



*CELEBRATING THE GAME  
OF COLLEGE FOOTBALL*

Commissioner

NCAA Football Rulebook Formatted  
Jamie Ellerbe, Creator

# ***2024 MANUAL***

***ELECTRIC FOOTBALL EDITION***

# **FAT 8 CONFERENCE® FOOTBALL RULES AND INTERPRETATIONS**

---

# CONTENTS

<a href="#">FAT8 Conference Football Rules Committee</a>	<a href="#">4</a>
<a href="#">Major Rules Changes for 2024</a>	<a href="#">5</a>
<a href="#">Index to Editorial Changes</a>	<a href="#">6</a>
<a href="#">Founders Note</a>	<a href="#">7</a>
<a href="#">Sportsmanship Statement</a>	<a href="#">8</a>
<a href="#">The FAT8 Code</a>	<a href="#">9</a>
<a href="#">Official FAT8 Conference Football Rules</a>	
<a href="#">Rule 1—The Game, Field, Players and Equipment</a>	<a href="#">11</a>
<a href="#">Rule 2—Definitions</a>	<a href="#">20</a>
<a href="#">Rule 3—Periods, Time Factors and Substitutions</a>	<a href="#">42</a>
<a href="#">Rule 4—Ball in Play, Dead Ball, Out of Bounds</a>	<a href="#">52</a>
<a href="#">Rule 5—Series of Downs, Line to Gain</a>	<a href="#">55</a>
<a href="#">Rule 6—Kicks</a>	<a href="#">59</a>
<a href="#">Rule 7—Snapping Procedures and Stoppages</a>	<a href="#">65</a>
<a href="#">Rule 8—Scoring</a>	<a href="#">74</a>
<a href="#">Rule 9—Conduct of Players and Others Subject to the Rules</a>	<a href="#">79</a>
<a href="#">Rule 10—Penalty Enforcement</a>	<a href="#">86</a>
<a href="#">Rule 11—The Officials: Jurisdiction and Duties</a>	<a href="#">87</a>
<a href="#">Rule 12—Instant Replay</a>	<a href="#">88</a>
<a href="#">Appendix A—Guidelines for Serious On-Field Injuries</a>	<a href="#">94</a>
<a href="#">Appendix B—Actual Player Weight (APW) System</a>	<a href="#">96</a>
<a href="#">Appendix C—Field Diagrams</a>	<a href="#">97</a>
<a href="#">Appendix D—Strategic Zone Passing (SZP)</a>	<a href="#">100</a>
<a href="#">Appendix E—Special Solitaire Gameplay-Coach Play Challenge Rules</a>	<a href="#">101</a>
<a href="#">Appendix F—Special Solitaire Gameplay-Rattled Player</a>	<a href="#">102</a>
<a href="#">Appendix G—Special Solitaire Gameplay-Home Field Advantage</a>	<a href="#">104</a>

***In order to return to this page click on the FAT8 Quick Pages link in the top right corner.***

---

# FAT8 CONFERENCE FOOTBALL RULES COMMITTEE

---

Name	Position	Term
Robert “Big Dog” Ellerbe	Commissioner Emeritus	
Jamie “AggieCoach” Ellerbe*	Commissioner/Founder	
Charles Pope	Rule development	
	Rule development	
	Supporting member	N/A
	Supporting member	N/A
Korin Kinchen***	Gameplay Analyst	3 year

\*Committee chair

\*\*Non-voting member

\*\*\*Eligible for reappointment

For a complete and current referral of the FAT8 Football Rules Committee, please go to:

FAT8 Miniature College Football Group

<https://www.facebook.com/groups/1932118397007339/>

Those seeking interpretations of rules or play situations may contact:

Jamie Ellerbe

FAT 8 Conference Football-Rules Editor

---

# MAJOR RULES CHANGES FOR 2024

---

The numbers and letters in the left column refer to rule, section and article, respectively. Changed or altered items are identified in the rules by a shaded background, unless the change results in the deletion of the entire segment containing the change.

The Football Rules Committee made the following major changes for the 2019 season. This is an “off-year” in the playing rules cycle; however, the committee is able to make changes for the following reasons during this period:

- 1) Student-athlete safety;
- 2) Adjustment to rule change from the previous season that is not achieving its intent; or
- 3) Changes that have a significant impact on the image of the game.

## MAJOR RULES CHANGES for 2024

- Realignment of the rules consistent with the football rules of the NCAA.
- Play clock procedure adjustments
- Definition clarifications
- Line of Sight & Slow reaction clarifications
- APW adjustments.

# INDEX TO EDITORIAL CHANGES

---

RULE	CHANGES & Updates
Manual	Realignment of the rules consistent with the football rules of the NCAA.

# FOUNDER'S NOTE

---

The FAT8 Conference was founded in 2013 by my father “Robert Ellerbe” and I as a means of spending time with each other and recreating our college football days. My father was my football coach in middle school and during my high school and college football years my father never missed any of my games. When we came together to create the FAT8 Conference & The Miniature College Football method of game play, we wanted to recreate the authentic college football game play and atmosphere. In light of this, we traveled to college football games every weekend. The FAT8 Conference was born out of a father and son’s love. My mother and father attended North Carolina A&T State University where they were both involved in the band and football. I played football at North Carolina A&T State University in the 1990's and I can tell you that those memories are some of the best memories of my life. I truly love my Alma Mater and so I decided to feature them in Miniature College Football. It was our fantasy to see our Alma Mater play on the big stage with Notre Dame, Ohio State, Michigan, USC and many other FBS schools so we set out to create the Fantasy Athletic Teams Conference (FAT 8 Conference) with 8 of our favorite schools all in the same conference.

This however wasn't enough. Our vision and goals was to also bring the authentic tradition and atmosphere of college football to the Miniature Football world. We wanted the heart pounding sound of the bands playing, the student sections chanting, the swinging change of energy, the emotion and pageantry of the big rivalries that can only be seen in College Football. My father being a football coach was very strict about our game play in its early development. He wanted no deviation from the core rules of American Football. The FAT8 Conference had to be true to the core laws, rules, and procedures of football with the NCAA Rule Book as a primary guide. There could be no exceptions. This is how he was and the standards that we set forth to follow.

In light of this, I set out to create the "FAT8 Miniature College Football 2021 Manual". The FAT8 Manual is based on the core Rules of Football and the NCAA Rules and Interpretations Rule Book. The goal was to ensure that our games of Miniature Football stayed in alignment with the core rules of college football.

I set out on this journey with my late father “Robert Ellerbe” and I must admit that we intended to do it for our own enjoyment. We never expected to make as many friends as we’ve made. Along the way, many people have reached out to me and I am thankful for the support. Others saw what we were doing and offered to help. Many have all contributed to what the FAT8 is today . We are growing quickly and I like to just thank everyone for the Support.

In Loving Memory of my Father “Robert Ellerbe” AKA Big Dog.

Sincerely,  
Jamie Ellerbe, aka AggieCoach

# SPORTSMANSHIP STATEMENT

---

This edition of the FAT 8 Miniature College Football Manual contains all current rules governing the playing of Electric Football with the same methodology of the National Collegiate Athletic Association (NCAA). FAT8 Chapters may amend the rules from time to time, pursuant to your chapters applicable procedures, Constitution or Bylaws.

Any chapter disputes or call for interpretation in connection with this manual and the rules here-in will be decided by the Commissioner of the FAT8 Conference, whose ruling will be final.

Because inter-conference games are played throughout the preseason, regular season, and postseason in your chapters, all rules contained in this book apply uniformly to all FAT8 Miniature College Football Chapters.



# THE FAT8 CODE

---

## **FAT8 Conference Mission:**

The core mission of the FAT8 conference is to bring together father's and son's in mutual love for the game of college football. At the miniature level, Electric Football is an excellent means to spending valuable time with your father, son, and friends. Additionally, the mission of the FAT8 Conference is to create an authentic college based rules and interpretation manual that obeys the laws of football, incorporating the rights and privileges set forth by the NCAA Rules and Interpretation Rule Book. As a Miniature College Football method of game play, we are driven to maintain a high standard of excellence with clear and concise rules grounded and governed by the core principles of American Football.

## **The FAT8 Code:**

Miniature Football is a game that allows you to coach and quarterback a team of miniature football athletes on a vibrating realistic football field game board. As the coach, you call the plays, and as the quarterback, you execute the play on the field. Miniature Football is a "hands on" game, which puts you on the field and allows you to physically set up your players in offensive and defensive formations. It requires a basic knowledge of football and the ability to analyze your opponent's strengths, weaknesses and tendencies to formulate a strategic game plan to be victorious. However, the FAT 8 Conference prides itself on staying true to its original founding premise. As set forth by the founders of the conference, FAT8 Miniature College Football Game Play must never perform unnaturally and all rules must abide by the core rules of American Football as well as being grounded and guided by the Standards set forth by the NCAA Rules and Interpretations Rule Book.

# PART 1

## THE RULES

---

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 football rules of the National Collegiate Athletic Association and fair play.

The masculine terms used throughout the FAT8 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 Collegiate Athletic Association.

---

# RULE 1

## The Game, Field, Players and Equipment

---

### SECTION 1. General Provisions

#### **The Game**

- a. The game of Electric Football shall be played between two teams of not more than 11 players each, on a rectangular field and with an electric ball having the shape of a prolate spheroid.
- b. All teams are allowed a minimum of 33 players and a maximum of 55 players.
- c. A team legally must have no fewer than 11 players, but a foul for an illegal formation occurs if the following requirements are not met:
  - When the ball is free-kicked, at least four Team A players are on each side of the kicker.
  - At the snap, at least five players wearing jerseys numbered 50 through 79 are on the offensive scrimmage line and no more than four players are in the backfield.

#### **Goal Lines**

Goal lines, one for each team, shall be established at opposite ends of the field of play, and each team shall be allowed opportunities to advance the ball across the other team's goal line by running, passing or kicking it.

#### **Winning Team and Final Score**

- a. The teams shall be awarded points for scoring according to rule and, unless the game is forfeited, the team having the larger score at the end of the game shall be the winning team.
- b. When the referee declares that the game is ended, the score is final.

#### **Game Officials**

The game may be played under the supervision of the game officials.

#### **Subject to the Rules**

- a. FAT 8 Conference chapters shall conduct all contests under Miniature College Football-playing rules with-in this manual.
- b. FAT 8 Conference Chapters not complying are subject to loss of charter.

### SECTION 2. The Field

#### **Customized and Recommended field**

- a. All customized field dimensions are authorized and unless noted otherwise, the maximum scale is 1/2 inch equal to 1 yard of field. The proper field ratios will be adhered to should the field not meet the maximum scale.
- b. The recommended [NCAA Tudor Games field](#) shall be a rectangular area with dimensions, lines, zones, goals and [pylons](#) as indicated in its [website](#).

## RULE 1 / THE GAME, FIELD, PLAYERS AND EQUIPMENT

### Dimensions and Markings

- a. The field shall be a rectangular area with dimensions, lines, zones, goals and pylons as indicated in [Appendix C](#).
- b. All field-dimension lines shown must be white and 0.056 inches in width (Exceptions: Sidelines and end lines may exceed 1 inches in width, goal lines may be 0.111 inches in width/thickness).
- c. Yard-line length is 0.333 inches, 0.056 inch inside the sidelines and at the hash marks, are mandatory; and all yard lines shall be four inches from the sidelines.
- d. White field markings or contrasting decorative markings (e.g., team names) are permissible in the end zones but shall not be closer than four feet to any line.
  - The entirety of all yard lines, goal lines, and sidelines must be clearly visible. No portion of any such line may be obscured by decorative markings.
  - No such markings may touch or enclose the hash marks or numbers.
  - A single decorative marking, centered on the 50-yard line, and a maximum of four smaller flanking decorative markings are allowed.
- e. Goal lines may be of one contrasting color from the white lines.
- f. White field yard-line numbers not larger than 1 inch in height and 0.667 inches in width, with the tops of the numbers 4.5 inches from the sidelines, are recommended.
- g. White directional arrows next to the field numbers (except the 50) indicating the direction toward the nearest goal line are recommended. The arrow is a triangle with an 0.25 inch height, 0.5 inch length, 0.208 inch from top and no more than 0.083 inches from the numbers.
- h. Hash marks spacing is 6.667 inches in length.

