes:

(1) When a foul occurs simultaneously with the ball becoming dead, it is considered to be a Dead Ball Foul.

(2) The succeeding spot for a foul that occurs after a touchdown and before a whistle for a Try is the next kickoff.

(3) The time between downs includes the interval during all timeouts (including intermissions).

SECTION 5 FOULS BY BOTH TEAMS (DOUBLE FOULS)

1. DOUBLE FOUL WITHOUT CHANGE OF POSSESSION. If there is a Double Foul (3-14) during a down in which there is not a change of possession, the penalties are offset, and the down is replayed at the previous spot. If it is a scrimmage down, the number of the next down and the line to gain is the same as for the down in which the fouls occurred.

Five Versus 15 Enforcement. If one or more fouls by one team includes a 15-yard penalty, and the penalty for the foul or fouls committed by the other team is for a five-yard penalty without an automatic First Down, a loss of down, or a 10-second runoff (15 yards versus five yards), the 15-yard penalty is enforced from the previous spot, and the five-yard penalty is disregarded. Five vs. 15 enforcement cannot be declined by the team that committed the minor foul, except as described in (2) below. See Rule 4-8 and 14-4 for dead ball fouls at the end of a half.

(1) If one of the fouls is a Dead Ball Foul for delay of game for spiking the ball and the opponent's foul is a Live Ball Foul, the team that committed the delay of game foul, will have the option to decline the foul committed by its opponent and be assessed the penalty for delay from the dead-ball spot.

(2) If both fouls are Dead Ball Fouls or are treated as such (14-4), the penalties are offset, and the ball is next put in play at the succeeding spot.

Note: Disqualification of one or more players is enforced, even though the penalties are offset.

2. DOUBLE FOUL WITH A CHANGE OF POSSESSION. If there is a Double Foul during a down in which there is a change or changes of possession, including if one of the fouls is a post-possession foul by Team B during a scrimmage kick, the team last gaining possession will keep the ball after enforcement for its foul, provided it did not foul prior to last gaining possession ("clean hands").

If the team last in possession does not have "clean hands" when it establishes possession, the penalties offset, and the down is replayed at the previous spot.

Exceptions:

(1) If Team A fouls during a kickoff, punt, safety kick, fair catch kick, or field goal attempt prior to the change of possession, Team B may elect to replay the down at the previous spot.

(2) If a safety results from the enforcement of a foul by Team B, the down is replayed at the previous spot.

(3) If both teams foul after the last change of possession (Double Foul After Change of Possession), the team last in possession shall retain the ball at the spot of its foul or the dead-ball spot, whichever is less beneficial for it. If its foul is a Dead Ball Foul, the ball is put in play at the dead-ball spot. If the least beneficial spot is normally a touchback, the ball is placed on the 20-yard line. If it is normally a safety, the ball is placed on the one-yard line. On kicking plays, if Team A also fouled before the change of possession, Team B shall have the option in (1) above.

RULE 15 INSTANT REPLAY

SECTION 1 INITIATING A REPLAY REVIEW

The League will employ, if available, a system of Instant Replay Review to aid officiating as defined below.

1. COACH CHALLENGES. Each team is permitted two challenges that will initiate Instant Replay reviews:

- The Head Coach will initiate a challenge by immediate notification or placing a red marker onto the sideline yard marker where review is needed before a dead ball is ruled and will proceed favorable to continuing the down.
- A team that commits a foul that delays the next snap can no longer challenge the previous play. The non-fouling team can still challenge the previous play, and both teams can benefit from the review.
- The Head Coach may challenge on-field rulings listed in Section 3, except for those plays that only the Replay Official can challenge (Article 2).
- Each challenge requires an available team timeout. A team that is out of timeouts, or has used all its available challenges, may not attempt to initiate a challenge.

A team that initiates a challenge when the team is not permitted to challenge will be charged a team timeout.

Penalty: For initiating a challenge when a team has exhausted its timeouts: Loss of 15 yards enforced as a foul between downs.

- If a challenge is unsuccessful, the team will be charged a timeout.
- A team will be permitted a third challenge if it is successful on both of its challenges. A fourth challenge will not be permitted.

2. REPLAY OFFICIAL REQUEST FOR REVIEW. Only the Replay Official or the Senior Vice President of Officiating or his or her designee may initiate a review of a play:

- that begins after the two-minute warning of each half;
- throughout any overtime period;
- when points are scored by either team;
- that is a Try attempt (successful or unsuccessful); and
- when on-field officials rule:
 - (1) an interception by an opponent;
 - (2) a fumble or backward pass recovered by an opponent or that goes out of bounds through the opponent's end zone;
 - (3) possession by the kicking team at the end of any free kick or scrimmage kick down; or
 - (4) a disqualification of a coach/player.

Such plays may be reviewed regardless of whether a foul is committed on the play that, if accepted, would negate the on-field ruling.

The Replay Official may only challenge a play until the next legal snap or kick. The Replay Official may consult with a designated member of the Officiating department at the league office regarding whether to challenge a play.

SECTION 2 REPLAY REVIEWS

Reviews are conducted in consultation with the Replay Official and the Referee, who will have access to a field-level video monitor.

1. CHANGING A RULING. An on-field ruling will be changed only when the Referee determines that clear and obvious visual evidence warrants a change.

2. LENGTH OF REVIEW. A decision must be made within 60 seconds from when video is shared with the Referee on the field.

3. SCOPE OF REVIEW. Once a review is initiated, all reviewable aspects of a play (Section 3) may be examined and are subject to change, even if not the specific reason for the challenge.

4. AWARDED POSSESSION. When the on-field ruling results in a dead ball (e.g., score, down by contact, incomplete pass, etc.), and following replay review, it is determined that possession was lost before the ball should have been ruled dead, possession can be awarded to a player who clearly recovers a loose ball in the immediate continuing action. A loose ball that touches out of bounds is deemed a clear recovery by the player who last possessed the ball.

5. EACH RULING REVIEWED SEPARATELY. Any aspect of a ruling that is not changed will be considered a correct ruling for purposes of reviewing the play.

SECTION 3 REVIEWABLE RULINGS

1. PLAY SITUATIONS. The Replay System will cover the following play situations:

- Plays involving possession.
- Plays involving touching of either the ball or the ground.
- Plays governed by the goal line.
- Plays governed by the boundary lines.
- Plays governed by the line of scrimmage.
- Plays governed by the line to gain.
- Number of players on the field at the snap.
- Game administration.
 - (1) Penalty enforcement.
 - (2) Proper down.
 - (3) Spot of a foul.
 - (4) Status of the game clock.
- Pass interference.
- Disqualification of a coach.
- Other reviewable plays.

RULE 15 INSTANT REPLAY

2. PLAYS INVOLVING POSSESSION.

Item 1. Completion of a Pass. Whether a pass was complete or incomplete.

Notes:

(1) **Incomplete Changed to Catch.** If a ruling of incomplete is changed to a catch, the ball will be placed at the spot where it was dead by rule.

(2) **Incomplete Changed to Catch and Fumble.** When a ruling of incomplete is changed to a catch and fumble, the ball will be awarded at the spot of recovery to the team that recovers the ball in the immediate continuing action. If there is no clear recovery, the ruling on the field stands even if the ball clearly was caught.

Item 2. Recovery of a Loose Ball. Whether a player legally recovered a loose ball in the field of play, at the sideline, goal line, or in the end zone.

Item 3. Forward Pass or Fumble. Whether a passer's hand started forward with control of the ball, or whether the ball was fumbled.

Notes:

(1) When an on-field ruling is incomplete, and the passer clearly fumbled the ball, the ruling of incomplete will stand if there is no clear recovery in the immediate continuing action.

(2) When a ruling of fumble is changed to an incomplete forward pass, a foul for intentional grounding can be created in replay only if a pre-review announcement was made that a changed ruling would create the foul.

(3) This item applies to a ruling that a passer muffed a snap or spiked the ball to stop a running clock.

Item 4. Fumble. Whether a runner lost possession before he was down by contact, or had given himself up.

Notes:

(1) When an on-field ruling is down by contact, and the runner clearly fumbled the ball, the ball will be awarded at the spot of recovery to the team that recovers the ball in the immediate continuing action. If there is no clear recovery, the ruling on the field stands.

(2) The spot of a forward fumble out of bounds, or a fumble that occurs on fourth down, or after the two-minute warning, or during a Try, is reviewable regardless of whether on-field officials return the ball to the spot of the fumble, and regardless of whether it involves a score, potential score, a change of possession, or the line to gain.

3. PLAYS INVOLVING TOUCHING OF EITHER THE BALL OR THE GROUND.

Item 1. Down by Contact. Whether a player was down by contact while in possession of the ball.

Item 2. Touching of a Forward Pass. Whether a player touched a forward pass.

Notes:

(1) Only the fact of touching, and not intent, is reviewable.

(2) A player touching a pass will remove a foul for offensive or defensive pass interference if the touching occurs away from and noticeably before the interference.

Item 3. Touching of a Kick. Whether a player touched a kick and the spot of touching.

Item 4. Ball Touching the Ground on a Free Kick. Whether a kicked ball hit the ground inbounds. (See Valid Kick)

Item 5. Ball Touching the Ground on a Scrimmage Kick. Whether a kicked ball hit the ground inbounds (See Valid Kick) or location of point where ball was out of bounds, if necessary.

4. PLAYS GOVERNED BY THE GOAL LINE.

Item 1. Base breaking the plane of the goal line. Whether any part of the base broke the plane of the goal line while in player possession and before the ball should have been declared dead.

Notes:

(1) A ruling of a touchdown can be reviewed to determine if the runner fumbled before the ball broke the plane of the goal line. If there is no clear recovery in the immediate continuing action, the team that fumbled is awarded the ball at the spot of the fumble.

(2) The dead-ball spot is not reviewable to determine solely whether it should be closer to or further from the goal line.

Item 2. Momentum. Whether a player's momentum spot was in the field of play or in the end zone (Rule 11-5). A ruling of whether a player's momentum caused him to enter his end zone is not reviewable.

Note: For purposes of a replay review, the momentum spot is the spot where the second foot (or other body part other than the hands) touched the ground. If that spot is on the goal line or in the end zone, it is a touchback.

5. PLAYS GOVERNED BY THE BOUNDARY LINES.

Item 1. Runner Inbounds. A ruling that a runner was out of bounds is reviewable only to determine:

(a) the spot of the ball in relation to the line to gain or the goal line at the spot where the runner was ruled to have touched out of bounds;

(b) if the runner fumbled the ball where he was ruled out of bounds; or

(c) if the ball broke the plane of the goal line in the runner's possession

Item 2. Receiver Out of Bounds. Whether a receiver touched out of bounds is reviewable to determine whether he was eligible to touch the ball and whether a defender could legally contact him.

Item 3. Passer Out of Bounds Before Throwing Pass. A ruling that a player stepped out of bounds before throwing a pass is not reviewable to determine if he was inbounds when he threw the pass.

Item 4. Player Out of Bounds on Scrimmage Kick. Whether a player was out of bounds during a scrimmage kick is reviewable to determine the spot of the ball and whether the ball was illegally touched.

Item 5. Loose Ball. Whether a loose ball touched a boundary line, anything on the boundary line, a pylon, or an object.

Note: Ball That Does Not Touch a Boundary Line. If an on-field ruling that a loose ball touched a boundary line is changed, possession can be awarded to a team that recovers the loose ball in the immediate continuing action.

RULE 15 INSTANT REPLAY

6. PLAYS GOVERNED BY THE LINE OF SCRIMMAGE.

Item 1. Illegal Passes. Whether a forward pass was thrown when the passer was beyond the line of scrimmage, or after the ball had crossed the line of scrimmage and returned behind it. Rule 8-1-2, Item 1.

Item 2. Illegal Kick. Whether a scrimmage kick was from beyond the line of scrimmage, or a second kick was made after the ball had crossed the line of scrimmage. Rule 9-1-1.

7. PLAYS GOVERNED BY THE LINE TO GAIN. The dead-ball spot is reviewable to determine whether it was short of, at, or beyond the line to gain.

Notes:

(1) For purposes of a replay review, forward progress is determined when a player with control of the ball is controlled by an opponent and driven backwards.

(2) A challenge is successful only if the ruling of whether a new series was awarded is changed, regardless of whether the ball was moved closer to the line to gain.

(3) The dead-ball spot is not reviewable to determine solely whether it should be closer to or further from the line to gain.

8. NUMBER OF PLAYERS ON THE FIELD AT THE SNAP. Whether a player is on the field at the snap. For a player to be off the field, the base must completely touch the ground out of bounds. For a player to be on the field, any part must touch the ground in the field of play.

9. GAME ADMINISTRATION AND CONSULTATION. The Replay Official and designated members of the Officiating department may consult with on-field officials, or conduct a replay review, or advise the game officials on specific, objective aspects of a play when clear and obvious video evidence is present, and/or to address game administration issues, including, but not limited to:

- penalty enforcement;
- the proper down;
- spot of a foul; and
- the game clock.
- possession;
- completed or intercepted pass;
- touching of a loose ball, boundary line, goal line, or end line;
- location of the football or a player in relation to a boundary line, the line of scrimmage, the line to gain, or the goal line; or
- down by contact (when a player is not ruled down by contact on the field).

Nothing in this Article precludes a Head Coach or Replay Official from initiating a challenge or review otherwise allowed under Rule 15, Section 1.

Item 1. Game Clock. The game clock is reviewable for purposes of restoring time to the clock but not for purposes of taking time off the clock.

Notes:

(1) Time can be restored to the game clock if the clock operator incorrectly starts the game clock when it should remain stopped, provided that the correction occurs before the next legal snap or kick.

(2) An on-field ruling that time expired during or after the last play of any half, or of an overtime period in the preseason or regular season, or of an overtime half in the postseason, is reviewable by the Replay Official only when the visual evidence demonstrates that the clock should have stopped with two or more seconds remaining. In the first half, time shall be restored only if the additional play will be a snap from scrimmage. In the second half, time shall be restored only if the next play will be a snap from scrimmage by a team that is trailing by eight points or less, or by either team if the score is tied.

(3) The game clock is reviewable to determine if it properly expired when on-field officials restore time after the last play of any half, or of an overtime period in the preseason or regular season, or of an overtime half in the postseason. Visual evidence that a clock should have stopped includes any situation when the clock stops by rule after the ball becomes dead. Visual evidence that the clock should have stopped for a team timeout occurs when an official starts to raise his or her arm to signal a stopped clock.

ARTICLE 10. DISQUALIFICATION OF A PLAYER/COACH. The Senior Vice President of Officiating or his or her designee may review a decision by on-field officials to disqualify a player or Coach. When reviewing a disqualification under this Article other reviewable aspects of the play will not be reviewed unless the Replay Official would otherwise have authority to challenge the play, or it is challenged by a Head Coach.

ARTICLE 11. OTHER REVIEWABLE PLAYS.

Item 1. Direction of a Pass. Whether a pass was forward or backward.

Note: When an on-field ruling is incomplete, and the pass was clearly backward, the ruling of incomplete will stand if there is no clear recovery in the immediate continuing action.

Item 2. Illegal Forward Pass. Whether a pass was illegally thrown.

Item 3. Field Goal or Try Attempt. Whether a field goal or Try attempt crossed above the crossbar and inside the uprights is reviewable, but only if the ball crosses the plane of the goal post below the top of the uprights, or if the ball touches anything.

Item 4. Illegal Forward Handoff. Whether a player received a handoff clearly in advance of a player making the handoff.

Item 5. Ball Touching a Foreign Object. Whether a loose ball touched a scoreboard, guide wire, or any other object.

Notes:

(1) The Replay Official can initiate a challenge for this item at any time during the game.

(2) If it is determined that the ball hit an object, the down will be replayed from the previous spot, and the game clock will be reset to the time when the ball was snapped and will start on the snap.

RULE 15 INSTANT REPLAY

SECTION 4 NON-REVIEWABLE PLAYS

The following aspects of plays are not reviewable:

- Whether an erroneous whistle sounded;
- Whether a ball was illegally batted or kicked;
- Whether a passer intentionally grounded a pass;
- Whether an ineligible receiver was downfield before a pass;
- Whether a receiver was illegally contacted;
- The spot of a loose ball crossing the sideline;
- Whether a block was illegal; and
- Any aspect of a play not listed as reviewable in Section 3 of this Rule.

SECTION 5 GAME CLOCK ADMINISTRATION

1. RESETTING GAME CLOCK. When a ruling is changed in replay, the clock status following review is determined by Rule 4-3, and the game clock will be reset to the time when the ball should have been declared dead. The game clock is not reset if the on-field ruling is not changed in replay.

2. 10-SECOND RUNOFF. When a changed ruling results in a running clock for plays that begin after the two-minute warning, the clock is reset to the time when the play should have ended, and the clock will run for 10 seconds (one second board time) from the reset time. If less than 10 seconds (one second board time) remain in the half or the game, the half or the game is over.

***Note:** Neither team may decline a 10-second runoff under this Article, but either team can avoid the 10-second runoff by taking a charged team timeout. If the 10-second runoff is avoided, the game clock will be reset to the time when the play should have ended and will start on the snap.*

SECTION 6 TIMEOUTS FOLLOWING CHALLENGE

1. UNSUCCESSFUL CHALLENGE. A team that makes an unsuccessful challenge is charged a team timeout. If a team takes a team timeout and then unsuccessfully challenges a play, it is charged a second timeout. A challenge is considered successful if any reviewable aspect of the play is changed.

2. CHARGED TIMEOUT. A charged timeout taken after the two-minute warning of either half with the clock running will be restored if a review changes the ruling and the new ruling results in a stopped clock. An injury timeout can be charged or restored if a ruling changed in replay would affect whether an injury timeout is charged.

SECTION 7 FOULS

1. PENALTY ADMINISTRATION. Penalty administration, including the number of the down, yardage, the number of the fouling player, and the spot of a foul, is reviewable.

2. FOUL NULLIFIED BY A CHANGED RULING. A foul will be nullified when a necessary aspect of the foul is changed in replay. A foul can be created following a review if the reviewable aspect creates the foul, or if the Referee announced before the review that there was no foul on the play because of a specific ruling that is changed in the review.

3. ENFORCEMENT OF FOULS FOLLOWING A CHANGED RULING

Item 1. Major Fouls. When a ruling is changed in replay, any foul that occurred after the ball should have been declared dead is disregarded except for personal fouls and unsportsmanlike conduct fouls. Live-ball fouls that occurred on the challenged play may be enforced if they occurred before the ball should have been declared dead.

Item 2. Pre-Snap Fouls Before Challenge. Pre-snap fouls, other than personal fouls and unsportsmanlike conduct fouls, that occur before a replay review will be ignored if the ruling on the previous play is changed.

Item 3. Head Coach's Ability to Change Penalty Decision. If a ruling is changed in replay, a Head Coach can change a decision whether to accept or decline a penalty that was made before the review.

SECTION 8 LOSS OF COMMUNICATION

If communications are not restored within one minute, the Referee will conduct the replay review in consultation with the Replay Official. If communications are restored during the review, the League office will review the play as normal.

RULE 16 OVERTIME PROCEDURES

SECTION 1 OVERTIME PROCEDURES

1. SCORE TIED. If the score is tied at the end of the regulation playing time of all regular season, and postseason games, a system of modified sudden-death overtime shall be in effect, pursuant to the following.

2. END OF REGULATION. At the end of regulation playing time, the Referee shall immediately toss a coin at the center of the field, in accordance with rules pertaining to a usual pregame toss ([Rule 4-2](#)). The visiting team captain is to again call the toss.

3. OVERTIME IN REGULAR SEASON. Following an intermission of no more than three minutes after the end of a regular game, an extra period of 10 minutes or 40 seconds board time shall commence. The following shall apply:

- Both teams must have the opportunity to possess the ball once during the extra period, unless the team that receives the opening kickoff scores a touchdown on its initial possession, in which case it is the winner, or if the team kicking off to start the overtime period scores a safety on the receiving team's initial possession, in which case the team that kicked off is the winner. If a touchdown is scored, the game is over, and the Try is not attempted.
- If the team that possesses the ball first does not score on its initial possession, the team next scoring by any method shall be the winner.
- If the team that possesses the ball first scores a field goal on its initial possession, the other team (the second team) shall have the opportunity to possess the ball.
 - If the second team scores a touchdown on its possession, it is the winner.
 - If the second team scores a field goal on its possession, the team next scoring by any method shall be the winner.
 - If the second team does not score on its possession, the game is over, and the first team is the winner, subject to Article 5(a) below.
- There shall be a maximum of one 10-minute or 40 seconds board time period, even if the second team has not had an opportunity to possess the ball or if its initial possession has not ended. If the score is tied at the end of the period, the game shall result in a tie.
- Each team shall be entitled to two timeouts, and if there is an excess timeout, the usual rules shall apply (see 4-5). The general provisions for the fourth quarter of a game, including timing, shall apply.

4. OVERTIME IN POSTSEASON. Following an intermission of no more than three minutes after the end of the regular game, an extra period of 15 minutes or 60 seconds board time shall commence. The following shall apply:

- Both teams must have the opportunity to possess the ball at least once during the extra period, unless the team kicking off to start the overtime period scores a safety on the receiving team's initial possession, in which case the team that kicked off is the winner.
- After each team has had an opportunity to possess the ball, if one team has more points than its opponent, it is the winner, subject to Article 5(a) below.
- If the team that possesses the ball first does not score on its initial possession, or if the score is tied after each team has had its opportunity to possess the ball, the team next scoring by any method shall be the winner.
- If the score is tied at the end of a 15-minute or 60 seconds board time overtime period, or if the second team's initial possession has not ended, another overtime period will begin, and play will continue, regardless of how many 15-minute periods are necessary.
- Between each overtime period, there shall be a two-minute intermission, but there shall be no halftime intermission after the second period. At the beginning of the third overtime period, the captain who lost the coin toss prior to the first overtime period shall have the first choice of the two privileges in 4-2-2, unless the team that won the coin toss deferred.
- At the end of the first and third extra periods, etc., teams must change goals in accordance with 4-2-3.
- Each team is entitled to three timeouts during a half. If there is an excess timeout, the usual rules shall apply (see 4-5).
- At the end of a second overtime period, timing rules shall apply as at the end of the first half. At the end of a fourth overtime period, timing rules shall apply as at the end of the fourth period.
- At the end of a fourth overtime period, there will be another coin toss pursuant to Section 1, Article 2, and play will continue until a winner is declared.

5. GENERAL RULES APPLICABLE TO OVERTIME. The following applies in both the regular season and postseason.

- If the first team to possess the ball scores a field goal or touchdown, after which the second team loses possession by an interception or fumble, the down will be permitted to run to its conclusion, and all rules of the game will be enforced as customary, including awarding points scored by either team during the down. Only fouls that require the down to be replayed, fouls that negate a score, or palpably unfair acts will be enforced.

RULE 16 OVERTIME PROCEDURES

- At the end of a second overtime period, timing rules shall apply as at the end of the first half. At the end of a fourth overtime period, timing rules shall apply as at the end of the fourth period.
- At the end of a fourth overtime period, there will be another coin toss pursuant to Section 1, Article 2, and play will continue until a winner is declared.
- If the second team loses possession by an interception or fumble, the down will be permitted to run to its conclusion, and all rules of the game will be enforced as customary, including awarding points scored by either team during the down. If the second team scores a touchdown on the down after regaining possession, it is the winner. Only fouls that require the down to be replayed, fouls that negate a score, or palpably unfair acts will be enforced.

6. DISQUALIFIED PLAYERS. Disqualified player(s) shall not re-enter during any extra period or periods in the regular season, and postseason.

7. GENERAL AND SPECIFIC RULES APPLY. Except as provided for above, all other general and specific rules shall apply during any extra period or periods in the preseason, regular season, and postseason.

RULE 17 EMERGENCIES, UNFAIR ACTS

SECTION 1 EMERGENCIES

1. NON-PLAYER ON FIELD. If any non-player, including photographers, reporters, employees, police or spectators, enters the field of play or end zones, and in the judgment of an official said party or parties interfere with the play, the Referee, after consulting the crew ([13-1](#) and [15-1](#)), shall enforce any such penalty or score as the interference warrants.

2. FIELD CONTROL. If spectators enter the field and/or interfere with the progress of the game in such a manner that in the opinion of the Referee the game cannot continue, he shall declare time out. In such a case, he shall record the number of the down, distance to be gained, and the position of the ball on the field. He shall also secure from the playing time remaining and record it. The Referee shall then order the home club to have the field cleared, and when it is cleared and order restored and the safety of the spectators, players and officials is assured to the satisfaction of the Referee, the game must continue even if it is necessary to use lights.

3. GAME CALLED. If the game must be called due to a state or municipal law, or by darkness if no lights are available, an immediate report shall be made to the Commissioner by the home club, visiting club, and officials. On receipt of all reports, the Commissioner shall make a decision which will be final.

4. EMERGENCY SITUATIONS. The league affirms the position that in most circumstances all regular-season and postseason games should be played to their conclusion. If, in the opinion of appropriate League authorities, it is impossible to begin or continue a game due to an emergency, or a game is deemed to be imminently threatened by any such emergency (e.g., severely inclement weather, lightning, flooding, power failure), the following procedures will serve as guidelines for the Commissioner and/or his duly appointed representatives. The Commissioner has the authority to review the circumstances of each emergency and to adjust the following procedures in whatever manner he deems appropriate. If, in the Commissioner's opinion, it is reasonable to project that the resumption of an interrupted game would not change its ultimate result or adversely affect any other inter-team competitive issue, he is empowered to terminate the game.

5. LEAGUE AUTHORITY. The League employees vested with the authority to define emergencies under these procedures are the Commissioner, designated representatives from his League office staff, and the game Referee. In those instances where neither the Commissioner nor his designated representative is in attendance at a game, the Referee will have sole authority; provided, however, that if the Referee delays the beginning of or interrupts a game for a significant period of time due to an emergency, he must make every effort to contact the Commissioner or the Commissioner's designated representative for consultation. In all cases of significant delay, the League authorities will consult with the management of the participating clubs and will attempt to obtain appropriate information from outside sources, if applicable (e.g., weather bureau, police).

6. LATER DATE. If, because of an emergency, a regular-season or postseason game is not started at its scheduled time and cannot be played at any later time that same day, the game nevertheless must be played on a subsequent date to be determined by the Commissioner.

7. PRE-GAME THREAT. If there is deemed to be a threat of an emergency that may occur during the playing of a game (e.g., an incoming tropical storm), the starting time of such game will not be moved to an earlier time unless there is clearly sufficient time to make an orderly change.

8. INTERRUPTED GAME. If, under emergency circumstances, an interrupted regular-season or post-season game cannot be completed on the same day, such game will be rescheduled by the Commissioner and resumed at that point.