### Marking Boundary Areas

Measurements shall be from the inside edges of the boundary markings. The entire width of each goal line is in the end zone.

### Limit Lines

- a. Limit lines shall be marked with 0.167 inch lines and at .333 inch intervals 2 inches outside the sidelines and the end lines, except in stadiums where total field surface does not permit. In these stadiums, the limit lines shall not be less than 1 inch from the sidelines and end lines. Limit lines shall be .056 inch in width and may be yellow. Limit lines designating team areas shall be solid lines.
- b. No person outside the team area shall be inside the limit lines. Game management personnel have the responsibility and the authority to enforce this rule. (**Exception:** Hand-held cameras under the supervision of the television partners may briefly be between the limit lines and the sideline after the ball is dead and the game clock has been stopped. This exception does not allow cameras to be on the field of play or in the end zone at any time.)
- c. Limit lines shall also be marked 1 inch from the team area around the side and back of the team area, if the stadium permits.

### Team Area and Coaching Box

- a. On each side of the field, a team area in back of the limit line and between the 25-yard lines shall be marked for the exclusive use of substitutes, athletics trainers and other persons affiliated with the team. The front of the coaching box shall be marked with a solid line 1 inch outside the sideline between the 25-yard lines. The area between the coaching line and the limit line between the 25-yard lines shall contain white diagonal lines or be marked distinctly for use of coaches.

## RULE 1 / THE GAME, FIELD, PLAYERS AND EQUIPMENT

- b. The team area shall be limited to a minimum of 33 players in full uniform and a maximum of 60 players directly involved in the game. All persons in the team area are subject to the rules and are governed by decisions of the officials. The individuals not in full uniform shall wear special team area credentials. No other credential is valid for the team area.
- c. Coaches are permitted in the coaching box, which is the area bounded by the limit line and coaching line between the 25-yard lines.
- d. No media personnel, including journalists, radio and television personnel, or their equipment, shall be in the team area or coaching box, and no media personnel shall communicate in any way with persons in the team area or coaching box.
- e. Game management personnel shall remove all persons not authorized by rule.

### Goals

- a. The [Tudor Games goal posts](#) are the standard goal posts for use. All other versions shall meet criteria within the section.
- b. 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 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.
- c. All goal posts will be the single-standard type, offset from the end line and bright gold in color. The uprights will extend 4 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 Commissioner .

### 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.

### Line-to-Gain and Down Indicators

The [official line-to-gain \(yardage chain\) and down indicators](#) shall be operated approximately 1 inch outside the sideline except in stadiums where the total playing enclosure does not permit. These must be operated on the side of the field opposite the press box. Customized fields will:

- a. The yardage chain shall join two rods not fewer than 3 inches high, the rods' inside edges being exactly 10 field yards apart when the chain is fully extended.
- b. The down indicator shall be mounted on a rod not fewer than 3 inches high operating approximately 1 inch outside the sideline opposite the press box.
- c. An unofficial auxiliary line-to-gain indicator and an unofficial down indicator 1 inch outside the other sideline are recommended.
- d. Advertising is prohibited on the down and line-to-gain indicators. One manufacturer's logo or trademark is permitted on each indicator. Institutional and conference logos are allowed.

## RULE 1 / THE GAME, FIELD, PLAYERS AND EQUIPMENT

### Markers or Obstructions

- All markers and obstructions within the playing enclosure shall be placed or constructed in such a manner as to avoid any possible hazard to players. This includes anything dangerous to anyone at the limit lines.
- After the officials' pregame inspection of the playing enclosure, the referee shall order removed any hazardous obstructions or markers located inside the limit lines.
- The referee shall report to game management personnel any markers or obstructions constituting a hazard within the playing enclosure but outside the limit lines. Final determination of corrective action shall be the responsibility of game management personnel.
- After the officials have completed their pregame inspection of the playing enclosure, it is the responsibility of game management personnel to ensure that the playing enclosure remains safe throughout the game.

### Field Surface

- No material or device shall be used to improve or degrade the playing surface or other conditions and give one player or team an advantage.
- The referee may require any improvement in the field necessary for proper and safe game administration.

### Field Speed

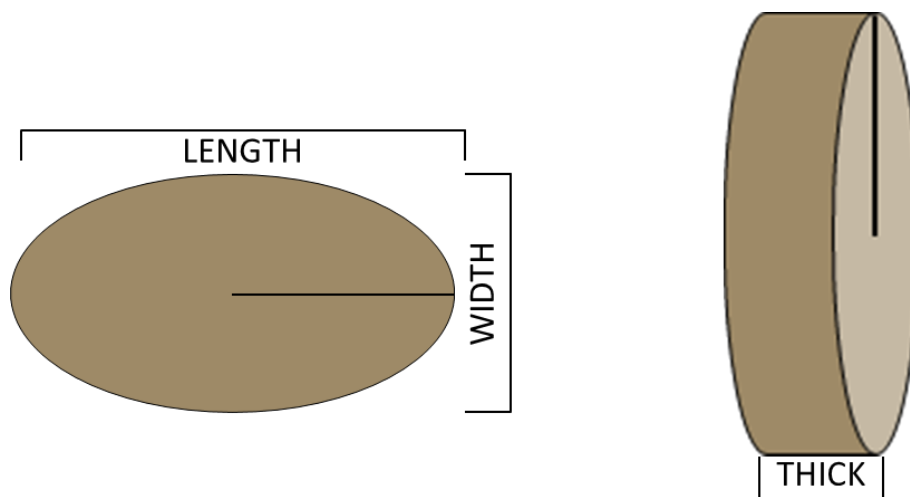
Both coaches should agree on the field speed before the game starts. An official will determine field if the coaches cannot agree.

## SECTION 3. The Ball

### Specifications

The ball shall meet the following specifications:

- 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:



## RULE 1 / THE GAME, FIELD, PLAYERS AND EQUIPMENT

### Ball shaped

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

### Three Dimensioned oval

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

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

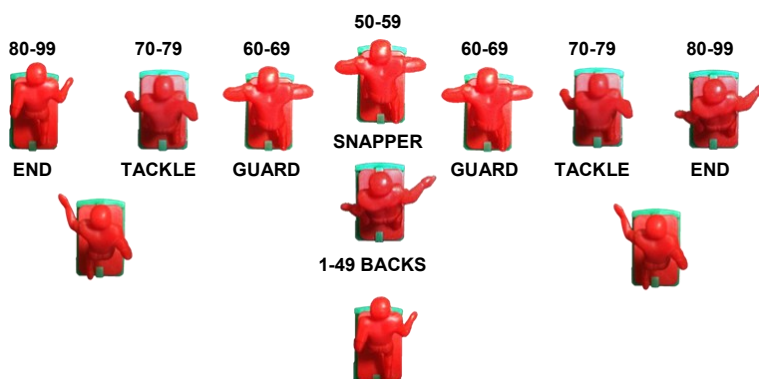
### Administration and Enforcement

The game officials shall test and be sole judge of not more than six balls offered for play by each team before and during the game. The game officials may approve additional balls if warranted by conditions.

## SECTION 4. Players and Playing Equipment

### Recommended Numbering

It is strongly recommended that offensive players be numbered according to the following diagram that shows one of many offensive formations:



### Players' Numbering

- All players shall be numbered 1 through 99. Any number preceded by zero ("0") is illegal.
- No two players of the same team shall participate in the same down wearing identical numbers.
- Markings in the vicinity of the numbers are not permitted.
- When a player enters the game after changing his jersey number, he must report to the referee, who then informs the opposing head coach and announces the change. A player who enters the game after changing his number and does not report commits a foul for unsportsmanlike conduct.

### Mandatory Equipment

All team players on the field must appear to wear the following mandatory equipment:

- Helmet.
- Jersey.
- Pants.
- Socks.
- Shoes

## RULE 1 / THE GAME, FIELD, PLAYERS AND EQUIPMENT

### Specifications: Players Generally

- a. 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.
- b. 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.
- c. 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.
- d. 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 includes PQB and Special Team figures.
- e. 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
  - 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/Kicking figures

- a. TTQBs, Gamechanger QB's/kickers, PQB and Kicker figures are allowed. All versions must meet special team figure specifications.
- b. You are free to use any QB and Kicker figures from any manufacturer that you choose providing that those figures adhere to and abide by the rules listed here. All versions must meet special team figure specifications.
- c. 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 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)



## RULE 1 / THE GAME, FIELD, PLAYERS AND EQUIPMENT

### Jersey Design, Color and Numerals

- a. The jersey must have sleeves that completely cover the shoulder pads. It must not be altered or designed to tear. The jersey must be full-length and tucked into the pants or made even with the waist line. It must cover all pads worn at or above the waist. Vests and/or a second jersey worn concurrently during the game are prohibited. Other than the player's number, the jersey may only contain:
  - Player's name;
  - School name;
  - Mascot name;
  - NCAA logo;
  - Sleeve stripes;
  - Logo for school, conference, mascot, postseason-game, memorial, the military;
  - Graduate or academic recognition as part of an institutional or conference logo;
  - The letter "C" to identify a team captain;
  - American flag;
  - State flag;
  - Permissive for the 2019 season: The College Football 150th Anniversary mark.
- b. Color of players of opposing teams may wear jerseys of contrasting colors. If the home team wears colored jerseys, the visiting team may also wear colored jerseys, if and only if the following conditions have been satisfied
  - The home team has agreed in writing prior to the game; and
  - The conference of the home team certifies that the jersey of the visiting team is of a contrasting color.
- c. Numerals on the back and (front optional) of jerseys and on the front of assigned base as specified under NCAA 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. All players of a team shall have the same color and style numbers front and back. The individual bars must be approximately 1-1/2 inches wide. Numbers on any part of the uniform shall correspond with the mandatory front and back jersey numbers.

### Optional Equipment

The following items on the players are legal:

- Towels and Hand Warmers.
- Gloves.
- Eye shields.
- Insignia.
- Eye shade.
- Game information. Any player may have written game information on the wrist or arm.

### Player's weight

A player's total weight must be in compliance with APW standards ([see Appendix B](#)). The following items are permitted to increase the weight of the player:

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

## RULE 1 / THE GAME, FIELD, PLAYERS AND EQUIPMENT

### 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 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. Boat bases are allowed at any position except for the interior offensive and defensive lines. Chemical alterations are allowed to any base. Frankenstein bases are allowed. Bases cannot have a concave shape in any way.

**\* Bases are married to players and may not be used by any other players during any ongoing season and/or during or between games.**

- Max length: 32mm
- Max width: 20mm

### Illegal Equipment

In addition to the prohibited items of equipment and apparel specified above, the following also are prohibited:

- Objects when applied to a player, will extend beyond the player to include its base.
- Objects that are magnetized are not permitted. (Exception are materials to aid in remaining still when throwing or kicking.)
- A leg designated for a player may not be changed during the game.
- Torn or improperly placed player parts.
- Improper weights items not allowed but designed to add weight to the player.
- Improper tape not designed to secure the platform to the base.
- Headgear or any other equipment items colored like football.
- Adhesive or slippery substances to the exterior of the player.

### Mandatory and Illegal Equipment Enforcement

- No player wearing illegal equipment or failing to wear mandatory equipment shall be permitted to play.
- If an official discovers illegal equipment, or if a player is not wearing mandatory equipment, the player must leave the game for at least one down and is not allowed to return until the equipment is made legal. The player may be allowed to return without missing a down if the team takes a charged team timeout, but in any event he may not play with illegal equipment or without mandatory equipment.
- If equipment becomes illegal through play, the player is not required to leave the game for one down, but he may not participate until the equipment is made legal.