9. ALTERNATE DATES, SITES. In instances under these emergency procedures which require the Commissioner to reschedule a regular-season game, he will make every effort to set the game for no later than two days after its originally scheduled date, and he will attempt to schedule the game at its original site. If unable to do so, he will schedule it at the nearest available facility. If it is impossible to schedule the game within two days after its original date, the Commissioner will attempt to schedule it on the Tuesday of the next calendar week in which the two involved clubs play other clubs (or each other). Further, the Commissioner will keep in mind the potential for competitive inequities if one or both of the involved clubs has already been scheduled for a game following the Tuesday of that week (e.g., Thanksgiving).

10. POSTSEASON INTERRUPTION. If an emergency interrupts a postseason game and such game cannot be resumed on that same date, the Commissioner will make every effort to arrange for its completion as soon as possible. If unable to schedule the game at the same site, he will select an appropriate alternate site. He will terminate the game short of completion only, if in his judgment, the continuation of the game would not be normally expected to alter the ultimate result.

11. GAME RESUMPTION. In all instances where a game is resumed after interruption, either on the same date or a subsequent date, the resumption will begin at the point at which the game was interrupted. At the time of interruption, the Referee will call time out and he will make a record of the following: the team possessing the ball, direction in which its offense was headed, position of the ball on the field, down, distance, period, time remaining in the period, and any other pertinent information required for an efficient and equitable resumption of play.

SECTION 2 EXTRAORDINARILY UNFAIR ACTS

1. COMMISSIONER AUTHORITY. The Commissioner has the sole authority to investigate and take appropriate disciplinary and/or corrective measures if any club action, non-participant interference, or calamity occurs in an league game which he deems so extraordinarily unfair or outside the accepted tactics encountered in electric football that such action has a major effect on the result of the game.

2. NO CLUB PROTESTS. The authority and measures provided for in this entire section do not constitute a protest machinery for EFL clubs to avail themselves of in the event a dispute arises over the result of a game. The investigation called for in this section will be conducted solely on the Commissioner's initiative to review an act or occurrence that he deems so extraordinary or unfair that the result of the game in question would be inequitable to one of the participating teams. The Commissioner will not apply his authority in cases of complaints by clubs concerning judgmental errors or routine errors of omission by game officials. Games involving such complaints will continue to stand as completed.

RULE 17 EMERGENCIES, UNFAIR ACTS

3. PENALTIES FOR UNFAIR ACTS. The Commissioner's powers under this section include the imposition of monetary fines and draft-choice forfeitures, suspension of persons involved in unfair acts, and, if appropriate, the reversal of a game's result or the rescheduling of a game, either from the beginning or from the point at which the extraordinary act occurred. In the event of rescheduling a game, the Commissioner will be guided by the procedures specified in [17-1](#), above. In all cases, the Commissioner will conduct a full investigation, including the opportunity for hearings, use of game video, and any other procedure he deems appropriate.

RULE 18 GUIDELINES FOR CAPTAINS

SECTION 1 GUIDELINES FOR CAPTAINS

1. NUMBER OF CAPTAINS. Thirty minutes prior to kickoff: Respective coaches designate a maximum of three captains per team.

2. COIN TOSS. Up to three captains per team can participate in the coin toss ceremony (active, inactive, or honorary); only one captain from the visiting team (or a captain designated by the Referee if there is no home team) can declare the choice of the coin toss.

The team that won the toss may then have only one captain declare its option.

The team that lost the coin toss may then have only one captain declare its option.

3. CHOICE ON PENALTY OPTION. Only one captain is permitted to indicate the team's penalty option.

4. CHANGE OF CAPTAINS. The coach has the prerogative of informing the Referee when he wishes to make a change in team captains. A captain who is leaving can inform the Referee which player will act as captain in his place when he is substituted for. When a captain leaves the game, the incoming substitute is permitted to inform the Referee which player the respective coach has designated as captain.

RULE 19 OFFICIALS

SECTION 1 OFFICIALS

1. GAME OFFICIALS. The game shall be played under the supervision of several officials: the Referee, Umpire, Field Judge, Timekeeper, and Replay Official. In the absence of five officials, the crew is to be rearranged according to the remaining members of the crew.

2. JURISDICTION. The officials' jurisdiction begins 30 minutes before the scheduled kickoff and ends when the Referee declares the final score.

3. REFEREE'S AUTHORITY. The Referee is to have general oversight and control of the game. The Referee is the final authority for the score. If there is a disagreement between members of the crew regarding the number of down, any decision, or the application, enforcement, or interpretation of a rule, the Referee's decision will be final. The Referee's decisions upon all matters not specifically placed under the jurisdiction of other officials by rule are final.

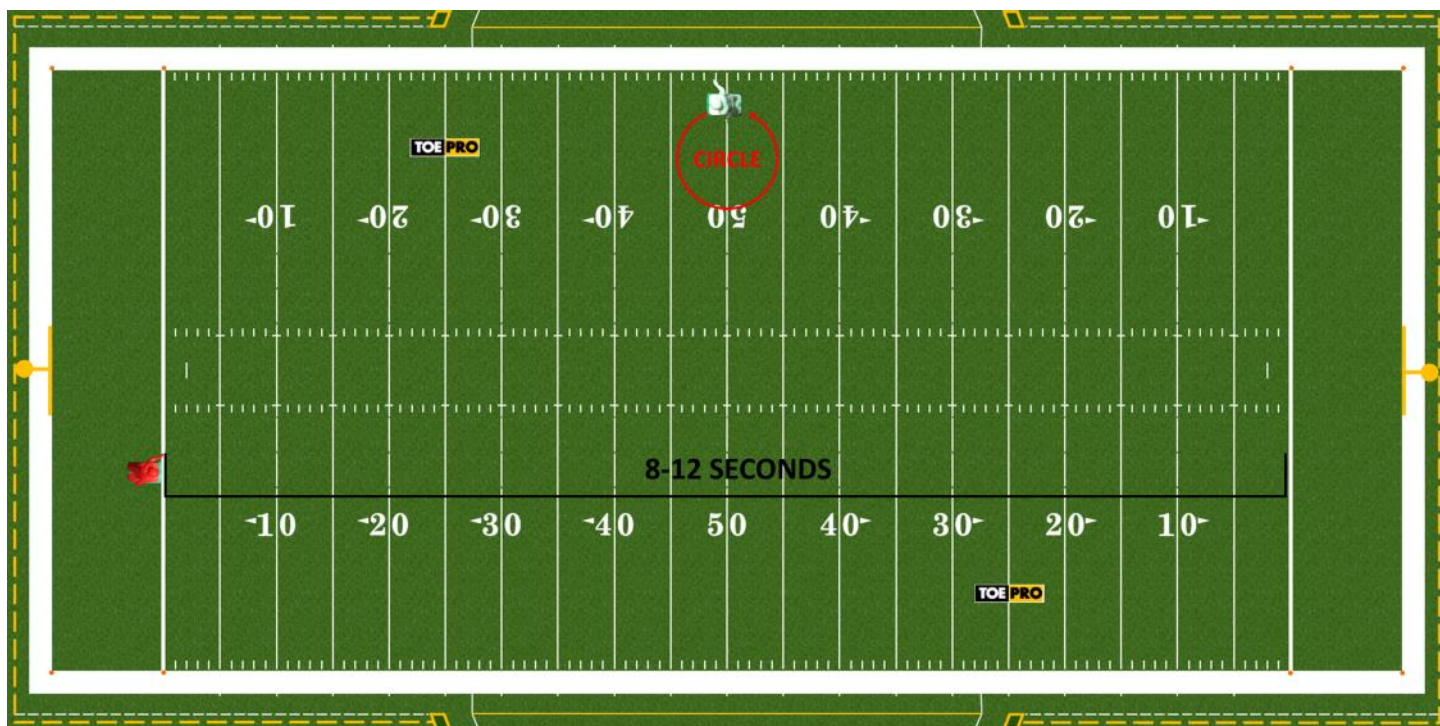
4. RESPONSIBILITIES AND MECHANICS. Officiating responsibilities and mechanics are published periodically by the League.

SECTION 2 SUPPORT FROM NFL OFFICIATING STAFF

The Replay Official and designated members of the Officiating department at the League office may consult with the on-field officials to provide objective information regarding on-field rulings and the correct application of playing rules. In addition, if the designated members of the Officiating department determine that a foul for a football or non-football act called on the field is flagrant, then they can instruct the on-field officiating crew to disqualify the player(s) who committed the foul. Those players who were not penalized, but who engaged in football or non-football acts that were determined to be flagrant and directly related to the foul called on the field, may also be disqualified by designated members of the Officiating department. A penalty will be assessed when a player was not penalized by on-field officials but was subsequently disqualified pursuant to this Section. The determination that a foul is flagrant must be based on the available video provided on the television broadcast, and the designated members of the Officiating department must instruct the officiating crew to disqualify the identified player(s) before the ball is next legally put in play.

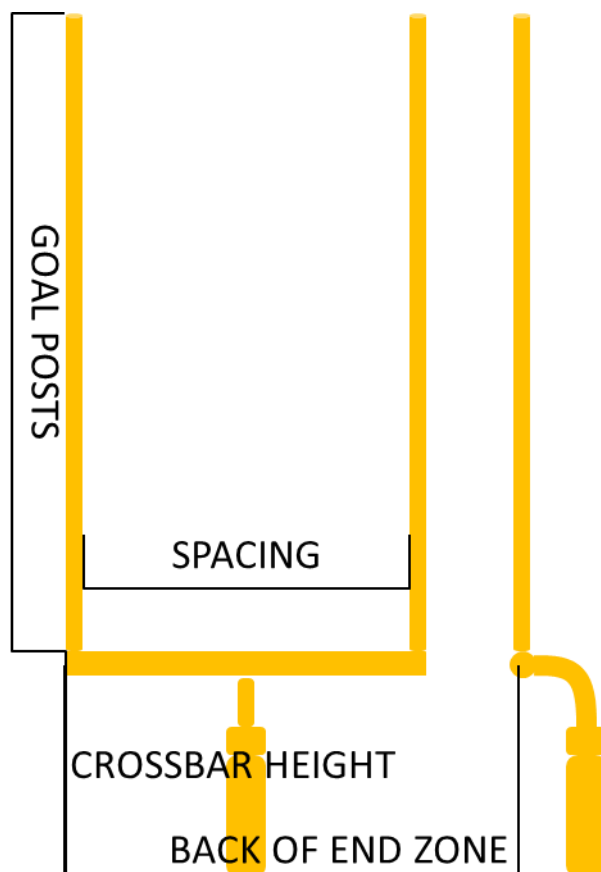
ILLUSTRATIONS

RULE 1 FIELD

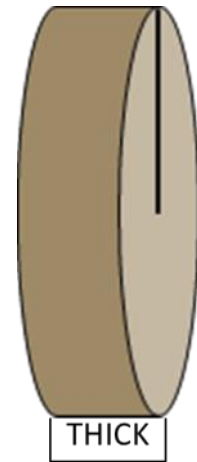
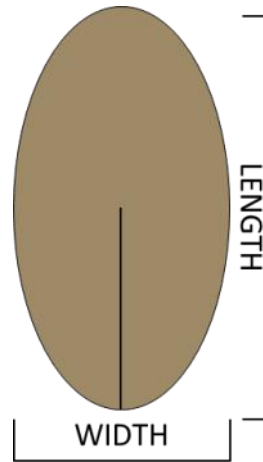
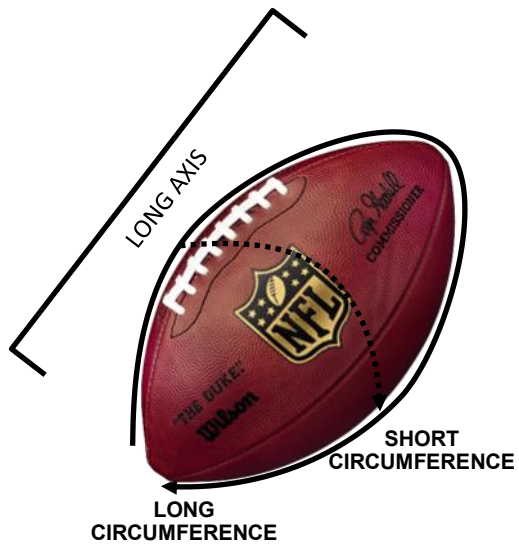


Tudor Games

Metal Field - Pro Line Deluxe Accessory Pack



RULE 2 BALL



RULE 4 GAME TIMING

ADMINISTRATIVE EVENT	PLAY CLOCK	GAME CLOCK
TIME OUT	10	STOP
OFFENSIVE "SET UP"	PAUSE	PAUSE
PLAY ENDS WITH RUNNER INBOUNDS	40	RUN/STOP*
PLAY ENDS WITH RUNNER OUT OF BOUNDS	40	STOP
WARNING MINUTES NOTIFICATION	10	STOP
INCOMPLETE PASSES	40	STOP
CHANGE OF POSSESSION	40	STOP

PERIODS/EVENTS	TIME	GAME CLOCK
QUARTER	15 MINUTES/ 60 SECONDS*	COUNTDOWN
HALFTIME INTERMISSION	12 MINUTES	COUNTDOWN
WARNING MINUTES	2/15 SECONDS*	
WARNING MINUTES NOTIFICATION	YES	
TIME OUTS (EACH TEAM)	3 PER HALF	
CHARGED TIME OUT	2 MINUTES	
SUBSEQUENT TIME OUT	30 SECONDS	
OVERTIME MINUTES	10 MINUTES/ 40 SECONDS*	
OVERTIME CHARGED TIME OUT (2 PER OT)	60 SECONDS	

* BOARD TIME

PLAY CLOCK SEQUENCE	SECONDS
DEFENSIVE SUBSTITUTIONS	10
OFFENSIVE SUBSTITUTIONS/SET UP COMPLETE	40
DEFENSIVE SET UP COMPLETED	10 FOLLOWING OFFENSE
OFFENSIVE AUDIBLES COMPLETED; SNAP BALL (CALLING TYPE OF PLAY)	REMAINING PLAY CLOCK TIME

BALL IN PLAY TIME	SECONDS
PASSES (PHYSICAL); ADVANCE	10
KICKS	6 INCLUDING RUSH AND COVER
PLAYER PIVOTS/ADJUSTMENTS, CHANGE OF POSSESSION AND ALL OTHERS	5

COACHES' NOTE- ACTIONS TO CONSERVE TIME: Each team is permitted to act during pauses in the down. Time shall start once opponent actions are complete. Ex: Team A setting up during defensive huddle or Team B defensive reactions following pauses mid-down. Actions are to continue as if players are moving (tackle or recovery of ball).

GAME TIMING COUNTDOWN AND STAT SHEET

Game #	Location:
--------	-----------

Timekeeping Official:

Visiting Team:

vs Home Team:	
---------------	--

SCORE

E

Per Play Clock Countdown:

Per Play Clock Countdown:
NONE: Free Kick Touchback/Kick Rec and Try
15 SECONDS: Time Out, Pass Inc, KNEEL/SPIKE, Penalty, OOB or Change of possession

[illegible]

RULE 5 PLAYERS, SUBSTITUTES, EQUIPMENT, GENERAL RULES



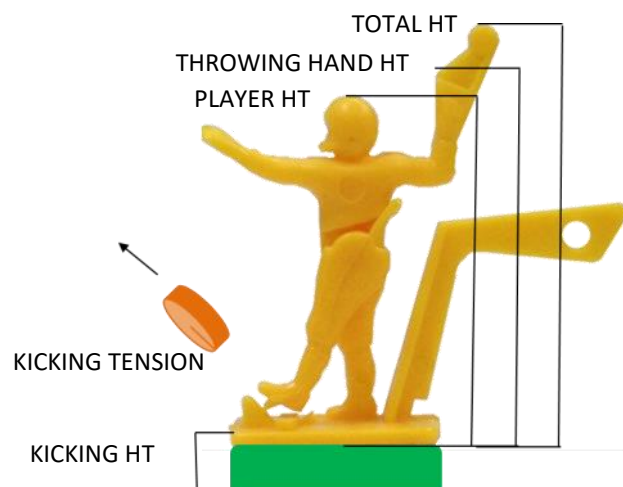
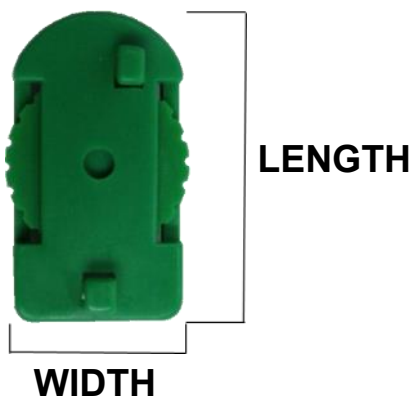
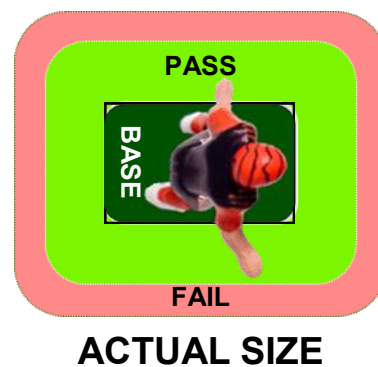
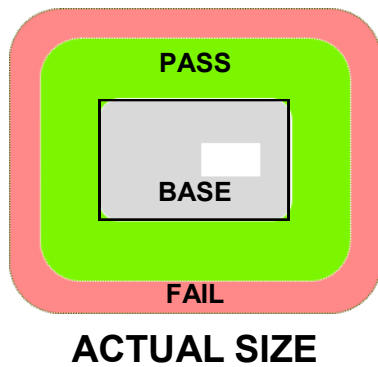
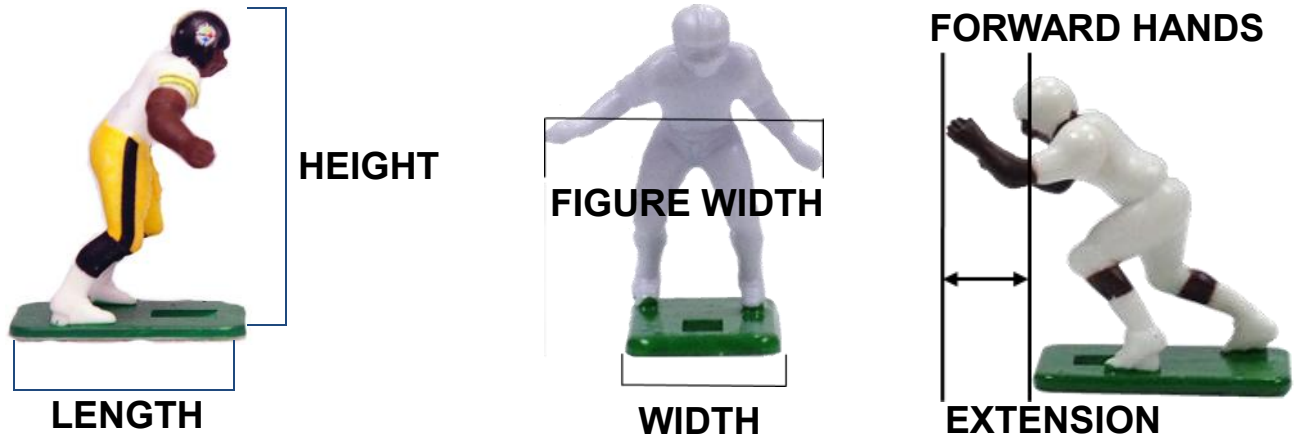
**TOTAL PLAYER
WEIGHT
4.00 GRAMS**

PLAYER TYPES					
	C,OG,OT		OT,TE		WR
	DT		LB,DE,S		S,DE
	QB,RB,TE		RB,SLT		WR, TE
	CB,DT		DE,CB		
	C,OG,OT		OG,OT		OG,OT
	NG,DT,DE		CB,S		LB,DE,S
	QB,K,P		QB		RB

NFL NUMBERING SYSTEM	
NUMBER	POSITION
1-19	QUARTERBACKS, KICKERS, PUNTERS
10-19	WIDE RECEIVERS
20-49	RUNNING BACKS, CORNERBACKS, SAFETIES
50-59	LINEBACKERS
50-79	OFFENSIVE LINE, DEFENSIVE LINE
80-89	RECEIVERS , TIGHT ENDS, HALFBACKS
90-99	DEFENSIVE LINE, LINEBACKERS

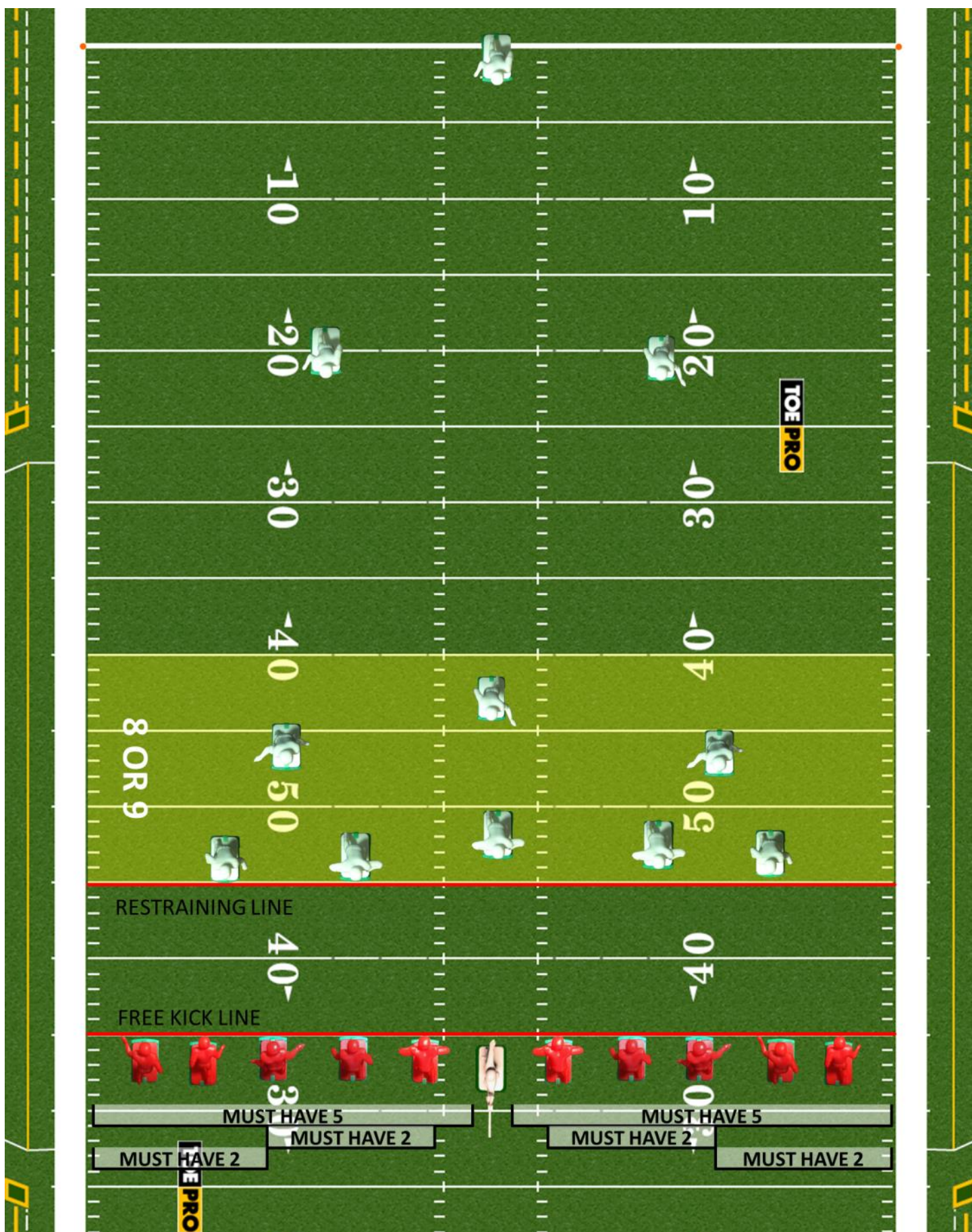
Players recreated prior to initiation of NFL numbering system (pre 70's), will be honored.
 Figures that are not painted to match the uniform of the figures fielded in the game by a team/coach are not permitted on the field; this includes stationary figures.

RULE 5 PLAYERS, SUBSTITUTES, EQUIPMENT, GENERAL RULES

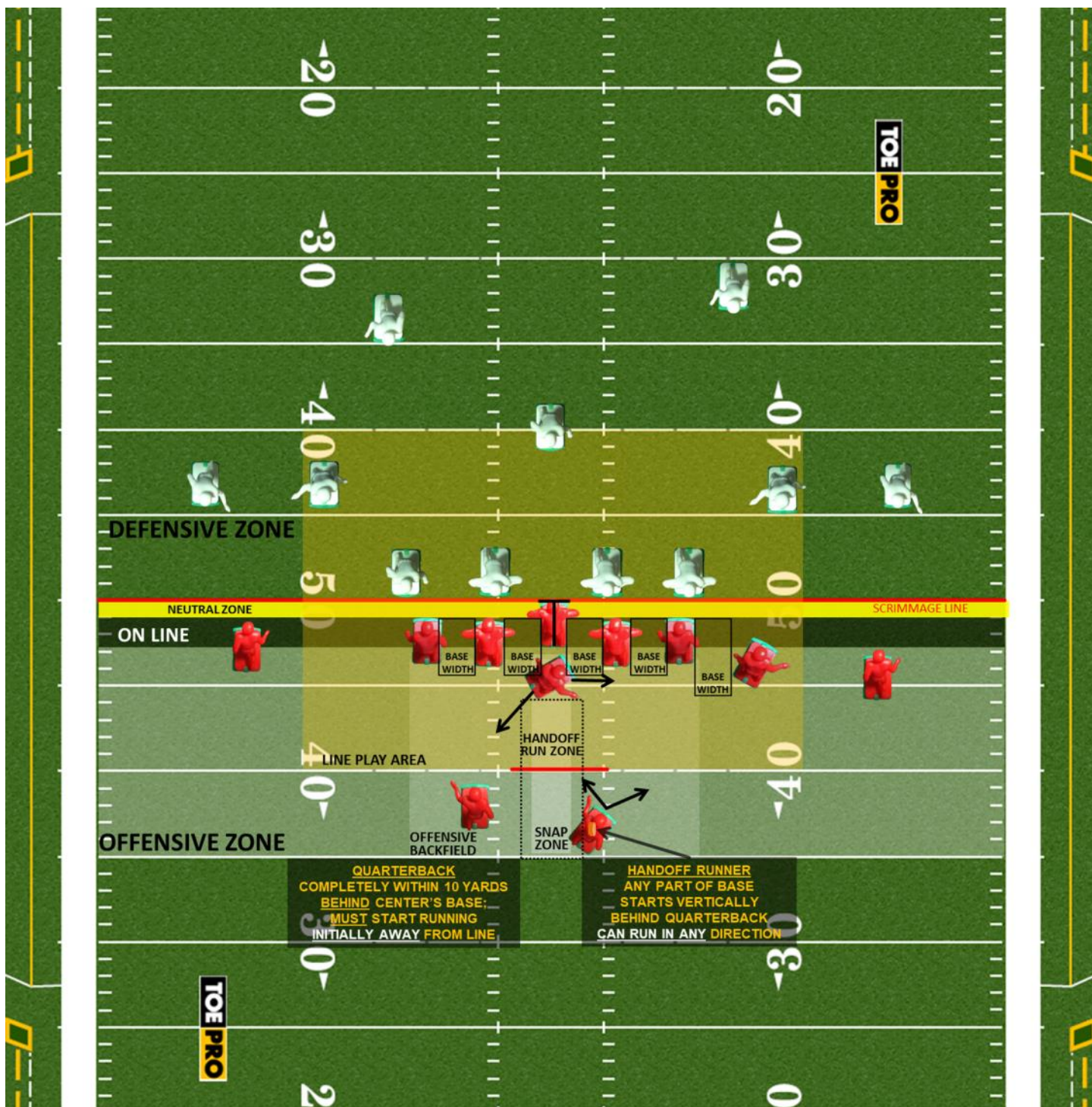


WEIGHT MAX: 4.00 GRAMS	TOTAL HT	MAX PLAYER HT	THROWING HAND HT	MAX TEE HT	MAXIMUM TENSION IN SCALE YARDS (FLAT BASE)
THROWING	55MM	39MM	50MM		75 YARDS
KICKING				8MM	75 YARDS