### 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.

## RULE 1 / THE GAME, FIELD, PLAYERS AND EQUIPMENT

### Coaches' Certification

The head coach or his designated representative shall certify in writing to the official before the game that all players:

- Have been informed what equipment is mandatory by rule and what constitutes illegal equipment.
- Have been provided the equipment mandated by rule.
- Have been instructed to wear and how to wear mandatory equipment during the game.
- Have been instructed to notify the coaching staff when equipment becomes illegal through play during the game.

### Prohibited Signal Devices

a. Coaches may not be equipped with any electronic, mechanical or other signal devices for the purpose of communicating with any source.

(Exceptions:

- A medically prescribed hearing aid of the sound-amplifier type for hearing-impaired players.
- A device for transmission or reception of data specifically and only for purposes of health and safety.)

**[Exception: Monitors may be used only to view the live telecast or webcast. The home team is responsible for assuring identical television capability of both teams. This capability may include replay equipment or recorders. (FAT8 Tournaments Only)]**

b. Media communication equipment, including cameras, sound devices, computers and microphones, is prohibited on or above the field, or in or above the team area.

(Exceptions:

- Camera equipment attached to a goal support behind the uprights and crossbar.
- A camera, with no audio component, may be attached to the cap of any official with prior approval of the conference and the participating institutions.
- A camera, with no audio component, may be attached to cables that extend over the team area and field of play, including the end zones.
- An institutional videographer may be in the team area as one of that institution's credentialed individuals. This video may not be used during any live broadcast or digital stream of the game.)

c. Microphones attached to coaches during the game for media transmission unless announcing the game are prohibited. Team personnel may not be interviewed from the start of the first period until the referee declares the game ended.

(Exception: Only coaches may be interviewed between the conclusion of the second period and the beginning of the third period).

d. Any attempt to record, either through audio or video means, any signals given by an opposing player, coach or other team personnel is prohibited.

### Coaches' Phones, Headsets and Communication Devices

Coaches' phones, headsets and communication devices are not subject to playing rules penalties before or during the game.

### Referee Microphone

A microphone is recommended for the referee to be used for all game announcements. Microphones on other officials are prohibited.

# RULE 2

## Definitions

---

### **SECTION 1. Approved Rulings and Official's Signals**

#### **Approved Ruling**

An approved ruling (A.R.) is an official decision on a given statement of facts. It serves to illustrate the spirit and application of the rules. The relationship between the rules and an approved ruling is analogous to that between rule and a decision of the Commissioner.

#### **Official Signal**

An official's signal(s) refers to the Official Football Signals 1 through 47.

### **SECTION 2. The Ball: Live, Dead, Loose, Ready For Play Live Ball**

#### **Live Ball**

A live ball is a ball in play. A pass, kick or fumble that has not yet touched the ground is a live ball in flight.

#### **Dead Ball**

A dead ball is a ball not in play.

#### **Loose Ball**

- a. A loose ball is a live ball not in player possession during:
- A running play.
  - A scrimmage or free kick before possession is gained or regained or the ball is dead by rule.
  - The interval after a legal forward pass is touched and before it becomes complete, incomplete or intercepted. This interval is during a forward pass play, and any player eligible to touch the ball may bat it in any direction.
- b. All players are eligible to touch, catch or recover a fumble
- c. Eligibility to touch a kick is governed by kick rules.
- d. Eligibility to touch a forward pass is governed by pass rules.

#### **When Ball Is Ready for Play**

A dead ball is ready for play when:

- With the 40-second play clock running, an official places the ball at a hash mark or between the inbounds marks and steps away to his position.
- With the play clock set at 25 seconds, or at 40 seconds after an injury to or loss of helmet by a defensive team player, the referee sounds his whistle and either signals to start the game clock or signals that the ball is ready for play.

## RULE 2 / DEFINITIONS

### **SECTION 3. Blocking**

#### **Blocking**

- a. Blocking is obstructing an opponent by intentionally contacting him with any part of the blocker's body and/or base.
- b. Pushing is blocking an opponent with open hands.

#### **Below Waist**

- a. A block below the waist is a block in which the force of the initial contact is below the waist of an opponent who has one or both feet on the ground. When in question, the contact is below the waist.
- b. A blocker who makes contact above the waist and then slides below the waist has not blocked below the waist. If the blocker first contacts the opposing player's hands at the waist or above, it is a legal "above the waist" block.

#### **Chop Block**

A chop block is a high-low or low-high combination block by any two players against an opponent (not the ball carrier) anywhere on the field, with or without a delay between blocks; the "low" component is at the opponent's thigh or below. It is not a foul if the blockers' opponent initiates the contact.

#### **Block in the Back**

- a. A block in the back is contact against an opponent occurring when the force of the initial contact is from behind. This can be body, rear of base including the rear corners of the base. When in question, contact the commissioner or a referee.
- b. The position of the blocker's head or feet does not necessarily indicate the point of initial contact.

#### **Frame (of the Body)**

The frame of a player's body is at the shoulders or below other than the back

#### **Blocking Zone**

- a. The blocking zone is a rectangle centered on the middle lineman of the offensive formation and extending five yards laterally and three yards longitudinally in each direction.
- b. The blocking zone disintegrates when the ball leaves the zone.

### **SECTION 4. Catch, Recovery, Possession**

#### **Possession**

Possession refers to custody of

- (a) a live ball as described later in this article and
- (b) a dead ball to be snapped or free-kicked. It may refer either to player possession or team possession.

## RULE 2 / DEFINITIONS

### Player Possession

#### a. Player Possession

The ball is in player possession when a player has the ball firmly in his grasp by holding or controlling it with hand(s) or arm(s) while contacting the ground inbounds.

#### b. Team Possession.

The ball is in team possession:

- When one of its players has player possession, including when he is attempting a punt, drop kick or place kick; or
  - While a forward pass thrown by a player of that team is in flight; or
  - During a loose ball if a player of that team last had player possession; or
  - When the team is next to snap or free kick the ball.
- c. A team is in legal possession if it has team possession when its players are eligible to catch or recover the ball.

### Belongs To

“Belongs to,” as contrasted with “in possession,” denotes custody of a dead ball. Such custody may be temporary, because the ball must next be put in play in accordance with rules governing the existing situation.

### Catch, Interception, Recovery

#### a. To catch a ball means that a player:

- A catch is completed when any part of the players body or base makes contact with the ball (The Intended receiver must be announced during the play any time after the snap), before the ball touches the ground, and
  - Catches can be completed in traffic even if either player offensive or defensive is making contact with each other. This is known as a **spectacular catch** in traffic. . If a pass is thrown to a player too hard and as a result of the ball hitting and or making contact with the player as described above, and the player falls over, the player fails to maintain control of the ball and as the result the ball is dropped.
- b. If a player goes to the ground in the act of catching a pass (with contact by an opponent) the player fails to maintain control of the ball and as the result the ball is dropped.
- c. If a player goes to the ground in the act of catching a pass (with or without contact by an opponent) and the player touches the ground before the ball makes contact with any part of the players body or base the player has made a diving catch and maintains possession of the ball.
- d. An interception is a catch of an opponent's pass.
- f. A catch by any standing, kneeling or prone inbounds player is a completion or interception
- g. A player recovers a ball if he fulfills the criteria in paragraphs a, b, c, and d for catching a ball that is still alive after hitting the ground.
- h. When in question, the catch, recovery or interception is not completed.

### Simultaneous Catch or Recovery

A simultaneous catch or recovery is a catch or recovery in which there is joint possession of a live ball by opposing players inbounds. In this case, NCAA ruling goes to the Offense.

## RULE 2 / DEFINITIONS

### **SECTION 5. Clipping**

- a. Clipping is a block against an opponent in which the force of the initial contact is from behind causing the player to fall to the ground.
- b. The position of the blocker's head or feet does not necessarily indicate the point of initial contact. This is decided by the rear of the fallen players base.

### **SECTION 6. Deliberate Dead-Ball Advance**

Deliberately advancing a dead ball is an attempt by a player to advance the ball after any part of his person, other than a hand or foot, has touched the ground or after the ball has been declared dead by rule. Ex. A fallen player by rule attempting to advance the ball. By rule fallen players may not advance the ball.

### **SECTION 7. Down, Between Downs and Loss of Down**

#### **Down**

A down is a unit of the game that starts after the ball is ready for play with a legal snap (scrimmage down) or legal free kick (free kick down) and ends when the ball becomes dead [Exception: The try is a scrimmage down that begins when the referee declares the ball ready for play.

#### **Between Downs**

Between downs is the interval during which the ball is dead.

#### **Loss of Down**

"Loss of down" is an abbreviation meaning "loss of the right to repeat a down."

## RULE 2 / DEFINITIONS

### **SECTION 8. Fair Catch**

#### **Fair Catch**

- a. A fair catch of a scrimmage kick is a catch beyond the neutral zone by a Team B player who has made a valid signal during a scrimmage kick that is untouched beyond the neutral zone.
- b. A fair catch of a free kick is a catch by a Team B player who has made a valid signal during an untouched free kick.
- c. A valid or invalid fair catch signal deprives the receiving team of the opportunity to advance the ball. The ball is declared dead at the spot of the catch or recovery. If the catch precedes the signal, the ball is dead when the signal is first given.
- d. You may call fair catch during the above examples simply by saying it.

#### **Valid Signal**

A valid signal is a signal given by a player of Team B who has obviously signaled his intention by extending one hand only clearly above his head and waving that hand from side to side of his body more than once.

#### **Invalid Signal**

An invalid signal is any waving signal by a player of Team B:

- That does not meet the requirements of a valid signal; or
- That is given after a scrimmage kick is caught beyond the neutral zone, strikes the ground or touches another player beyond the neutral zone or
- That is given after a free kick is caught, strikes the ground or touches another player.

### **SECTION 9. Forward, Beyond and Forward Progress**

#### **Forward, Beyond**

Forward, beyond or in advance of, as related to either team, denotes direction toward the opponent's end line. Converse terms are backward or behind.

#### **Forward Progress**

Forward progress is a term indicating the end of advancement by the ball carrier or airborne pass receiver of either team and applies to the position of the players base. The Front of the players base is the most forward position on the field and that will mark the end of forward progress when it becomes dead by rule

### **SECTION 10. Foul and Violation**

#### **Foul**

A foul is a rule infraction for which a penalty is prescribed.

#### **Personal Foul**

A personal foul is a foul involving illegal physical contact that endangers the safety of another player. During Solitaire play coaches and players can be charged with personal fouls as the rules will indicate in [Appendix E](#) and [Appendix F](#).



## RULE 2 / DEFINITIONS

### **Flagrant Personal Foul**

A flagrant personal foul is illegal physical contact so extreme or deliberate that it places an opponent or team member in danger of catastrophic injury. Coaches that become violent, unruly, disrespectful, and or use of any behavior that causes concern for the safety of any participants, coaches and spectators will be charged a Foul, Team will be suspended, and the coach may also be suspended.

### **Violation**

A violation is a rule infraction for which no penalty is prescribed. Since it is not a foul, it does not offset a foul.

## **SECTION 11. Fumble, Muff; Batting and Touching the Ball; Blocking a Kick**

### **Fumble**

If the ball carrier falls over in the game for any reason he loses the ball, it shall be considered a fumble. Hold the football up over the ball carrier and drop it on the ball carrier allowing it to roll in a random direction. Pivot all unengaged players in the direction of the ball. The first player, to touch the ball after it has touched the playing field, obtains possession of the ball. Unengaged players may be pivoted to pursuit the ball carrier. Unengaged offensive players may be pivoted to block.

### **Batting**

Batting the ball is intentionally striking it or intentionally changing its direction with the hand(s) or arm(s). Batting occurs when defensive lineman are engaged at the time that the ball hits them and or they hit it.