RULE 6 FREE KICKS



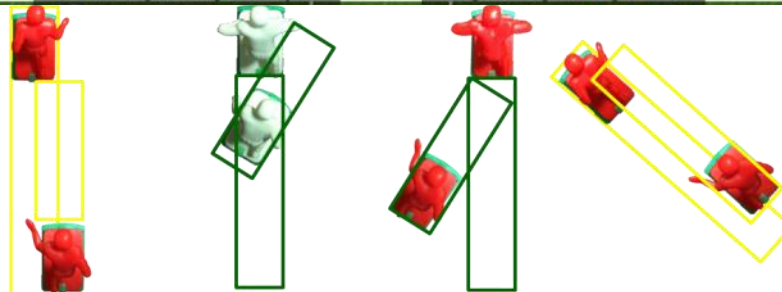
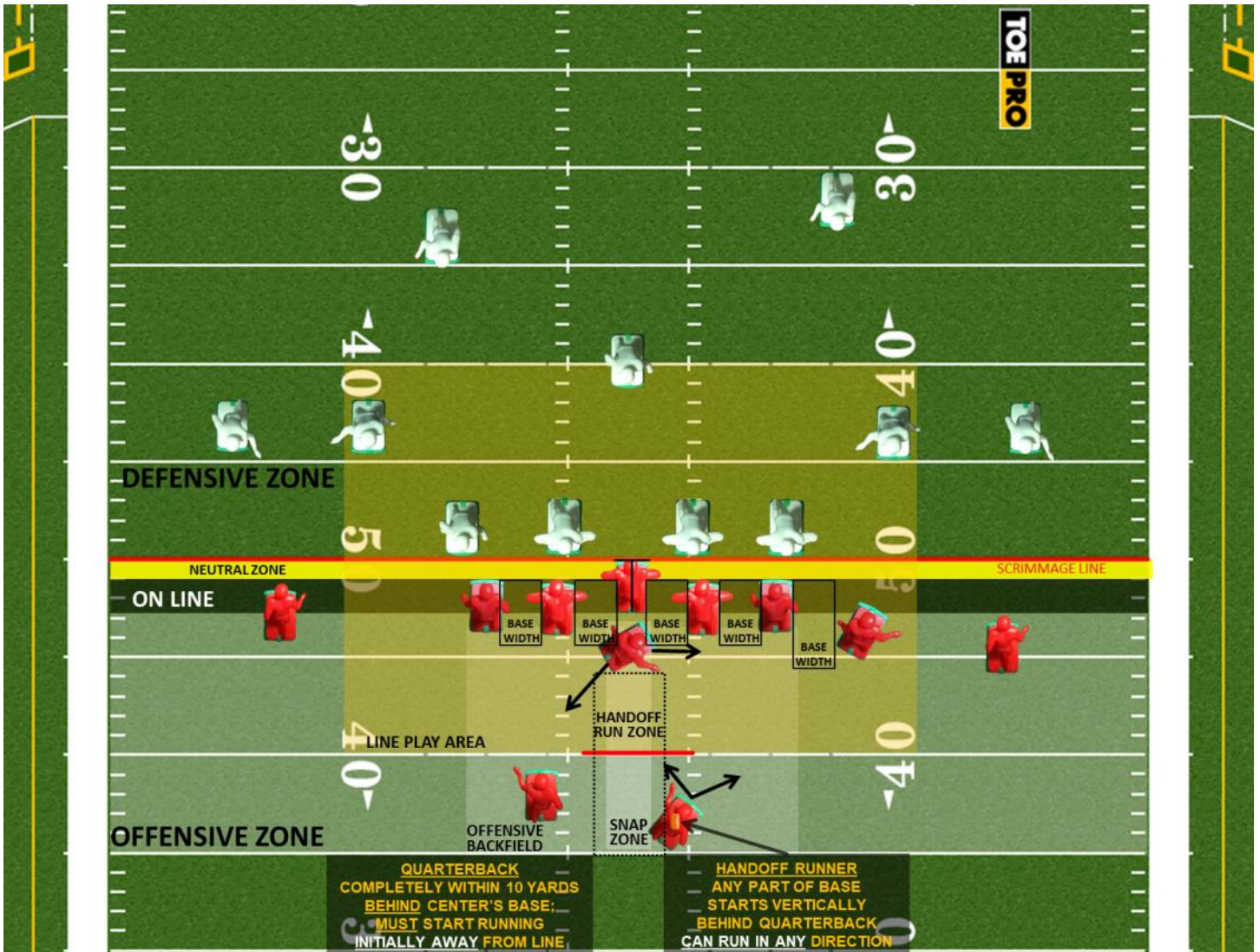
RULE 7 BALL IN PLAY, DEAD BALL, SCRIMMAGE



PLAYERS AT SNAP

	OFFENSIVE TEAM	DEFENSIVE TEAM	BOTH TEAMS
ON LINE	WITHIN CENTER'S BASE		COMPLETELY INBOUNDS; BASE WIDTH APART IF ON THE SAME HORIZONTAL PLANE
HANDOFF-RUN ZONE	HANDOFF-RUN STARTING ZONE		
SNAP ZONE	REQUIRED SNAP RECEIVER		
BOTH OFF/DEF ZONES	NO PLAYER STACKING BEHIND PLAYER IN LINE PLAY AREA		
LINE PLAY AREA	NO STACKING		
NEUTRAL ZONE	ONLY CENTER PLAYER BEFORE SNAP		

RULE 7 BALL IN PLAY, DEAD BALL, SCRIMMAGE

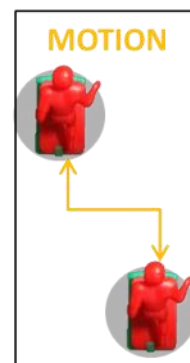
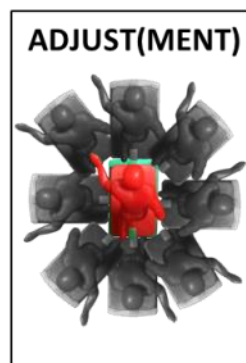
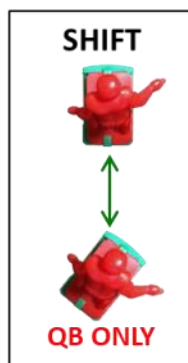
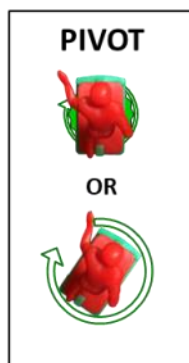


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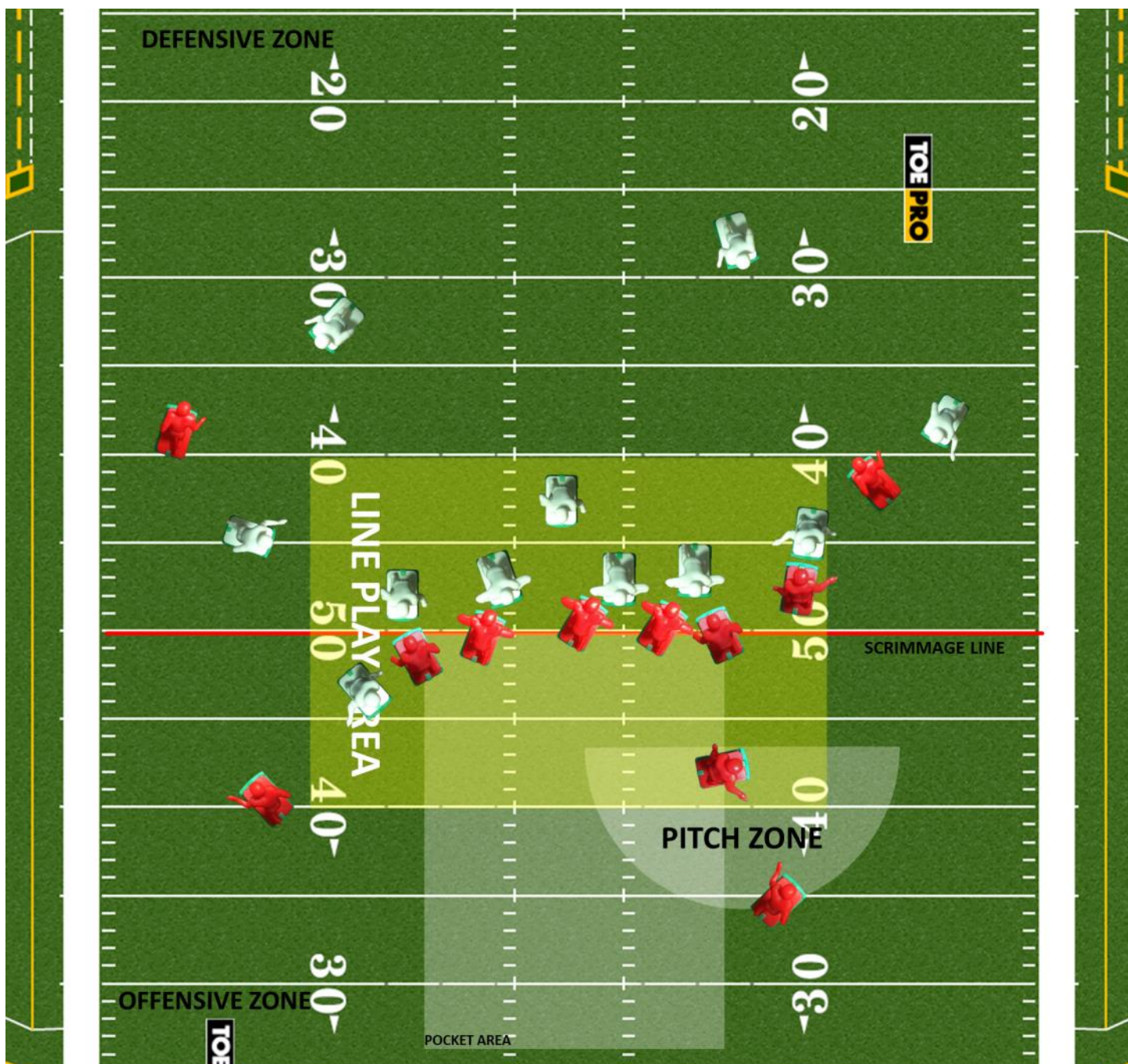
LEGAL

LEGAL

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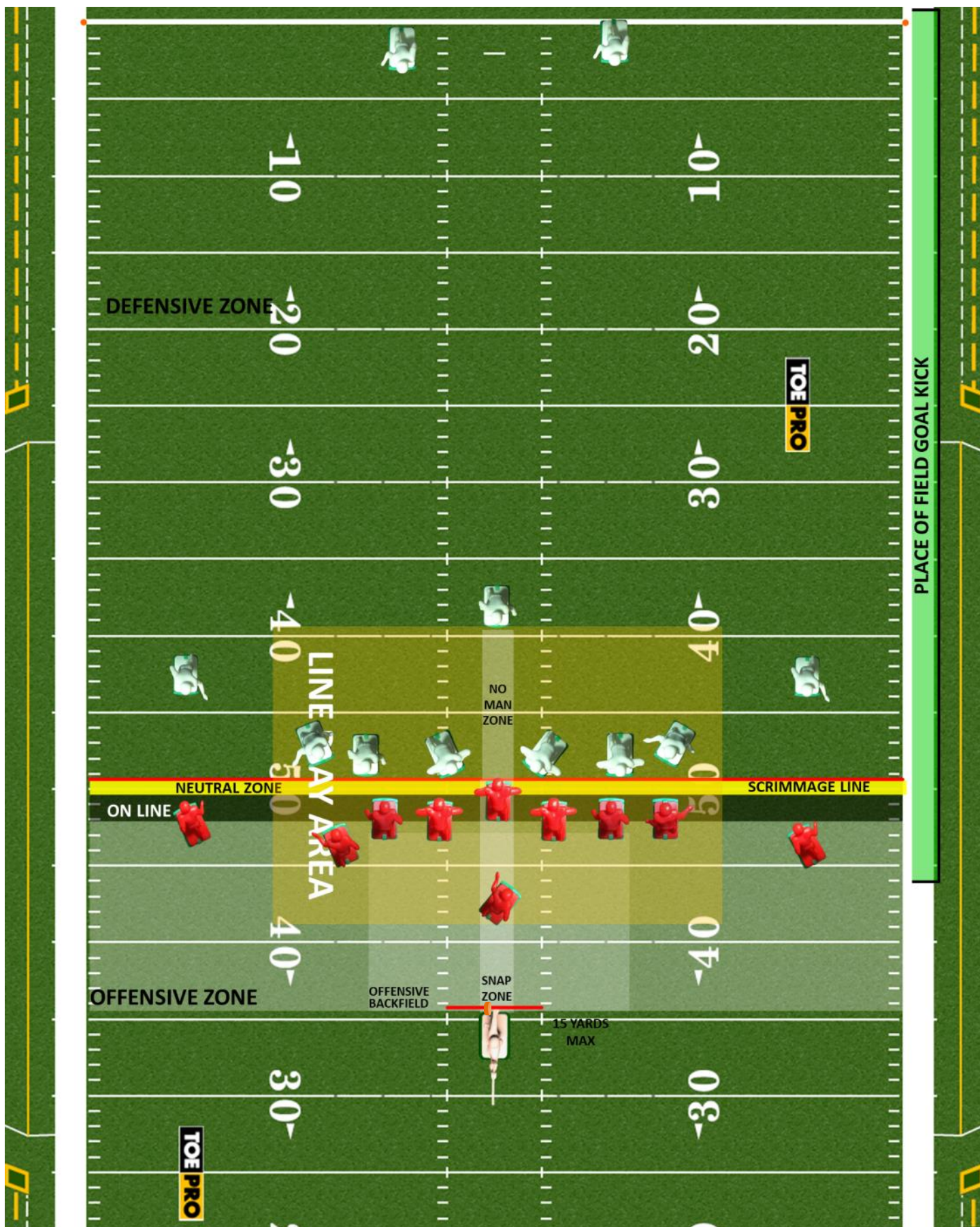
RULE 8 FORWARD PASS, BACKWARD PASS, FUMBLE



SCRIMMAGE ZONES WHILE BALL IN PLAY

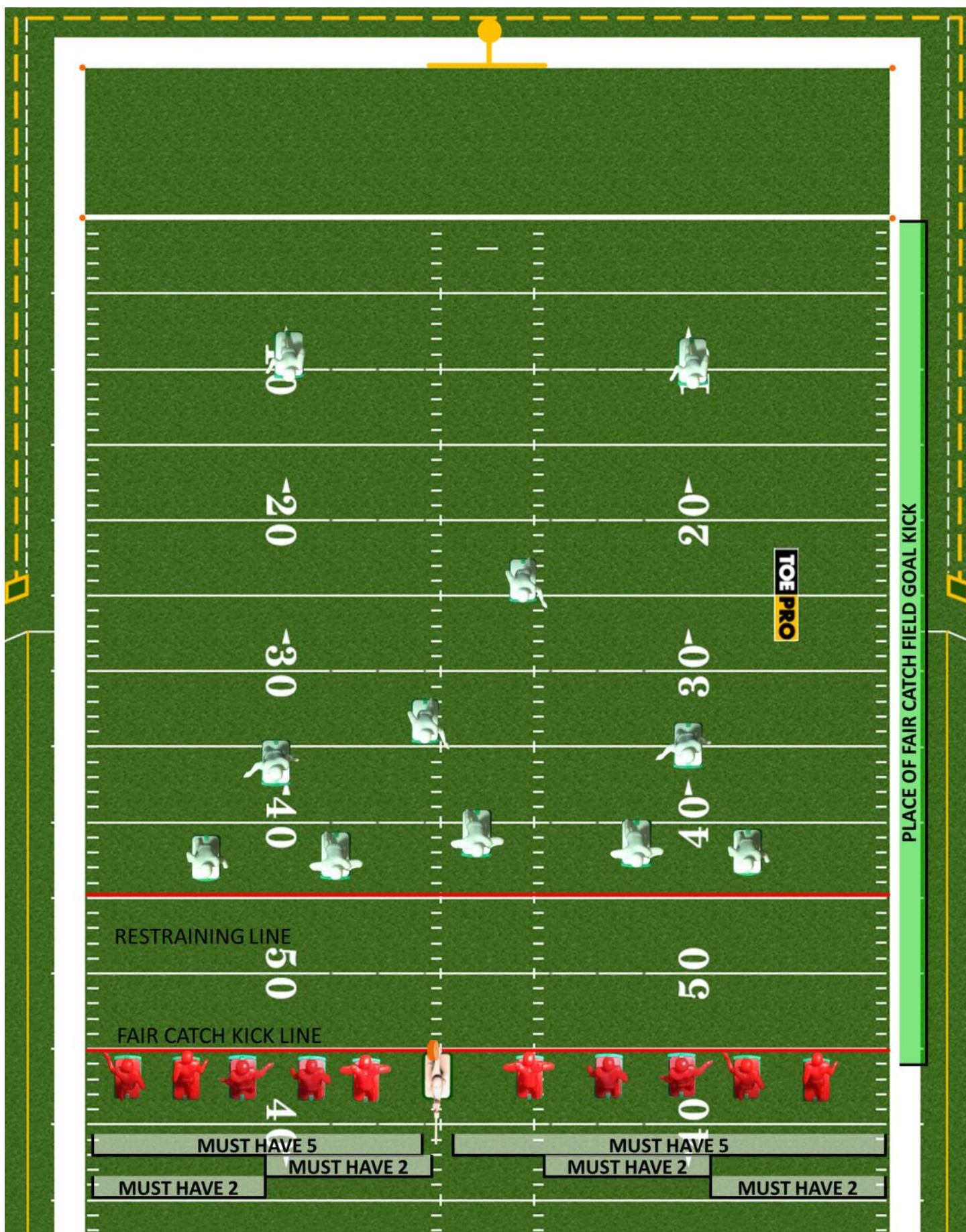
	OFFENSIVE TEAM	DEFENSIVE TEAM	BOTH TEAMS
OFFENSIVE ZONE	ADJUST NEW RUNNER	PIVOT UNENGAGED PLAYER	NO ZONES FOR LOOSE BALLS
POCKET AREA	SACK AREA		
LINE PLAY AREA	INELIGIBLE RESTRICTION BEYOND ON FORWARD PASSES		
PITCH ZONE	COMPLETED PITCH-NO ADJUST		
DEFENSIVE ZONE	PIVOT INTENDED RECEIVER	ADJUST UNENGAGED PLAYER	

RULE 9 SCRIMMAGE KICK

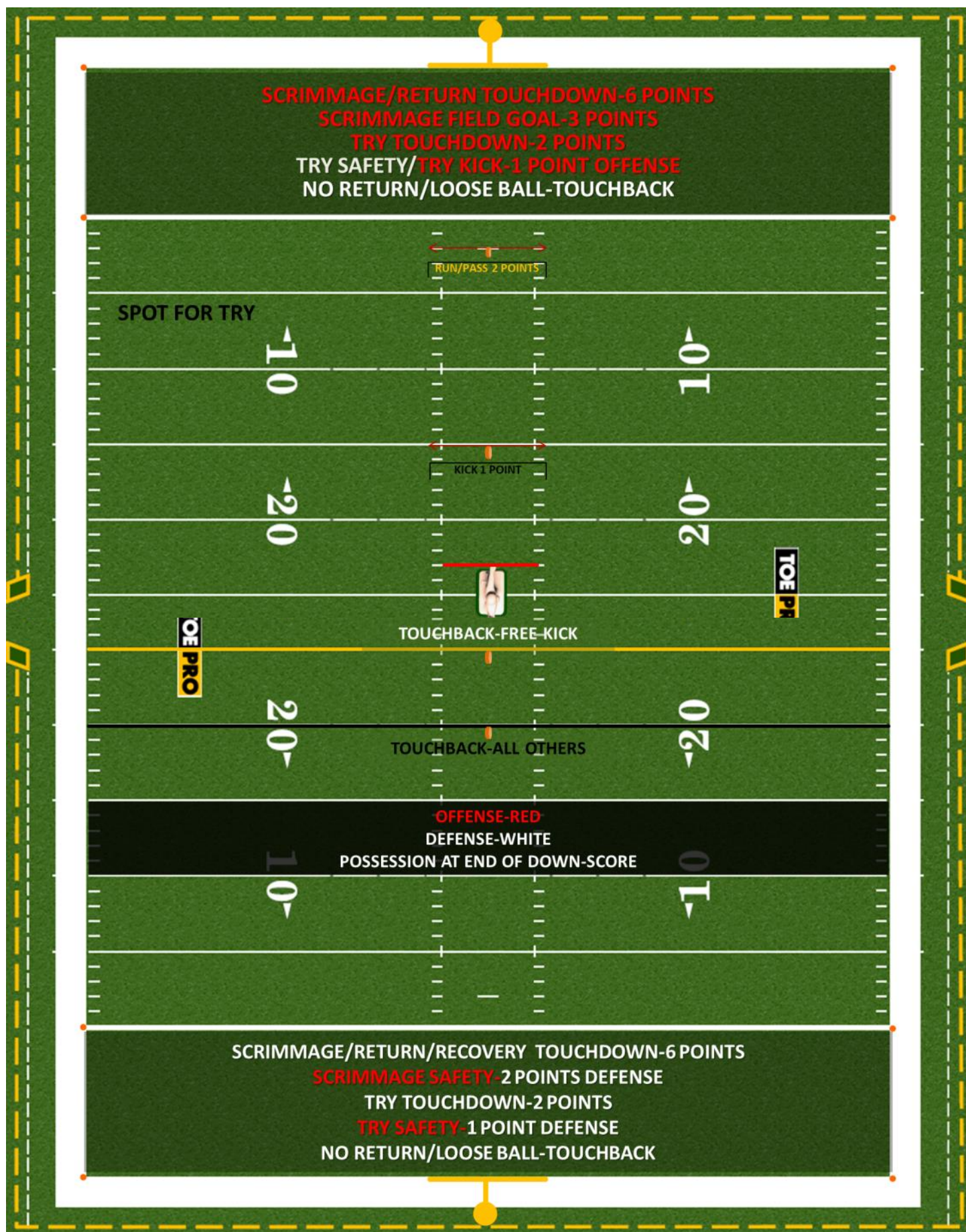




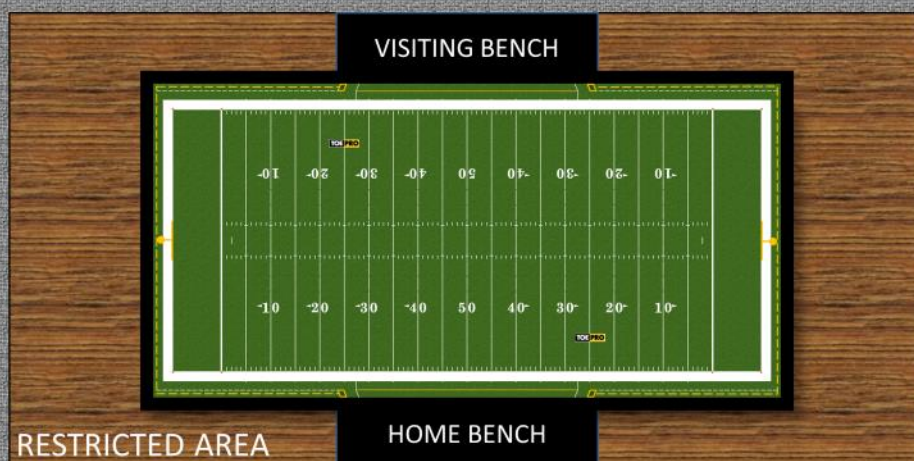
RULE 10 OPPORTUNITY TO CATCH A KICK, FAIR CATCH



RULE 11 SCORING



RULE 13 NON-PLAYER CONDUCT



COACHES OR CAPTAINS
OFFICIALS
GUEST (1 PER TEAM)
CREDENTIAL MEDIA

AREAS				
	COACHES	REFEREE	MEDIA	SPECTATORS
FIELD	YES	AS NEEDED	NO	NO
BENCH AREAS	YES	NO	NO	NO
RESTRICTED AREAS	YES	YES	WITH CREDENTIALS	NO
NON-BENCH AREAS	YES	YES	WITH CREDENTIALS	WITH INVITATION
BENCH CREDENTIALS ARE FOR ACCESS TO RESTRICTED AREA OF THE GAME				

GAMEPLAY PROCEDURES

RULE 4 GAME TIMING

LENGTH OF GAME PROCEDURES

The game shall be 60 minutes or 4 board minutes long divided into two halves with each half divided into quarters. The clock will run in the following manner:

TOEPRO-Football: In accordance with the rules.

OTHER LEAGUES: First and third quarters: game clock run continuously;

Second and fourth quarters: game clock run continuously; shall end on board time not exceeding 15 seconds.