### **Touching**

- a. Touching a ball not in player possession denotes any contact with the ball. It may be intentional or unintentional, and it always precedes possession and control.
- b. Intentional touching is deliberate or intended touching.
- c. Forced touching results when a player's contact with the ball is due to
  - an opponent blocking him into it, or
  - the ball being batted or illegally kicked into him by an opponent. If the touching is forced, the player in question by rule has not touched the ball
- d. When in question, a ball has not been touched on a kick or forward pass.

### **Blocking a Scrimmage Kick**

Blocking a scrimmage kick is touching the kicked ball by an opponent of the kicking team in an attempt to prevent the ball from crossing the neutral zone .

## **SECTION 12. Lines**

### **Sidelines**

A sideline runs from end line to end line on each side of the field and separates the field of play from the area that is out of bounds. The entire sideline is out of bounds.

### **Goal Lines and Pylons**

The goal line at each end of the field of play runs between the sidelines and is part of the vertical plane that separates the end zone from the field of play. The two goal lines are 100 scaled yards apart. The plane of the goal line extends between and includes the pylons, which are out of bounds. The entire goal line is in the end zone. A team's goal line is that which it is defending.

## RULE 2 / DEFINITIONS

### **End Lines**

An end line runs between the sidelines 10 yards behind each goal line and separates the end zone from the area that is out of bounds. The entire end line is out of bounds.

### **Boundary Lines**

The boundary lines are the sidelines and the end lines. The area enclosed by the boundary lines is “in bounds,” and the area surrounding and including the boundary lines is “out of bounds.”

### **Restraining Lines**

A restraining line is part of a vertical plane that limits a team’s alignment for free kicks. The plane extends beyond the sidelines

### **Yard Lines**

A yard line is any line in the field of play parallel to the end lines. A team’s own yard lines, marked or unmarked, are numbered consecutively from its own goal line to the 50-yard line.

### **Hash Marks**

The two hash marks are 60 feet from the sidelines. Hash marks and short yard-line extensions shall measure 24 inches in length.

### **Nine-Yard Marks**

Nine-yard marks 12 inches in length, every 10 yards, shall be located nine yards from the sidelines.

## **SECTION 13. Handing the Ball**

- a. Handing the ball is transferring player possession from one teammate to another without throwing, fumbling or kicking it. This must be done by players making physical contact.
- b. Except when permitted by rule, handing the ball forward to a teammate is illegal.
- c. Loss of player possession by unsuccessful execution of attempted handing is a fumble by the last player in possession.
- d. A backward handoff occurs when the ball carrier releases the ball before it is beyond the yard line where the ball carrier is positioned. This must be done by players making physical contact.

## **SECTION 14. Huddle**

A huddle is two or more players grouped together after the ball is ready for play and before a snap or a free kick.

## RULE 2 / DEFINITIONS

**SECTION 16. Kicks; Kicking the Ball****Kicking the Ball; Legal and Illegal Kicks**

- a. Kicking the ball is intentionally striking the ball with the knee, lower leg or foot.
- b. A legal kick is a punt, drop kick or place kick made according to the rules by a player of Team A before a change of team possession. Kicking the ball in any other manner is illegal
- c. Any free kick or scrimmage kick continues to be a kick until it is caught or recovered by a player or becomes dead.

**Punt**

A punt is a kick by a player who drops the ball and kicks it before it touches the ground.

**Place Kick**

- a. A field goal place kick is a kick by a player of the team in possession while the ball is controlled on the ground by a teammate.
- b. A free kick place kick is a kick by a player of the team in possession while the ball is positioned on a tee or the ground. It may be controlled by a teammate. The ball may be positioned on the ground and contacting the tee.
- c. A tee is a device that elevates the ball for kicking purposes. It may not elevate the ball's lowest point more than one inch above the ground
- d. No device or material may be used to mark the spot of a scrimmage place kick or to elevate the ball. This is a live-ball foul at the snap.

**Free Kick**

- a. A free kick is a kick by a player of the team in possession.
- b. A free kick after a safety may be a punt, drop kick or place kick.

**Kickoff**

A kickoff is a free kick that starts each half and follows each try or successful field goal attempt (**Exception:** In extra periods). It must be a place kick or a drop kick.

**Scrimmage Kick**

- a. A scrimmage kick is a punt, or field goal place kick. It is a legal kick if it is made by Team A in or behind the neutral zone during a scrimmage down before team possession changes.
- b. A scrimmage kick has crossed the neutral zone when it touches the ground, a player, an official or anything beyond the neutral zone.
- c. A scrimmage kick made when the kicker's entire body is beyond the neutral zone is an illegal kick and a live-ball foul that causes the ball to become dead.

**Return Kick**

A return kick is a kick by a player of the team in possession after change of team possession during a down. It is an illegal kick and a live-ball foul that causes the ball to become dead.

## RULE 2 / DEFINITIONS

### Field Goal Attempt

A field goal attempt is a scrimmage kick. It may be a place kick or drop kick.

### Scrimmage Kick Formation

- a. A scrimmage kick formation is a formation with no player in position to receive a hand-to-hand snap from between the snapper's legs, and with either
  - at least one player 10 or more yards behind the neutral zone; or
  - a potential holder and potential kicker seven or more yards behind the neutral zone in position for a place kick.

For either to qualify as a scrimmage kick formation, it must be obvious that a kick will be attempted

- b. If Team A is in a scrimmage kick formation at the snap, any action by Team A during the down is deemed to be from a scrimmage kick formation.

## SECTION 17. The Neutral Zone

- a. The neutral zone is the space between the two scrimmage lines extended to the sidelines. Its width is equal to the length of the ball.
- b. The neutral zone is established when the ball is ready for play and is resting on the ground with its long axis at right angles to the scrimmage line and parallel to the sidelines.
- c. The neutral zone exists until there is a change of team possession, until a scrimmage kick crosses the neutral zone or until the ball is declared dead.

## SECTION 18. Encroachment and Offside

### Encroachment

After the ball is ready for play, encroachment occurs when an offensive player is in or beyond the neutral zone.

(**Exception:** When the ball is put in play, the snapper is not encroaching when he is in the neutral zone.)

### Offside

After the ball is ready for play, offside occurs when a defensive player:

- Is in or beyond the neutral zone when the ball is legally snapped; or
- Contacts an opponent beyond the neutral zone before the ball is snapped; or
- Contacts the ball before it is snapped; or
- Threatens an offensive lineman, causing an immediate reaction, before the ball is snapped or
- Crosses the neutral zone and charges toward a Team A back or
- Is not behind his restraining line when the ball is legally free-kicked. Offside occurs when one or more players of the kicking team are not behind their restraining line when the ball is legally free-kicked.

(**Exception:** The kicker and holder are not offside when they are beyond their restraining line.)

## RULE 2 / DEFINITIONS

### **SECTION 19. Passes**

#### **Passing**

Passing the ball is throwing it. A pass continues to be a pass until it is caught or intercepted by a player or the ball becomes dead.

#### **Forward and Backward Pass**

- a. A pass is forward if the ball first strikes the ground, a player, an official or anything else beyond the spot where the ball is released. All other passes are backward passes. When in question a pass thrown in or behind the neutral zone is forward rather than a backward pass. (**Exception:** Games using Instant Replay)
- b. When a Team A player is holding the ball to pass it forward toward the neutral zone, any intentional forward movement of his hand with the ball firmly in his control starts the forward pass unless the player clearly starts to bring the ball back with firm control to his body. If a Team B player contacts the passer or ball after forward movement begins and the ball leaves the passer's hand, a forward pass is ruled regardless of where the ball strikes the ground or a player.
- c. When in question, the ball is passed and not fumbled during an attempted forward pass. (**Exception:** Games using Instant Replay)

#### **Crosses Neutral Zone**

- a. A legal forward pass has crossed the neutral zone when it first strikes the ground, a player, an official or anything beyond the neutral zone inbounds. It has not crossed the neutral zone when it first strikes the ground, a player, an official or anything in or behind the neutral zone inbounds.
- b. A player has crossed the neutral zone if his entire body has been beyond the neutral zone.
- c. A legal forward pass is beyond or behind the neutral zone where it crosses the sideline.

#### **Catchable Forward Pass**

A catchable forward pass is an untouched legal forward pass beyond the neutral zone to an eligible player who has a reasonable opportunity to catch the ball. When in question, a legal forward pass is catchable.

### **SECTION 20. Penalty**

A penalty is a result imposed by rule against a team that has committed a foul and may include one or more of the following: loss of yardage, loss of down, automatic first down, disqualification, subtraction from the game clock.

### **SECTION 21. Scrimmage**

#### **Scrimmage Down**

A scrimmage down is the action between the two teams during a down that begins with a legal snap. **Note:** A try down is a scrimmage down that begins when the referee declares the ball ready for play.

#### **Scrimmage Line**

The scrimmage line for each team is established when the ball is ready for play. It is the yard line that defines the vertical plane passing through the point of the ball nearest a team's own goal line.

## RULE 2 / DEFINITIONS

### **SECTION 22. Shift**

- a. A shift is a simultaneous change of position or stance by two or more offensive players after the ball is ready for play before the snap for a scrimmage down.
- b. The shift ends when all players have been motionless for one full second.
- c. The shift continues if one or more players are in motion before the end of the one second interval.

### **SECTION 23. Snapping the Ball**

- a. The ball must be snapped on or between the hash marks.

### **SECTION 24. Series and Possession Series**

#### **Series**

A series comprises up to four consecutive downs that each begins with a snap.

#### **Possession Series**

A possession series is a team's continuous possession of the ball in an extra period. It may consist of one or more series.

### **SECTION 25. Spots**

#### **Enforcement Spot**

An enforcement spot is the point at which the penalty for a foul or the result of a violation is enforced.

#### **Previous Spot**

The previous spot is the point at which the ball was last put in play.

#### **Succeeding Spot**

The succeeding spot is the point at which the ball is next to be put in play.

#### **Dead-Ball Spot**

The dead-ball spot is the point at which the ball became dead.

## RULE 2 / DEFINITIONS

### Spot of the Foul

The spot of the foul is the point at which that foul occurs. If out of bounds between the goal lines, it shall be the intersection of the nearer hash mark and the yard line extended through the spot of the foul. If out of bounds between the goal line and the end line or behind the end line, the foul is in the end zone.

### Out-of-Bounds Spot

The out-of-bounds spot is the point at which the ball becomes dead by rule because of going or being declared out of bounds.

### Inbounds Spot

The inbounds spot is the intersection of the nearer hash mark line and the yard line passing through either the dead-ball spot or the spot where a penalty leaves the ball in a side zone.

### Spot Where Run Ends

The spot where the run ends is the point:

- Where the ball is declared dead in player possession.
- Where player possession is lost on a fumble.
- Where handing of the ball occurs.
- Where an illegal forward pass is thrown.
- Where a backward pass is thrown.
- Where an illegal scrimmage kick is made beyond the line of scrimmage.
- Where a return kick occurs.
- Where player possession is gained under provisions of the “momentum rule”

### Spot Where Kick Ends

A scrimmage kick that crosses the neutral zone ends at the spot where it is caught or recovered or where the ball is declared dead by rule.

### Basic Spot

The basic spot is a benchmark for locating the enforcement spot for penalties governed by the Three-and-One Principle.

### Post scrimmage Kick Spot

The post scrimmage kick spot serves as the basic spot when post scrimmage kick enforcement applies.

- When the kick ends in the field of play, other than in the special cases given below, the post scrimmage kick spot is the spot where the kick ends.
- When the kick ends in Team B's end zone, the post scrimmage kick spot is Team B's 20-yard line.

### Special cases:

1. On an unsuccessful field goal attempt, if the ball is untouched by Team B after crossing the neutral zone and is declared dead beyond the neutral zone, the post scrimmage kick spot is:

- The previous spot, if the previous spot is on or outside Team B's 20-yard line;
- Team B's 20-yard line, if the previous spot is between Team B's 20-yard line and its goal line.

## RULE 2 / DEFINITIONS

### **SECTION 26. Tackling**

The ball carrier is considered tackled when the front/front corner of an opposing player/players body and/or base touches any part of the ball carrier. If the ball carrier makes contact with the side of the opposing player/players base and forward progress is stopped due to that contact causing the ball carrier to turn around to a facing that will cause the runner to lose yards it is also a tackle. The ball is downed at the point on the field directly under the forward point of the front of the ball carrier's base. Tackles are Front of base ONLY.

### **SECTION 27. Team and Player Designations**

#### **Teams A and B**

Team A is the team that is designated to put the ball in play, and Team B is the opponent. The teams retain these designations until the ball is next ready for play.

#### **Offensive and Defensive Teams**

The offensive team is the team in possession or the team to which the ball belongs; the defensive team is the opposing team.

#### **Kicker and Holder**

- a. The kicker is any player who punts, drop kicks or place kicks according to rule. He remains the kicker until he has had a reasonable time to regain his balance.
- b. A holder is a player who controls the ball on the ground or on a kicking tee. During a scrimmage-kick play, he remains the holder until no player is in position to make the kick or, if the ball is kicked, until the kicker has had a reasonable time to regain his balance.

#### **Lineman and Back**

- a. Lineman.
  - A lineman is any Team A player legally on his scrimmage line.
  - A Team A player is legally on his scrimmage line when he faces his opponent's goal line with the line of his shoulders approximately parallel thereto and either (a) he is the snapper or (b) his head breaks the plane of the line drawn through the waistline of the snapper.
- b. Interior Lineman. An interior lineman is a lineman who is not on the end of his scrimmage line.
- c. Lineman Spacing. There must be **full base-width** spacing between each interior lineman.
- d. Back.
  - A back is any Team A player who is not a lineman and whose head or shoulder does not break the plane of the line drawn through the waistline of the nearest Team A lineman.
  - A back is also the player in position to receive a hand-to-hand snap.
  - A lineman becomes a back before the snap when he moves to a position as a back and stops.

#### **Player**

- a. A player is any one of the participants in the game who is not a substitute or a replaced player and is subject to the rules when inbounds or out of bounds.
- b. An airborne player is a player not in contact with the ground because he leaps, jumps, dives, launches, etc., in other than normal running action.
- c. A departing player is a player leaving the field, having been replaced by a substitute.



## RULE 2 / DEFINITIONS

### Runner and Ball Carrier

- a. The runner is a player in possession of a live ball or simulating possession of a live ball.
- b. A ball carrier is a runner in possession of a live ball.

### Snapper

The snapper is the player who snaps the ball. He is established as the snapper when he takes a position behind the ball and touches or simulates (hand[s] at or below his knees) touching the ball.

### Substitute

- a. A legal substitute is a replacement for a player or a player vacancy during the interval between downs.
- b. A legal incoming substitute becomes a player when he enters the field of play or end zones and communicates with a teammate or an official, enters the huddle, is positioned in an offensive or a defensive formation, or participates in a play.

### Replaced Player

A replaced player is one who participated during the previous down, has been replaced by a substitute and has left the field of play and the end zones.

### Player Vacancy

A player vacancy occurs when a team has fewer than 11 players in the game.

### Disqualified Player

- a. A disqualified player is one who is declared ineligible for further participation in the game.
- b. A disqualified player must leave the playing enclosure under the escort of team personnel before the next play after his disqualification. He must remain out of view of the field of play under team supervision for the duration of the game.
- c. A player serving a first-half suspension due to his disqualification in the team's previous game may participate in pre-game warm-up activities. During the first half he must remain out of view of the field of play under team supervision.

### Squad Member

A squad member is part of a group of potential players, in uniform, organized for participation in the ensuing football game or football plays.

### Player In Bounds and Out Of Bounds

- a. Out of Bounds
  - A player is out of bounds when any part of his body touches anything other than another player or a game official on or outside a boundary line.
  - An out-of-bounds player who becomes airborne remains out of bounds until he touches the ground in bounds without simultaneously being out of bounds.
- b. In Bounds
  - An inbounds player is a player who is not out of bounds.
  - An inbounds player who becomes airborne remains in bounds until he is out of bounds.

## **SECTION 28. Tripping**

Tripping is intentionally using the lower leg or foot to obstruct an opponent below the knees. An example would be if a players base hits the corner of a pursuing players base from behind causing the player to become a fallen player would result in Tripping.

## RULE 2 / DEFINITIONS

**SECTION 29. Timing Devices****Game Clock**

The game clock is any device under the direction of the appropriate official used to time the 60 minutes of the game.

**Play Clock**

Each stadium shall have a visual play clock at each end of the playing enclosure. The play clock must be capable of counting down from both 40 seconds and 25 seconds. It should automatically default to 40 seconds and start immediately upon being reset by the play-clock operator when any official signals that the ball is dead after a play.

**SECTION 30. Play Classification****Forward Pass Play**

A legal forward pass play is the interval between the snap and when a legal forward pass is complete, incomplete or intercepted.

**Free Kick Play**

A free kick play is the action during the interval from the time the ball is legally kicked until it comes into player possession or is declared dead by rule.

**Scrimmage Kick Play**

A scrimmage kick play is the action during the interval between the snap and when a scrimmage kick comes into player possession or the ball is declared dead by rule.

**Running Play and Run**

- a. A running play is any live-ball action other than that during a free kick play, a scrimmage kick play or a legal forward pass play.
- b. A run is that segment of a running play during which a ball carrier has possession.
- c. If a ball carrier loses possession by a fumble, backward pass or illegal forward pass, the spot where the run ends is the yard line where the ball carrier loses possession. The running play includes the run and the loose-ball action before a player gains or regains possession or the ball is declared dead.
- d. A new running play begins when a player gains or regains possession.

**SECTION 31. Field Areas****The Field**

The field is the area within the limit lines and includes the limit lines and team areas, and the space above it (**Exception:** Enclosures over the field).

**Field of Play**

The field of play is the area enclosed by the sidelines and the goal lines.

**End Zone**

- a. The end zone at each end of the field is the rectangle defined by the goal line, sidelines and end line.
- b. The goal line and goal line pylons are in the end zone.
- c. A team's end zone is the one it is defending.

## RULE 2 / DEFINITIONS

### **Playing Surface**

The playing surface is the material or substance within the field of play, including the end zones. Feel free to use sheet metal, tempered hardwood, pvc sheet, or acrylic to build your game board. However it is recommended that you use 22 or 24 gauge sheet metal for the best results.

### **Playing Enclosure**

The playing enclosure is that area bounded by the stadium, stands, fences or other structures. (**Exception:** Scoreboards are not considered within the playing enclosure.)

### **Side Zone**

The side zone is the area between the hash marks and the near sideline.

## **SECTION 33. Three-and-One Principle**

The Three-and-One Principle of penalty enforcement applies when the penalty statement for a foul does not specify the enforcement spot.

## **SECTION 34. Tackle Box**

- a. The tackle box is the rectangular area enclosed by the neutral zone, the two lines parallel to the sidelines five yards from the snapper, and Team A's end line. ([See Appendix C.](#))
- b. The tackle box disintegrates when the ball leaves it.

## RULE 2 / DEFINITIONS

### **SECTION 35. Electric Football Terms and Actions**

#### **Adjust**

This occurs when a player on a base is picked up and his base is turned from its original position to give the player a new direction of movement. The player is placed back on the playing field in his original position. This includes switching bases from facing the backward to facing forward and vice versa.

#### **Angle**

The act of angling a player is when a player has been placed on the playing field at an angle, either forward or backward, to the line of scrimmage. This most often occurs when offensive linemen are angled to make their blocks or offensive backs are angled to run to a particular hole to block for another ball carrier. This action is done with-out picking the player up off the board. Additionally, this is always done from the rear of the base as to not change the athlete's forward position on the field. If there are players in the way (your team or opposing team) preventing a base from being pivoted, angled, or adjusted the athlete in question may only be pivoted, angled, or adjusted until his base makes contact with another player's base (your team or opposing team).

#### **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.

#### **Broken Tackle**

A broken tackle occurs when a defender falls over as a result of trying to make a tackle. The defender is simply run over by a more powerful runner, becoming a Fallen Player, when making contact with the ball carrier, or when any other part of the tackler's base other than the front touches the ball carrier without forward progress being stopped. Runners can also stiff arm a defender to break a tackle by preventing the defenders (FRONT of BASE) from touching his.

#### **Engaged**

Any player that has not fallen and is making contact with an opponent's player(s) is considered to be engaged if not the ball carrier. Body parts of a figure do count for the purposes of determining engagement. Engaged players are not eligible to be pivoted, angled, or adjusted. (Offensive Receivers and players in the defensive secondary are an exception)

#### **Fallen player**

Any player that falls and has any part of the figure contacting the field is considered to have fallen. Fallen players must be left alone until that play is resolved. Fallen players are not eligible to catch a pass, receive a pitch, make a tackle, or intercept a pass. A fallen player becomes part of the field until that play is over.

## RULE 2 / DEFINITIONS

### **Pivot**

A pivot is the same action as Angle. See Angle.

### **Stacking**

In offensive and defensive formation set ups, the act of lining up one player directly behind another between 0 & 4 yards is considered stacking. However, there are many traditional formations like "I formation" that can be viewed as stacking so we will observe the following rule: The FAT 8 Miniature College Football Rules Standard requires that at the start of each play on either Defense or Offense that there be 5 to 7 yards between any player or players that are directly aligned behind each other to not be considered stacking.

### **Over Pursuit**

Often times players will over pursuit or over run a play. This means that the defender has run past the ball carrier and is now out of position to make a play. To illustrate the defenders slowed reaction after over running a play, defenders that have run passed the ball carrier where that ball carrier is no longer with-in the defenders line of sight (measured from the front of base) the defender has to wait for one play stop before he can be pivoted or readjusted. This is also the case for Blockers. If a blockers front of base is out of position to make a block on a defenders front or side it will be considered blocking in the back or holding.

### **Back Peddling**

This is done in the same way as making an adjustment. When setting up your defense you may set your players on their bases to move backwards. After the snap, when the board stops you may make an adjustment by picking up your player and turning their bases forward and placing them back on the board.

### **Blitz/Blitzing**

Anytime a defender is sent to apply pressure or sack the quarterback by-passing any contact with offensive blockers.

### **Safety**

A safety results in two (2) points being awarded to the defensive team. A safety occurs when the ball carrier is tackled, runs out of bounds, due to some portion of its base breaking the rear/side plan of the end zone or by breaking the plane of its own goal line. A Free Kick will follow all safeties. The defensive team will receive the free kick.

## RULE 2 / DEFINITIONS

### **Injury ([More on Serious Injury Rules](#))**

Potential injuries occur when a player becomes a fallen player. Check for Injury. Roll a dice. On a roll of a 6 that player has been injured. Now you'll need to check to see how bad the injury is. Roll a dice. On a roll of a 3 it's a mild injury and that player is required to sit out for one quarter. On a roll of a 2 it's a bad injury and that player must sit out for the rest of the game plus the upcoming game. If it's a roll of a 1, its bad news coach, your star player just sustained a season ending injury and is out for the season. In addition, his base must be retired for the rest of the season and may not be used by any other player. On a 4, 5, or 6 the player is shaken up and must sit out for 1 offensive or defensive series.

### **Athletic Trainer**

If a team has an Athletic Trainer, players stand a better chance of returning back to the game sooner for ([MILD INJURIES ONLY](#)) as the trainers tape up a players leg or apply ice to simple sprains. If you have an Athletic Trainer on the sidelines with your coach at the time that a player receives a mild injury declare that you will have the player to see the trainer on the sideline. Roll 2 dice. If the total score is equal to or under 8 that player is patched up and may return to play after one series. However, just keep in mind that risk of injury increases and if the player takes another big hit he will automatically have to sit out in the following game.