COIN TOSS PROCEDURES

Identify Visiting Team.

Show coaches the coin; Identify HEADS and TAILS.

Visiting coach chooses HEADS or TAILS. (The side the coin will land FACE UP)

Coin is flipped by referee, third party or home team.

Verify Coin; Choice by Visiting Team:

Correct; Won the Toss,

Incorrect: Loss the Toss.

The winner choice, if not deferred to second half (giving winner choices to the loser):

To receive or kick off,

Choice of goal his team will defend.

The opponent chooses the remaining option.

The second half options are given to the team with second half choice options.

FREE KICK PROCEDURES

ACTIONS TO CONSERVE TIME

COACHES' NOTE: Each team is permitted to act during pauses in the down. Time shall start once opponent actions are complete (if clock timed).

Examples:

Team A:

Setting up during defensive huddle.

Pivots/adjustments before receiving team during recovery of a kicked ball.

Team B:

Pivots/adjustments before passer is substituted in.

Pivots/adjustments after pass is completed.

Pivots/adjustments to tackle advancing RUNNER or recover the ball.

RULE 6 FREE KICKS

FREE KICK PROCEDURES

Players on side

Receiving Team completes substitutions (10 seconds)

40 second set up clock starts

Place Kicking Team on the kickoff line with:

- KICKER on center; ball on kicking tee

- Spaced no less than full base width apart

- Five players on each side of the ball

- Minimum two players between each inbound marker and yard numeral

- Minimum two player outside each yard numeral

Kicking Team Setup Complete

10 second set up clock starts

Place Receiving Team behind restraining line (10 yards from kick line) with players:

- Spaced no less than full base width apart

- Minimum eight players completely within 15 yards of restraining line

Receiving Team Setup Complete

Before play clock ends

Kicking Team completes audibles to two players:

- Pivot, (any player)

Kick ball toward the opponent's goal line

Ball kicked; proceeds toward opponent's goal line/posts and:

- Rests in End Zone and/or with no recovery-Touchback

- Rests in field of play and travels past Receiving Team's restraining line (Valid Kick):

- Possession is not gained:

- Run motion generator between 1-3 seconds. (Receiving Team controls switch)

- Possession is not gained:

- Unengaged players are adjusted toward the ball by both teams (5 seconds each)

- Run motion generator between 0-3 seconds until recovery or,

- Receiving Team gains possession:

- Adjust Receiving Team to advance (5 seconds) or down ball (End Zone-Touchback)

- Kicking Team adjust any unengaged player to tackle (5 seconds)

- Run Play (Kicking Team controls switch)

Game clock starts

- Kicking Team gains possession:

- Dead ball; First Down Kicking Team

- ball bounces or recovered out bounds:

- End Zone-Touchback;

- All others-Penalty

- ball flies off field without touching field of play (Invalid Kick):

- End zone-RUNNER chooses to advance at goal line or touchback

- All others-Penalty

RULE 7 BALL IN PLAY, DEAD BALL, SCRIMMAGE

DEAD BALL PROCEDURES

DEAD BALL

Defense Team huddle players (offensive substitutions legal) Players on side; (10 seconds)

BALL IN PLAY

40/10 second set up clock starts*

Offensive Team completes set up

10 second set up clock starts

Defensive Team completes set up

Before end of play clock:

Offensive Team can make two audibles by:

Pivot, (any player)

Change QB type

Change QB location within snap zone

Change QB direction

Call type of scrimmage play (Simulates Snap)

RUN-(number of carrier) (Until end of down)

PASS (to intended receiver-optional) (up to 10 seconds) SCRIMMAGE PASS PROCEDURES

KICK (1-6 seconds) SCRIMMAGE KICK PROCEDURES

KNEEL (1 second) RUN CLOCK

SPIKE (1 second) STOP CLOCK

(Run Motion Generator)

Game clock starts

(*) and game clock if applicable

POSITION OF PLAYERS AT THE SNAP; SCRIMMAGE REQUIREMENTS

Both Teams when set:

Maximum of 11 completely inbound players

On their side of the neutral zone

Spaced vertically no less than base width apart (base to base sharing a horizontal plane)

No two eligible receivers stacked within line play area nor any player stacked behind any player within line play area

Offensive Team:

Player's base completely within fifteen (15) yards behind of LOS (ex. PUNTER/KICK Play)

Minimum seven players within horizontal plane of the center's base

Eligible receivers must be on each end of line (players within ends are ineligible)

Center's long axis of base at right angle to LOS; at the spot

The snap receiver's base completely within vertical plane of center; with rearward edge-QB or forward edge-

KICKER's of base no greater than:

Runs and Passes: 10 yards LOS

Punter's: 15 yards LOS

Field Goals Kicker's: 8 yards LOS

Exceptions: Audibled players. Player under center, holders and kickers are not counted for stacking

COACHES' NOTE: A defensive player is an eligible receiver.

MOVEMENT AT SNAP (EXCEPT KICK PLAY):

The snap receiver's initial movement must be no nearer to line of scrimmage.

Part of the snap RUNNER's base must be in handoff-run zone. (Completely behind and sharing a vertical plane with snap receiver.)

PASS AND KICK PROCEDURES

All passes including advancements, punts and kicks are attempted within the time allotted.

All passes, punts and kicks are attempted with the all cleats and/or base completely on the field.

Tilting a ball carrier, except to conduct a HANDOFF, constitutes a dead ball (kneeling).

QB to rearward eligible receiver contact may constitute HANDOFF.

BROKEN TACKLE PROCEDURES

A broken tackle occurs when a RUNNER knocked off base a tackler following contact.

Play paused, Offensive Team flips coin:

Heads-Offensive team continues play, (NO Pivots/Adjustments)

Tails-Defensive team tackled RUNNER by contact at spot of paused-Next down

RULE 8 FORWARD PASS, BACKWARD PASS, FUMBLE

FORWARD PASS PROCEDURES

Call PASS play-(to number of intended receiver-optional) (simulates snap)

Play paused;

Defensive Team Reacts (Pivots/Adjust-Defensive Zone) (5 seconds)

Immediately announce:

RUN-(No pivot/adjust)

Defensive Team Reacts (Pivots/Adjust-Defensive Zone) (5 seconds)

Run Play (Defensive Team may control switch)

SCRAMBLE-(with PASSER/KICKER on the field, complete adjustments) (5 seconds)

Defensive Team Reacts (Pivots/Adjust-Defensive Zone) (5 seconds)

Run Play (Defensive Team controls switch)

KICK-SCRIMMAGE KICK PROCEDURES

PASS-to RECEIVER NUMBER

Within 10 seconds:

With PASSER/KICKER on the field; Attempt forward pass

Resulting Pass:

Hits unengaged INTENDED RECEIVER-Complete

Pivot RUNNER (Adjust in Offensive Zone) (Remaining PASS time)

Defensive Team Reacts (Pivots/Adjust-Defensive Zone) (5 seconds)

Run Play (Defensive Team controls switch)

Hits unengaged unintended RECEIVER-Complete

Pivot/Adjust RUNNER in Offensive Zone only (Remaining PASS time)

Defensive Team Reacts (Pivots/Adjust-Defensive Zone) (5 seconds)

Run Play (Defensive Team controls switch)

Hits unengaged Defensive Player-Interception

Pivot RUNNER (Adjust in Defensive Zone) (5 seconds)

Offensive Team Reacts (Pivots/Adjust-Offensive Zone) (5 seconds)

Run Play (Offensive Team controls switch)

Hits unengaged Offensive Lineman-Penalty

Hits engaged player-Batted Ball;

Incomplete Incomplete-Dead Ball; Next Down

BACKWARD PASS PROCEDURES

Call PASS/play-(to number of intended receiver-optional) (simulates snap)

Play paused;

Defensive Team Reacts (Pivots/Adjust-Defensive Zone) (5 seconds)

Immediately announce:

HANDOFF/PITCH to RECEIVER NUMBER;

HANDOFF, Pivot QB/RUNNER (Adjust in Offensive Zone) (5 seconds)

PITCH (Guaranteed Complete; within 10 yards behind) (No pivot/adjust)

Defensive Team Reacts (Pivots/Adjust-Defensive Zone) (5 seconds)

Run Play (Defensive Team controls switch)

PASS to RECEIVER NUMBER (lateral or rearward); Changed to RUN

Within 10 seconds:

With PASSER/KICKER on the field; Attempt backward pass

Resulting Pass:

Hits unengaged intended RECEIVER-Complete

Pivot RUNNER (Adjust in Offensive Zone) (Remaining PASS time)

Defensive Team Reacts (Pivots/Adjust-Defensive Zone) (5 seconds)

Run Play (Defensive Team controls switch)

Hits unengaged unintended RECEIVER-Complete (No pivot/adjust)

Defensive Team Reacts (Pivots/Adjust-Defensive Zone) (5 seconds)

Run Play (Defensive Team controls switch)

Hits unengaged Defensive Player-Interception

Adjust Defensive Team (5 seconds)

Offensive Team Reacts (Pivots/Adjust-Offensive Zone) (5 seconds)

Run Play (Offensive Team controls switch)

Hits unengaged Offensive Lineman-Penalty

Hits engaged player-Batted Ball; FUMBLE

Incomplete-FUMBLE

RULE 8 FORWARD PASS, BACKWARD PASS, FUMBLE

FUMBLE PROCEDURES

A fumble occurs when:

- RUNNER knocked off base or tackled from back of its base by motion-generated moving front of base tackler,
- An incomplete backward pass inbounds
- A blocked kick inbounds, or
- A muffed handoff
- A downfield, motion-generated moving tackle with offensive team controlling switch

Play paused

If fumble is out of bounds-DEAD BALL; next down

If fumble is in bounds Offensive Team flips coin:

Heads-Offensive team, if not RUNNER (not 4th down or inside of 2:00 minutes of game), (nearest player, no nearer to goal) maintains possession at spot of fumble

If not tackled by contact at spot of player

Defensive Team Reacts (Pivots/Adjust-Defensive Zone) (5 seconds)

Run Play (Defensive Team controls switch)

If tackled by contact at spot of recovery-Next down

Tails-Defensive team gains possession (nearest player) to spot of fumble

If not tackled by contact at spot of recovery

Adjust Defensive Team (5 seconds)

Adjust Offensive Team (5 seconds)

Run Play (Offensive Team controls switch)

If tackled by contact at spot of recovery-First down Defensive Team

RULE 9 SCRIMMAGE KICK

Defensive Team:

- No player lined behind another (on a vertical plane) within 10 yards LOS
- No player lined in front of center (on a vertical plane) within 10 yards LOS

Offensive Team:

- No player lined behind another in Offensive Zone (Punter/Kicker exempt)
- The HOLDER is placed next to KICKER (Field Goal)

SCRIMMAGE KICK (PUNT) PROCEDURES

The PUNTER is placed on the field 15 yards behind LOS and behind center; ball on kicking foot (KICK play implied)

DEAD BALL PROCEDURES

Before end of snap clock:

Offensive Team can make two audibles by:

- Pivot, (any player) or
- Play- SCRIMMAGE RUN/PASS

Call play KICK, RUN or PASS (Snap);

Game clock starts

Within 6 seconds:

Run motion generator between 1 and 2 seconds (Offensive Team controls switch)

Play paused;

PUNTER (KICK play) Kick ball toward opponent's goal line:

Ball kicked; proceeds toward opponent's goal line and:

(Valid Kick) inbounds:

Possession is not gained: (Receiving Team controls switch)

Unengaged players are adjusted toward the ball by both teams (5 seconds)

Run motion generator between 0-3 seconds until recovery or,

Dead ball; First Down Receiving Team (End Zone-Touchback)

Receiving Team gains possession:

Adjust Receiving Team to advance (5 seconds) or down ball (End Zone-Touchback)

Kicking Team adjust any unengaged player to tackle (5 seconds)

Run Play (Kicking Team controls switch)

Kicking Team gains possession:

Dead ball; First Down Receiving Team (End Zone-Touchback)

Ball bounces or is recovered out of bounds:

End Zone-Touchback;

All others-Dead ball; First Down Receiving Team at spot

(Invalid Kick) ball flies off field without touching inside boundary lines:

End zone-RUNNER chooses to advance at goal line or touchback

All others-25 yards from spot of kick

If blocked-FUMBLE

PUNTER/RUNNER Tackled (RUN or PASS only):

Yes-Next down

No-SCRIMMAGE RUN/PASS

Defensive Team Reacts (Pivots/Adjust-Defensive Zone) (5 seconds)

Run Play (Defensive Team controls switch)

RULE 9 SCRIMMAGE KICK

SCRIMMAGE KICK (FIELD GOAL) PROCEDURES

DEAD BALL on or within Defensive Team's 48 yard line

The KICKER is placed on the field 8 yards behind LOS and behind center; ball on kicking tee. (KICK play implied)

The HOLDER is placed next to KICKER

DEAD BALL PROCEDURES

Before end of snap clock:

Offensive Team can make two audibles by:

Pivot, (any player)

Play-SCRIMMAGE RUN/PASS

Call play KICK, RUN or PASS (Snap);

Game clock starts

Within 6 seconds:

Run motion generator between 1 and 2 seconds (Offensive Team controls switch)

KICKER (KICK play) Kick ball toward the opponent's goal:

If successful field goal-(three points) FREE KICK PROCEDURES

If unsuccessful field goal and:

Inbounds-OPPORTUNITY TO CATCH A KICK

All others-Dead ball; First Down, Receiving Team spot of kick no nearer than own 20 yard line

If blocked-FUMBLE

KICKER/RUNNER Tackled (RUN or PASS only):

Yes-Next down

No-SCRIMMAGE RUN/PASS

Defensive Team Reacts (Pivots/Adjust-Defensive Zone) (5 seconds)

RULE 10 OPPORTUNITY TO CATCH A KICK, FAIR CATCH

OPPORTUNITY TO CATCH A KICK PROCEDURES

Valid kicked ball inbounds changing possession
Direct players to ball (Both teams 5 seconds)
Run motion generator between 0 and 3 seconds
Once recovered, adjust players (Both teams 5 seconds)
Run play begins

Exception: Kicking team recovery of a onside Free Kick

COACHES' NOTE: Free Kicks are untimed until the ball makes contact with a player in the field of play; Receiving Team has right-of-way to a kicked ball.

FAIR CATCH PROCEDURES

Ball kicked, not blocked
Receiving Team announces FAIR CATCH before ball hits ground
If ball hits:
 Receiver on fly-Catch (fair catch at spot)
 Receiver after field-Muffed Catch (no fair catch)
 Field and nothing else-Downed at Spot (fair catch if recovered)

COACHES' NOTE: A successful fair catch is awarded one down regardless of time.

FAIR CATCH KICK PROCEDURES

FAIR CATCH completed within own 66 yards of opposing goal post (own 44)

FREE KICK PROCEDURES

FREE KICK formation with KICKER at nearest inbound spot of fair catch; ball on kicking tee

SCRIMMAGE KICK (FIELD GOAL) PROCEDURES apply.

RULE 11 SCORING

POINTS

Touchdown-6 points

Field Goal-3 points

Safety-2 points

Try-1 point (Field Goal or Safety), 2 points (Touchdown)

TRY PROCEDURES

Team scoring touchdown elects try method:

Field Goal-Spot ball at defensive 15 yard line

Touchdown-Spot ball at defensive 2 yard line

SCRIMMAGE PROCEDURES

COACHES' NOTE: Down is untimed (if clock timed).

WINNER

Team with the most points at the end of regulation play wins

FORFEITED GAME

Team winning a forfeited game score will be 2-0

RULE 12 PLAYER CONDUCT

PENALTY	DEAD BALL	OCCURS WHEN	AGAINST OFFENSE/ KICKING	AGAINST DEFENSE/ RECEIVING
DELAY OF GAME	Y	Either team has not acted in the required time. (Rule 4-6)	5 yards from previous spot.	
FALSE START	Y	Center is pivoted/adjusted following set. A mobile Quarterback's initial move is nearer the LOS on the SNAP. Failure to call a play type. Stopping the play on scrimmage kick before the allotted time. (Rule 7-4 , 9-1)	5 yards from previous spot.	
HOLDING	N	Either team directs a player whose arm hooks or holds the opposing player by use of the upper extremities and prevents him from going up field or to tackle in offensive backfield. (Rule 12-1)	10 yards from previous spot, or result of play.	5 yards; first down, or result of play.
ILLEGAL CRACKBACK BLOCK	N	An offensive player partially/outside the line play area, is directed to block within it, a defensive player completely within the line play area on a run play. (Rule 12-2)	15 yards from previous spot, or result of play.	
ILLEGAL BLOCK	N	Either team directs a player to block toward own goal not in line play area. (Rule 12-2)	15 yards from previous spot, or result of play.	
ILLEGAL FORMATION/ PROCEDURE	N	Either team lines up in a formation not established by the rules following "SET". Fails to follow established format. (Rule 5-5 , 6-1 , 7-5 ; 9-1)	5 yards from previous spot, or result of play.	
ILLEGAL FORWARD PASS	N	Snap receiver crosses the line of scrimmage on a forward PASS play. (Rule 8-1)	5 yards spot of pass; loss of down, or result of play.	
ILLEGAL KICKOFF/ FREE KICK	Y	The kickoff/free kick leaves the field, fails to travel past the restraining line or is touched along the sidelines not in the end zone. (Rule 6-2)	Kickoff-25 yards from kick. Safety Kick-30 yards from kick.	
ILLEGAL MOTION	Y	When a player is being motioned or moved from its footprint following the setup. (Rule 7-4)	5 yards from previous spot.	
ILLEGAL SHIFT	Y	Offense conducts more than two audibles before the snap on a scrimmage play. (Rule 7-4)	5 yards from previous spot.	
ILLEGAL SUBSTITUTION	Y/N	When a team has same numbered players on the field during a down, failed replacing a like numbered player during a down or improper entry. (Rule 5-2)	5 yards from previous spot or results of play.	
INELIGIBLE RECEIVER	N	A pass hits an unengaged ineligible receiver on the fly. (Rule 8-1)	5 yards from previous spot or results of play.	
• OFFENSIVE PENALTIES INSIDE WARNING TIME COULD INCUR AN ADDITIONAL 10 SECOND OR 1 SECOND BOARD RUNOFF • DEFENSIVE PENALTIES INSIDE WARNING TIME COULD INCUR AN ADDITIONAL PLAY FOR THE OFFENSE				
COACHES' NOTE: Sportsmanship allows for the correction of an opponent's infraction before the snap or kick. Coaches may also correct opponent's procedures, adjustments, and pivots before the play is over. Coaches are however responsible their actions.				

RULE 12 PLAYER CONDUCT

PENALTY	DEAD BALL	OCCURS WHEN	AGAINST OFFENSE/ KICKING	AGAINST DEFENSE/ RECEIVING
INELIGIBLE RECEIVER DOWNFIELD	N	An originally ineligible receiver is beyond the line play area or the furthest player downfield on PASS play, beyond the line, following the pause in play to an attempted receiver. (Rule 8-3)	5 yards from previous spot or results of play.	
INTENTIONAL GROUNDING	N	When a PASSER inside the backfield to a downfield receiver never crosses the line of scrimmage or leaves the playing surface to avoid a sack/loss. (Rule 8-2)	10 yards from previous spot or spot of foul (greater distance); loss of down.	
INVALID FAIR CATCH	N	Receiving team conducts an improper fair catch. (Rule 10-2)		5 yards from deepest player or ball. End zone from touchback spot.
INTERFERENCE WITH FAIR CATCH	N	Kicking team directs player into receiver to prevent recovery. (Rule 10-1)	15 yards from spot of foul and catch awarded.	
INTERLOCKING, INTERFERENCE, PUSHING OR HELPING RUNNER	N	Players on the same team lock arms to create wall. One or more teammates in the same zone are pushing RUNNER. (Rule 12-1)	10 yards from spot or result of play.	
OFFSIDE/ ENCROACHMENT OR NEUTRAL ZONE INFRACTION	Y	A coach touches opposing player(s) when the ball is ready for play; or lines up one or more of their players ahead of their lines or enters neutral zone prior to snap or kick. (Rule 7-4)	5 yards from previous spot.	
PALPABLY UNFAIR ACT (NON-PLAYER)	Y/N	A non-player commits any act which is palpably unfair. (Rule 13-1)	Make such ruling as he considers equitable.	
PASS INTERFERENCE	Y	A coach touches/directs a player to touch an unengaged offensive receiver with his hands or base at any time or any player after passer substitution or receiver to receiver push pick a covering defender on PASS play. (Rule 8-5)	10 yards from previous spot or results of play.	First down at: Spot of foul or Defensive 1 (behind Def goal)
TWELVE (12) MEN IN OFFENSIVE HUDDLE OR TOO MANY MEN ON THE FIELD	Y/N	12 or more players are on the field following the first "set", during play. (Rule 5-2)	Before snap: 5 yards from previous spot. After snap: 5 yards or result of play.	
UNSPORTSMANLIKE CONDUCT	Y/N	Either coach acts in a manner detrimental to good play. (Rule 12-3)	15 yards from previous spot and/or Ejection and forfeit Depending on severity.	15 yards from succeeding spot; first down, and/or Ejection and forfeit Depending on severity.

- OFFENSIVE PENALTIES INSIDE WARNING TIME COULD INCUR AN ADDITIONAL 10 SECOND OR 1 SECOND BOARD RUNOFF
- DEFENSIVE PENALTIES INSIDE WARNING TIME COULD INCUR AN ADDITIONAL PLAY FOR THE OFFENSE

COACHES' NOTE:

Sportsmanship allows for the correction of an opponent's infraction before the snap or kick. Coaches may also correct opponent's procedures, adjustments, and pivots before the play is over. Coaches are however responsible their actions.

RULE 16 OVERTIME PROCEDURES

OVERTIME PROCEDURES

COIN TOSS procedures

FREE KICK procedures

If Team with initial possession concludes with a:

Touchdown-Team scoring touchdown winner

Safety-Team scoring safety winner

No score-next score wins

Field goal-opponent receives opportunity to score

If Team receiving opportunity to score, concludes with a:

Touchdown-Team scoring touchdown winner

Safety-Team scoring safety winner

Field goal-next score wins

No score-Team with initial possession winner

POST SEASON:

If Team with initial possession concludes with a:

Touchdown/Field goal-opponent receives opportunity to score

Safety-Team scoring safety winner

No score-next score wins

If Team receiving opportunity to score, concludes with a:

Touchdown-Highest score (following try) wins; next score wins

Safety-Team scoring safety winner

Field goal-next score wins

No score-Team with initial possession winner

COACHES' NOTE: Receiving team's possession starts on the kick.

Receiving Team shall have one scrimmage possession provided a touchdown or safety has not occurred following kickoff.

RULE 19 OFFICIALS

TASKS	LEGAL STATEMENT	ILLEGAL STATEMENT
PRIOR TO SNAP		
ESTABLISH THE OFFENSIVE BACKFIELD	This is the backfield.	
NOTIFY THE FIELD OF LEGAL FORMATIONS PRIOR TO SNAP	The field is proper.	The field is not proper.
NOTIFY THE FIELD OF QB SETUP STATUS	The (im)mobile QB (is/not) under center.	
AT THE SNAP		
QB/P/K DIRECTION AT SNAP (IF MOBILE)		False Start QB/P/K.
ENSURE PROPER COUNTDOWN OF KICKS	You may (fake/kick). Kick is blocked.	False Start K/P.
AS PLAY PROCEEDS		
QB STATUS (IF REQUESTED)	QB is/not in backfield.	
PROPER/TIMELY ACTIONS ON OFFENSE	Action complete.	Delay/Not proper.
PROPER/TIMELY REACTIONS ON DEFENSE	Action complete.	Delay/Not proper.
OBSERVE GENERAL GAMEPLAY		Flag on the play.
ASSISTED RUNNING IN THE SAME ZONE		Flag on the play.
HOLDING BY DEFENSE/OFFENSE		Flag on the play.
MARK SPOT OF FUMBLES/RECOVERY	Fumble at (yard). Recovered by # at <yard>.	
PROVIDE STATUS OF RUNS	Handoff to #. QB will keep.	
PROVIDE STATUS OF PASSES	Forward/backward pass to # (in)complete/intercepted by #.	
AFTER THE TACKLE/PLAY		
PROVIDE TACKLE STATUS	(Tackle/Downed) by (player/method) (in/out of) bounds.	
RESOLVE ALL PENALTIES	(Penalty),(of/de)fense, #, explanation. Excepted/declined. (Penalty yards)	
PROPER SPOT OF THE NEW LINE OF SCRIMMAGE	(Line is #), (# line to go), (# down).	
ENSURE BOTH TEAMS ARE SEPARATED	Players are onside.	Players are offside.
SET AND START PLAY CLOCK	Set play clock to #. Start.	

EQUIPMENT			
ITEM	MINIMUM	MAXIMUM	NOTE
FOOTBALL TEAM “A” FIGURES IN VARIOUS POSITIONS	22/11 Dark, 11 White	48	Includes special players
FOOTBALL TEAM “B” FIGURES IN VARIOUS POSITIONS	22/11 Dark, 11 White	48	Includes special players
ELECTRIC FOOTBALL PLAYING FIELD		1	
MOTION GENERATOR	1	As required	
REMOTE CONTROL WITH CORD	1	As required	
MINIATURE FOOTBALL	6	12	6 per team
GOAL POST	1 movable	2	
YARDSTICK MARKER	1		
10-YARD CHAIN	1		
COIN	1		
OPTIONAL PERSONNEL/EQUIPMENT			
REFEREE/UMPIRE/FIELD JUDGE	1	3	
SCOREBOARD OPERATOR	1		
GAME CLOCK/STOPWATCH	1		
COUNTDOWN TIMER	1		
COMPUTER/LAPTOP/MONITOR	1		

DATE, KICKOFF TIME	PLACE (LEAGUE,CONF, DIVISION)	REFEREE
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	1	2	3	4	OT	F
VISITORS						
HOME						

QTR	PLAYS PER QUARTER													
1								8		10				15
2								8		10				15
3								8		10				15
4								8		10				15
OT								8		10				15

DATE, KICKOFF TIME	PLACE (LEAGUE,CONF, DIVISION)	REFEREE
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	1	2	3	4	OT	F
VISITORS						
HOME						

QTR	PLAYS PER QUARTER													
1								8		10				15
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3								8		10				15
4								8		10				15
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DATE, KICKOFF TIME	PLACE (LEAGUE,CONF, DIVISION)	REFEREE
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	1	2	3	4	OT	F
VISITORS						
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QTR	PLAYS PER QUARTER													
1								8		10				15
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3								8		10				15
4								8		10				15
OT								8		10				15