### **Stationary Players**

In order to run Zone coverage on defense, 4 players may use stationary bases or felts during the Snap only (The First bump of the board "on/off"). After this, all players must be adjusted and removed from their stationary bases or felts. Offensively, only 2 players may use stationary bases or felts during the Snap only (The First bump of the board "on/off"). After this, all players must be adjusted and removed from their stationary bases or felts. This will allow the offense to run Draw plays, counters, or sideline screen passes. \*Rule Exception- If the QB is in the Shot-Gun or Pistol he may remain on his stationary base until he is forced off or until the (2nd Read or 3rd bump of the board "on/off") which-ever comes first.

### **Player Morale**

Each athlete has a morale value of 6. Player morale refers to how an athlete feels about his individual actions during the game. This can have both a negative or positive effect on how the coaches respond to that player during the game or when he comes to the sideline. To check a player's morale, roll two dice and add the two numbers together. If what was rolled is equal to or under the morale value (6) that test is passed and the athlete is unaffected by what has happened. If the test is failed, that athlete will be benched for one series.

### **Team Captains**

Team Captains are veteran leaders who are experienced and hardy. They are able to rally the younger team mates by helping to keep players motivated and spirited. Team Captains have a Morale value of (7) and if a captain is in the game when an athlete fails a morale check that captain may chose to have a pep talk with that player to get his head back in the game. The captain will then take a morale check (7) or less and if it is passed the player that failed his check is restored to his original starting value preventing the coach from benching him. Remember this option is only available if the captain is in the game when the player makes a bad play.

## RULE 2 / DEFINITIONS

### **Coach Leadership**

Coach Leadership is huge in FAT8 Miniature College Football. Head Coaches have a Leadership value of 10 & Offensive and Defensive Coordinators 8. This works in the same way as morale checks.

### **Team Morale**

Each team has a collective morale value of (8). This is the over-all feelings of the team as a whole, and not individual athletes. Team Morale is only used for Home Field Advantage. This is not a requirement and you may choose not to use it. This is used only in solitaire play.

### **Juke Move or Cut Back**

On running plays where the ball carrier has not crossed the line of scrimmage the runner is allowed one cut back or juke. This is done by stopping the board and performing a (pivot). Once the runner has crossed the line of scrimmage the ball carrier may not be touched and the board must run until the play ends.

### **Quarterbacks**

Quarterbacks must physically hand off the ball to runners, physically perform all pitches, sweeps, options, laterals, and passes which must be visible. The Quarterback is also an eligible receiver and may catch passes. The quarterback is the player who throws a forward pass. He is a passer from the time he releases the ball until the pass is complete, incomplete or intercepted, or until he moves to participate in the play.

### **Stiff Arm**

Many ball carries can use the Stiff Arm maneuver to stop a defender from making a tackle. If the ball carrier uses this tactic to avoid a tackle it is only successful if the conditions for making a successful tackle are not met. (See Definition for Tackles)

### **In Bounds Catch Rule**

Catches are considered inbounds and therefore successful if the receiver has at-least one foot in bounds. A receiver who makes a catch with at least one foot inbounds is counted as having completed the catch at that spot and the judgment will be based on the athletes foot positioning at the time of the catch and not the base. However, the inbound foot must be on the ground and not in the air so it is extremely important to pay very close attention to player's poses.

### **Pitch, Sweep, Option, Backwards Pass**

This action follows the same rule for completing passes and all of the same conditions must be met. If a catch for a backward pass (Pitches, Sweeps, Options, Laterals) is in-completed, the ruling on the field is a fumble.

### **Duplicate Players**

All players are individuals and no players can be duplicated at any time. You may not use any players with the same numbers on any team at any time, nor can you share or switch bases between players. A player's base is married to that one player and it may never be shared with other players. If that player receives a season ending injury, that player and his base must be retired for that season

## RULE 2 / DEFINITIONS

### **Extra Point**

After a team scores a touchdown an extra point is kicked 7 yards behind the designated line of scrimmage for extra point attempts.

### **Field Goal**

Field goals are usually contested. When attempting a FG, the most forward down-field portion of the kicker's base must be placed 7 yards behind the line of scrimmage. The maximum distance that a field goal can be attempted from is 63 yards.

### **First Down**

The offensive team is allowed four downs in which to gain ten yards.

### **Off Sides**

Any part of a player lined up in the neutral zone is off-sides. A penalty (5 yard's repeat down) will be assessed.

### **Fumble**

If the ball carrier falls over in the game for any reason he loses the ball, it shall be considered a fumble. Hold the ball up over the ball carrier and drop it on the ball carrier allowing it to roll in a random direction. Pivot all unengaged players in the direction of the ball. The first player, to touch the ball after it has touched the playing field, obtains possession of the ball. Unengaged players may be pivoted to pursuit the ball carrier. Unengaged offensive players may be pivoted to block.

### **Interception**

Unengaged defenders may pursue the pass. If the defender touches the ball before the receiver the pass is intercepted. Defensive Linemen or Linebackers that touch the ball in the field of play when engaged count as batting the ball down rather than intercepting it. Corner Backs and Safeties count as intercepting passes if they touch the ball before the receiver whether engaged or not.

### **Line of Scrimmage**

The ball is always marked at the fullest yard gained on any given play. Ex: If the ball carrier's base has passed the 20 yard line, but has not quite touched the 21 yard line, the ball is then marked at the 20 yard line to begin the next play.

### **Out of Bounds**

If any portion of the ball carrier's base touches the side line of the playing field, he is out of bounds and play stops. Play is resumed on the next down at the most forward downfield portion of the base at the time a portion of the base touched out of bounds. All other players that go out of bounds during a play may not be touched for any reason and for all purposes count as being out of the play.

### **Over-Time**

If the score is tied at the end of a game, an overtime period will be played. In the FAT8 Conference, each team will get a chance to have one possession starting at the opposing team's 20 yard line.

### **Pass Attempt**

Passes are done using what-ever type of physical passer that you like. A quarterback is allowed to designate any eligible receiver after the snap. After completing a catch the receiver may then be pivoted in any direction.



# RULE 3

## Periods, Time Factors and Substitutions

### SECTION 1. Start of Each Period

#### **First and Third Periods**

- a. Pregame Warmup. Prior to regular season games, teams must have access to the field for pregame warm-ups until at least 22 minutes before the opening kickoff. This may be altered in advance through written mutual agreement of the teams. Game management personnel are responsible for administering this rule. With-in this time, you are free to check your bases, and prep your team for the game but you are not allowed to change the weight of your athletes.
- b. Each half shall start with a kickoff.
- c. Three minutes before the scheduled starting time, the referee shall toss a coin at midfield in the presence of not more than four field captains from each team and another game official, first designating the field captain of the visiting team to call the coin toss. Before the second half, the referee will obtain the teams' second-half options.
- d. During the coin toss, each team shall remain in the area between the nineyard marks and its sideline or in the team area. The coin toss begins when the field captains leave the nine-yard marks and ends when the captains return to the nine-yard marks.

#### ***PENALTY—Five yards from the succeeding spot .***

- e. The winner of the toss shall choose one of the following options:
  - To designate which team shall kick off.
  - To designate which goal line his team shall defend.
  - To defer his selection to the second half.
- f. The opponent shall then choose option 1 or 2 above, as available.
- g. If the winner of the toss chooses option 3 above, then after the opponent's choice the winner selects the available option (1 or 2 above).
- h. For the second half the loser of the toss, or the winner who chooses option 3 above, shall choose option 1 or 2 above. The opponent then chooses the remaining available option.

#### **Second and Fourth Periods**

Between the first and second periods and also between the third and fourth periods, the teams shall defend opposite goal lines.

- The ball shall be relocated at a spot corresponding exactly, in relation to goal lines and sidelines, to its location at the end of the preceding period.
- Possession of the ball, the number of the down and the distance to be gained shall remain unchanged.

## RULE 3 / PERIODS, TIME FACTORS AND SUBSTITUTIONS

### Extra Periods

The NCAA tiebreaker system will be used when a game is tied after four periods. NCAA football-playing rules apply, with the following exceptions:

- a. Immediately after the conclusion of the fourth quarter, officials will instruct both teams to retire to their respective team areas. The officials will assemble at the 50-yard line and review the tiebreaker procedures.
- b. The officials will escort the captains to the center of the field for the coin toss. The referee shall toss a coin at midfield in the presence of not more than four field captains from each team and another game official, first designating the field captain of the visiting team to call the coin toss. The winner of the toss may not defer the choice and must choose one of the following options:
  - Offense or defense, with the offense at the opponent's 25-yard line to start the first possession series.
  - Which end of the field shall be used for both possession series of that overtime period.
- c. The loser of the toss shall exercise the remaining option for the first extra period and shall have the first choice of the two options for subsequent even-numbered extra periods.
- d. **Definition.** An extra period shall consist of two possession series with each team putting the ball in play by a snap on or between the hash marks on the designated 25-yard line (unless relocated by penalty); this becomes the opponent's 25-yard line. The snap shall be from midway between the hash marks, unless the offensive team selects a different position on or between the hash marks before the ready-for-play signal. After the ready-for-play signal, the ball may be relocated only after a charged team timeout, unless preceded by a Team A foul or offsetting fouls.
- e. **Possession series.** Each team retains the ball during a possession series until it scores or fails to make a first down. The ball remains alive after a change of team possession until it is declared dead. However, Team A may not have a first down if it regains possession after a change of team possession. Beginning with the fifth extra period, a team's possession series will be one play for a two-point try from the three-yard line, unless relocated by penalty.
- f. **Scoring.** The team scoring the greater number of points during the regulation and extra periods shall be declared the winner. There shall be an equal number of possession series, as described in (e) above, in each extra period, unless Team B scores other than on the try. Beginning with the third extra period, teams scoring a touchdown must attempt a two-point try. Although not illegal, a one-point try attempt by Team A will not result in a score.

### g. **Fouls after a change of team possession :**

- Penalties against either team are declined by rule in extra periods
- (**Exceptions:** Penalties for flagrant personal fouls, unsportsmanlike conduct fouls, dead-ball personal fouls and live-ball fouls treated as dead-ball fouls are enforced on the succeeding play).

- A score by a team committing a foul during the down is canceled.

(**Exception:** Live-ball foul treated as a dead-ball foul.)

- If both teams foul during the down and Team B had not fouled before
- the change of possession, the fouls cancel and the down is not repeated.

h. **Timeouts.** Each team shall be allowed one timeout for each extra period. Timeouts not used during the regulation periods may not be carried over into the extra period(s). Unused extra-period timeouts may not be carried over to other extra periods. Timeouts between periods shall be charged to the succeeding period. Radio and television timeouts are permitted only between extra periods (first and second, second and third, etc.). Charged team timeouts may not be extended for radio and television purposes. The extra period(s) begins when the ball is first snapped. In the absence of a media timeout, after the second and fourth extra period, there will be a two minute mandatory break period.

## RULE 3 / PERIODS, TIME FACTORS AND SUBSTITUTIONS

### **SECTION 2. Playing Time and Intermissions**

#### **Length of Periods and Intermissions**

The total playing time in a collegiate game shall be 60 minutes, divided into four periods of 15 minutes each, with one-minute intermissions between the first and second periods (first half) and between the third and fourth periods (second half) (*Exception:* A one-minute intermission between the first and second and the third and fourth periods may be extended for radio and television timeouts).

- No period shall end until the ball is dead and the referee declares the period ended.
- The intermission between halves of a regular-season game shall be 20 minutes, unless shortened before the game by mutual agreement of the administrations of both schools. Immediately after the second period ends, the referee should begin the intermission by signaling to start the game clock.

#### **Timing Adjustments**

Before the game starts, playing time and the intermission between halves may be shortened by the referee if he is of the opinion that unsafe conditions may interfere with the game. The four periods must be of equal length if the game is shortened before its start.

- Any time during the game, the playing time of any remaining period or periods may be shortened by mutual agreement of the opposing head coaches and the referee.
- Timing errors on the game clock may be corrected but only in the period in which they occur.
- If the referee has positive knowledge of the elapsed time, he will reset and appropriately start the game clock.
- Timing errors on a play clock may be corrected by the referee. The play clock shall start again.
- When the play-clock count is interrupted by circumstances beyond the control of either team (without positive knowledge of game clock elapsed time), a new count shall be started and the game clock shall start.
- The 40/25-second clock is not started when the game clock is running with fewer than 40 or 25 seconds, respectively, in a period.
- The game clock should not be stopped if the play clock is started in conflict with paragraph f above.
- Timing adjustments for games using Instant Replay are governed by the FAT Commissioner.

#### **Extension of Periods**

- a. A period shall be extended for an untimed down if one or more of the following occurs during a down in which time expires:
  - A penalty is accepted for a live-ball foul(s).
  - The period is *not* extended if the foul is by the team in possession and the statement of the penalty includes loss of down.
  - There are offsetting fouls.
  - An official sounds his whistle inadvertently or otherwise incorrectly signals the ball dead.
- b. Additional untimed downs will be played until a down is free of the circumstances in statements 1, 2 and 3.
- c. If a touchdown is scored during a down in which time in a period expires, the period is extended for the try.

## RULE 3 / PERIODS, TIME FACTORS AND SUBSTITUTIONS

### Timing Devices

a. Game Clock. Playing time shall be kept with a game clock that may be either a stop watch operated by the line judge, back judge, field judge or side judge, or a game clock operated by an assistant under the direction of the appropriate judge. The type of game clock shall be determined by the game management.

b. 40-Second Play Clock.

- When an official signals that the ball is dead and both sides have collected their players, the play clock shall begin a 40-second count.
- When the 40-second play clock begins, the offense will have 40 seconds to set up and say "Set".
- The offense may use the remaining time to call an audible and/or motion prior to the 40 second play clock ending. Example: If 20 seconds remain after setup the offense has 20 seconds to audible and/or run motion.
- The defense is free to audible and/or motion any players with-in the 40 seconds.
- Both offense and defense will set up simultaneously. The defense must attempt to get set before the ball is in play. If the offense doesn't use motion or call an audible the defense has 10 seconds after the offense says "SET", to make any audibles of their own.
- At the end of each play both coaches will immediately collect their athletes.

c. 25-Second Clock. If the officials signal the game clock to be stopped for any of the following reasons, the referee shall signal that the clock should be set at 25 seconds:

- Penalty administration.
- Charged team timeout.
- Media timeout.
- Injury timeout for a player of the offensive team only. The play clock is set to 40 seconds for an injury to a player of the defensive team.
- Measurement.
- Team B is awarded a first down.
- After a kick down other than a free kick.
- Score other than a touchdown (not the try).
- Start of each period.
- Start of a team's possession series in an extra period.
- Instant replay review.
- Other administrative stoppage.
- An offensive team player's helmet comes completely off through play.

The play clock is set to 40 seconds if the helmet comes completely off a player of the defensive team. When play is to be resumed, the referee will give the ready-for-play signal and the play clock will begin its count. ([see appendix A](#))

d. Device Malfunction. If a visual 40/25-second timing device becomes inoperative, both coaches shall be notified by the referee immediately and both clocks shall be turned off.

### Minimum Time For A Play After Spiking The Ball

If the game clock is stopped and will start on the referee's signal with three or more seconds remaining in the quarter, the offense may reasonably expect to throw the ball directly to the ground and have enough time for another play. With two seconds or one second on the game clock there is enough time for only one play. (In head to head games coaches may declare that they will spike the ball). This must follow [snapping procedures](#) and must physically be done by the QB.

## RULE 3 / PERIODS, TIME FACTORS AND SUBSTITUTIONS

### **SECTION 3. Timeouts: Starting and Stopping the Clock**

#### **Timeout**

- a. An official shall signal timeout when the rules provide for stopping the clock or when a timeout is charged to a team or to the referee. Other officials should repeat timeout signals. The referee may declare and charge himself with a discretionary timeout for any contingency not elsewhere covered by the rules.
- b. When a team's charged timeouts are exhausted and it requests a timeout, the officials shall not acknowledge the request.
- c. Once the game begins, players shall not practice with a ball on the field of play or the end zones except during the half-time intermission.

#### **Starting and Stopping the Clock**

- a. Free Kick. After the ball is free-kicked, the game clock shall be started on an official's signal when the ball is legally touched in the field of play, or when it crosses the goal line after being touched legally by Team B in its end zone. It is subsequently stopped on an official's signal when the ball is dead by rule.
- b. Scrimmage Down. When a period begins with a scrimmage down, the game clock shall be started when the ball is legally snapped. On all other scrimmage downs, the game clock shall be started when the ball is legally snapped or on a prior signal by the referee.
- c. The game clock shall not run during a try, during an extension of a period or during an extra period.
- d. After a Score. The game clock shall stop on an official's signal after a touchdown, field goal or safety. It shall be started again as in (a) above unless an accepted penalty erases the score or the down is repeated, in which cases it shall be started when the ball is legally snapped.
- e. Starts on the Snap. For each of the following, the game clock is stopped on an official's signal. If the next play begins with a snap, the game clock will start on the snap:
  - Touchback.
  - With fewer than two minutes remaining in a half a Team A ball carrier, fumble or backward pass is ruled out of bounds. (**Exception:** After a Team A forward fumble goes out of bounds, the clock starts on the referee's signal.)
  - Team B is awarded a first down and will next snap the ball.
  - A forward pass is ruled incomplete.
  - A team is granted a charged timeout.
  - The ball becomes illegal.
  - A period ends.
  - A legal kick down ends.
  - A return kick is made.
  - A scrimmage kick is made beyond the neutral zone.
  - Team A commits a delay-of-game foul while in a scrimmage-kick formation.

## RULE 3 / PERIODS, TIME FACTORS AND SUBSTITUTIONS

### **Suspending the Game**

- a. The referee may suspend the game temporarily when conditions warrant such action.
- b. When the game is stopped by actions of a person(s) not subject to the rules, or for any other reasons not specified in the rules, and cannot continue, the referee shall:
  - Suspend play and direct the players to their team areas.
  - Refer the problem to those responsible for the game's management.
  - Resume the game when conditions are satisfactory.
- c. If a game is suspended under Rules a and b before the end of the fourth period and cannot be resumed, there are four possible options:
  - Resume the game at a later date;
  - Terminate the game with a determined final score;
  - Forfeit of the game; or
  - Declare a no contest.

The option that takes effect shall be determined by conference policy if both institutions are members of the same conference. In non-conference competition, the directors of athletics at the participating institutions or their designees, in consultation with the coaches, must agree on one of the four options. This agreement will include the final score if the game is terminated. In the event that the directors of athletics do not reach an agreement, the conference policy of the home team shall be used to determine the outcome.

- d. If a game is suspended under Rules a and b after four periods of play and cannot be resumed, the game shall be ruled a tie. The final score shall be the score at the end of the last completed period. (Note: If a winner must be determined in a conference playoff game, conference policy shall determine when and where the game will be resumed.)
- e. A suspended game, if resumed, will begin with the same time remaining and under the identical conditions of down, distance, field position and player eligibility.

### **Charged Team Timeouts**

When timeouts are not exhausted, an official shall allow a charged team timeout when requested by any player or head coach when the ball is dead.

- a. Each team is entitled to three charged team timeouts during each half.
- b. After the ball is declared dead and before the snap, a legal substitute may request a timeout if he is between the nine-yard marks.
- c. A player who participated during the previous down may request a timeout between the time the ball is declared dead and the snap without being between the nine-yard marks.
- d. A head coach who is in, or in the vicinity of, his team area or coaching box may request a timeout between the time the ball is declared dead and the next snap.
- e. A player, incoming substitute or head coach may request a head coach's conference with the referee, if the coach believes a rule has been enforced improperly. If the rule enforcement is not changed, the coach's team will be charged a timeout, or a delay penalty if all timeouts have been used.
  - Only the referee may stop the clock for a head coach's conference.
  - A request for a head coach's conference or challenge must be made before the ball is snapped or free-kicked for the next play and before the end of the second or fourth period.
  - After a head coach's conference or challenge, the full team timeout is granted if charged by the referee.



## RULE 3 / PERIODS, TIME FACTORS AND SUBSTITUTIONS

### Injury Timeout

- a. In the event of an injured player(s):
  - An official will declare a timeout and the player(s) must leave the game. He must remain out of the game for at least one down, even if his team is granted a team timeout. When in question, officials will take a timeout for an injured player.
  - The player(s) may not return to the game until he receives approval of professional medical personnel designated by his institution.
  - Medical personnel shall give special attention to players who exhibit signs of a concussion. ([See Appendix A](#)).
  - Whenever a player is bleeding, the player shall go to the team area and be given appropriate medical treatment. He may not return to the game without approval of medical personnel. ([See Athletic Trainer](#)) pg 38.
- b. An injury timeout may follow a charged team timeout.
- c. The referee will declare a timeout for an injured player.
- d. Following a timeout for an injured player of the defensive team, the play clock shall be set at 40 seconds.
- e. ***Ten-Second Runoff.*** If the player injury is the only reason for stopping the clock with less than one minute in the half, the opponent has the option of a 10-second runoff.
  - The play clock will be set at 40 seconds for an injury to a player of the defensive team and at 25 seconds for an injury to a player of the offensive team.
  - If there is a 10-second runoff the game clock will start on the referee's signal. If there is no 10-second runoff the game clock will start on the snap.
  - The 10-second runoff may be avoided by the use of a charged team timeout if available.
  - There is no option of a 10-second runoff if there are injuries to opposing players.

### Violation Timeouts

For noncompliance the team will be charged a timeout.

### Length of Timeouts

- a. A charged full team timeout requested by any player or head coach shall be one minute plus the five-second referee notification and the 25-second play clock interval.
- b. For live-televised games only, a charged team timeout shall be 30 seconds plus the five-second referee notification and the 25-second play clock interval. However, the head coach may request that one of the allowed three timeouts in each half be a full timeout. This request should be communicated to the referee when the timeout request is made to the officials. The charged team timeout during an extra period may be a full timeout, at the request of the head coach.
- c. In other than live-televised games, the head coach may request that any charged team timeout be 30 seconds in duration, plus the five-second referee notification and the 25-second play clock interval. The head coach indicates this request visually by touching his hands to his shoulders. The signal must be made promptly after the timeout is requested.
- d. Other timeouts shall be not longer than the referee deems necessary to fulfill the purpose for which they are declared, including a radio or TV timeout, but any timeout may be extended by the referee for the benefit of an injured player (Refer to [Appendix A](#) for the guidelines for game officials to use during a serious on-field player injury).
- e. If the team charged with a full team timeout wishes to resume play before the expiration of one minute and its opponent indicates readiness, the referee will declare the ball ready for play.

## RULE 3 / PERIODS, TIME FACTORS AND SUBSTITUTIONS

### Referee's Notification

During a full team timeout the referee shall notify both teams after one minute. Five seconds later he shall declare the ball ready for play. During a 30-second team timeout, the referee shall notify both teams after 30 seconds. Five seconds later he shall declare the ball ready for play.

- a. When a third timeout is charged to a team in either half, the referee shall notify the field captain and head coach of that team.
- b. Unless a visual game clock is the official timepiece, the referee also shall inform each field captain and head coach when approximately two minutes of playing time remain in each half. He may order the clock stopped for that purpose.
  - 1. The play-clock count is not interrupted.
  - 2. The clock starts on the snap after the two-minute notification.
- c. If a visual game clock is not the official timing device during the last two minutes of each half, the referee or his representative shall notify each captain and head coach of the time remaining each time the clock is stopped by rule. Also, a representative may leave the team area along the limit line to relay timing information under these conditions.

### SECTION 4. Delays/Clock Tactics

#### Delaying the Start of a Half

- a. Each team shall have its players on the field for the opening play at the scheduled time for the beginning of each half. When both teams refuse to enter the field first for the start of either half, the home team must be the first to enter.

#### **PENALTY—15 yards from the succeeding spot.**

- b. The home management is responsible for clearing the field of play and end zones at the beginning of each half so the periods may start at the scheduled time. Bands, speeches, presentations, homecoming and similar activities are under the jurisdiction of home management, and a prompt start of each half is mandatory.

#### **PENALTY—10 yards from the succeeding spot.**

(**Exception:** The referee may waive the penalty for circumstances beyond the control of the home management.)



## RULE 3 / PERIODS, TIME FACTORS AND SUBSTITUTIONS

### **Illegal Delay of the Game**

a. The officials shall make the ball ready for play consistently throughout the game. The play clock will start its count-down from either 40 seconds or 25 seconds, by rule depending on circumstances. A foul for illegal delay occurs if the play clock is at :00 before the ball is put in play.

b. Illegal delay also includes:

When a team has expended its three timeouts and commits a Rule infraction.

When a team is not ready to play after an intermission between periods, after a score, after a radio/television/team timeout or anytime the referee orders the ball put in play.

Defensive verbal tactics that disconcert offensive signals.

Defensive actions designed to cause a false start.

Putting the ball in play before it is ready for play.

Sideline interference.

Action clearly designed to delay the officials from making the ball ready for play.

**PENALTY—Dead-ball foul. Five yards from the succeeding spot.**

### **Unfair Clock Tactics**

The referee has broad authority in the timing of the game. He shall order the game clock or play clock started or stopped whenever either team conserves or consumes playing time by tactics obviously unfair. This includes starting the game clock on the snap if the foul is by the team ahead in the score. If the game clock is stopped to complete a penalty for a foul by the team ahead in the score (or either team if the score is tied) inside the last two minutes of a half, it will start on the snap, at the option of the offended team. The game clock will start on the ready-for-play signal after Team A throws an illegal forward or backward pass to conserve time.

## RULE 3 / PERIODS, TIME FACTORS AND SUBSTITUTIONS

### **SECTION 5. Substitutions**

#### **Substitution Procedures**

Any number of legal substitutes for either team may enter the game between periods, after a score or try, or during the interval between downs only for the purpose of replacing a player(s) or filling player vacancy(ies). **You may not switch a players base when using substitution. Doing so will result in a PENALTY Personal Foul-assigned to the sideline. 15 Yards**

#### **Legal Substitutions**

A legal substitute may replace a player or fill a player vacancy provided none of the following restrictions is violated:

No incoming substitute shall enter the field of play or an end zone while the ball is in play.

No player, in excess of 11, shall leave the field of play or an end zone while the ball is in play.

**PENALTY Live-ball foul. Five yards from the previous spot.**

**c.**

An incoming legal substitute must enter the field of play directly from his team area, and a substitute, player or departing player must depart at the sideline nearest his team area and proceed to his team area.

A departing player must immediately leave the field of play, including the end zones. A departing player who leaves the huddle or his position within three seconds, after a substitute becomes a player, is considered to have left immediately.

Substitutes who become players must remain in the game for at least one play and replaced players must remain out of the game for at least one play, except during the interval between periods, after a score, or when a timeout is charged to a team or to the referee with the exception of a live-ball out of bounds or an incomplete forward pass.

**PENALTY —Dead-ball foul: Five yards from the succeeding spot**

When Team A sends in its substitutes, the officials will not allow the ball to be snapped until Team B has been given an opportunity to substitute. While in the process of substitution or simulated substitution, Team A is prohibited from rushing quickly to the line of scrimmage with the obvious attempt of creating a defensive disadvantage. If the ball is ready for play, the game officials will not permit the ball to be snapped until Team B has placed substitutes in position and replaced players have left the field of play. Team B must react promptly with its substitutes.

#### **More Than Eleven Players on the Field**

Team A may not break the huddle with more than 11 players nor keep more than 11 players in the huddle or in a formation for more than three seconds. Officials shall stop the action whether or not the ball has been snapped.

Team B is allowed to briefly retain more than 11 players on the field to anticipate the offensive formation, but it may not have more than 11 players in its formation if the snap is imminent. Whether the snap is imminent or has just occurred, the officials shall stop the action.

**PENALTY—Dead-ball foul. Five yards at the succeeding spot.**

If officials do not detect the excessive number of players until during the down or after the down is over, or if Team B players have entered the field just before the snap but have not been in the formation, the infraction is treated as a live-ball foul.

**PENALTY—Live-ball foul. Five yards at the previous spot.**

---

# RULE 4

## Ball in Play, Dead Ball, Out of Bounds

---

### **Dead Ball Becomes Alive**

After a dead ball is ready for play, it becomes a live ball when it is legally snapped or legally free-kicked. A ball snapped or free-kicked before it is ready for play remains dead.

### **Live Ball Becomes Dead**

- a. A live ball becomes a dead ball as provided in the rules or when an official sounds his whistle (even though inadvertently) or otherwise signals the ball dead.
- b. If an official sounds his whistle inadvertently or otherwise signals the ball dead during a down:
  - When the ball is in player possession, the team in possession may elect to put the ball in play where declared dead or repeat the down.
  - When the ball is loose from a fumble, backward pass or illegal pass, the team in possession may elect to put the ball in play where possession was lost or repeat the down.
  - During a legal forward pass or a free or scrimmage kick, then the ball is returned to the previous spot and the down repeated.
  - After Team B gains possession on the try or during an extra period, then the try is over or the extra-period possession series is ended.
- c. If a foul or violation occurs during any of the above downs, the penalty or violation privilege shall be administered as in any other play situation if not in conflict with other rules.

## RULE 4 / BALL IN PLAY, DEAD BALL, OUT OF BOUNDS

### **SECTION 1. Ball in Play—Dead Ball**

#### **Ball Ready for Play**

No coach shall put the ball in play before it is ready for play.

**PENALTY—Dead-ball foul. Five yards from the succeeding spot.**

#### **Play-Clock Count**

The ball shall be put in play within 40 or 25 seconds after it is made ready for play, unless, during that interval, play is suspended. If play is suspended, the play-clock count will start again.

**PENALTY—Dead-ball foul for delay of game. Five yards from the succeeding spot.**

### **SECTION 2. Out of Bounds**

#### **Player Out of Bounds**

- a. A player is out of bounds when any part of his person or base touches anything, other than another player or game official, on or outside a boundary line.
- b. A player who touches a pylon is out of bounds.

#### **Held Ball Out of Bounds**

A ball in player possession is out of bounds when either the ball or any part of the ball carrier's base touches anything else that is out of bounds, or that is on or outside a boundary line, except another player or game official.

#### **Loose Ball Out of Bounds**

- a. A ball not in player control, other than a kick that scores a field goal, is out of bounds when it touches the ground, a player, a game official or anything else that is out of bounds, or that is on or outside a boundary line.
- b. A ball that touches a pylon is out of bounds behind the goal line.
- c. If a live ball not in player possession crosses a boundary line and then is declared out of bounds, it is out of bounds at the crossing point.

#### **Out of Bounds at Forward Point**

- a. If a live ball is declared out of bounds and the ball does not cross a boundary line, it is out of bounds at the ball's most forward point when it was declared dead.
- b. A touchdown is scored if the ball is inbounds and has broken the plane of the goal line before or simultaneous to the ball carrier going out of bounds.
- c. A receiver who is in the opponent's end zone and contacting the ground is credited with a completion if he reaches over the sideline or end line and catches a legal pass.
- d. The most forward point of the ball when declared out of bounds between the goal lines is the point of forward progress (**Exception:** When a ball carrier falls over becoming a (fallen player) as he crosses the sideline, forward progress is determined by the position of the ball as it crosses the sideline).

## RULE 4 / BALL IN PLAY, DEAD BALL, OUT OF BOUNDS

### Ball Declared Dead

A live ball becomes dead and an official shall sound his whistle or declare it dead:

- a. When it goes out of bounds other than a kick that scores a field goal after touching the uprights or crossbar; when a ball carrier is out of bounds; or when a ball carrier is so held that his forward progress is stopped. When in question, the ball is dead.
- b. When any part of the ball carrier's body, except his hand or foot, touches the ground or when the ball carrier is tackled or otherwise falls and loses possession of the ball as he contacts the ground with any part of his body, except his hand or foot [**Exception:** The ball remains alive when an offensive player has simulated a kick or at the snap is in position to kick the ball held for a place kick by a teammate. The ball may be kicked, passed or advanced by rule.
- c. When a touchdown, touchback, safety, field goal or successful try occurs; or when a free kick or a scrimmage kick that is untouched by Team B beyond the neutral zone touches the ground in Team B's end zone.
- d. When, during a try, a dead-ball rule applies.
- e. When a player of the kicking team catches or recovers any free kick or a scrimmage kick that has crossed the neutral zone.
- f. When a free kick, scrimmage kick or any other loose ball comes to rest and no player attempts to secure it.
- g. When a scrimmage kick or a free kick is caught or recovered by any Team B player after a valid or invalid fair-catch signal by a Team B player; or when an invalid fair-catch signal is made after a catch or recovery by Team B.
- h. When there is a return kick or a scrimmage kick is made beyond the neutral zone.
- i. When a forward pass is ruled incomplete.
- j. When, before a change of team possession on fourth down or a try, a Team A fumble is caught or recovered by a Team A player other than the fumbler,
- k. When a live ball not in player possession touches anything inbounds other than a player, a player's equipment, an official, an official's equipment or the ground (inadvertent-whistle provisions apply).
- l. When there is a simultaneous catch or recovery of a live ball.
- m. When the ball becomes illegal while in play (inadvertent-whistle provisions apply).
- n. When a live ball comes into possession of an official (inadvertent-whistle provisions apply).
- o. When a ball carrier simulates placing his knee on the ground.
- p. When an airborne pass receiver of either team is held so that he is prevented from immediately returning to the ground.
- q. When a ball carrier's helmet comes completely off.
- r. When a ball carrier obviously begins a feet-first slide.

# RULE 5

## Series of Downs, Line to Gain

### SECTION 1. A Series: Started, Broken, Renewed

#### **When To Award Series**

- a. A series of up to four consecutive scrimmage downs shall be awarded to the team that is next to put the ball in play by a snap after a free kick, touchback, fair catch, or change in team possession, or to the offensive team in overtime.
- b. A new series shall be awarded to Team A if it is in legal possession of the ball on or beyond its line to gain when the ball is declared dead.
- c. A new series shall be awarded to Team B if, after fourth down, Team A has failed to earn a first down.
- d. A new series shall be awarded to Team B if Team A's scrimmage kick goes out of bounds or comes to rest and no player attempts to secure it.
- e. A new series shall be awarded to the team in legal possession when the ball is declared dead:
  - If a change of team possession occurs during the down.
  - If a scrimmage kick crosses the neutral zone (**Exceptions:** (1) When the down is repeated.
  - If an accepted penalty awards the ball to the offended team.
  - If an accepted penalty mandates a first down.
- f. A new series shall be awarded to Team B whenever Team B, after a scrimmage kick, elects to take the ball at a spot of illegal touching (**Exception:** When the down is repeated).

#### **Line to Gain**

- a. The line to gain for a series shall be established 10 yards in advance of the most forward point of the players base; but if this line is in the opponent's end zone, the goal line becomes the line to gain.
- b. The line to gain is established when the ball is made ready for play before the first down of the new series.

#### **Forward Progress**

- a. The most forward point of the players base when declared dead between the end lines shall be the determining point in measuring distance gained or lost by either team during any down (**Exceptions:** 1. When an airborne pass receiver of either team completes a catch inbounds after an opponent has driven him backward and the ball is declared dead at the spot of the catch, the forward progress is where the player received the ball.)
- b. Questionable distance for a first down should be measured without request. Unnecessary measurements to determine first downs shall not be granted.
- c. No request for a measurement shall be granted after the ball is ready for play.

## RULE 5 / SERIES OF DOWNS, LINE TO GAIN

### **Continuity of Downs Broken**

The continuity of a series of scrimmage downs is broken when:

- Team possession of the ball changes during a down.
- A scrimmage kick crosses the neutral zone.
- A kick goes out of bounds.
- A kick comes to rest and no player attempts to secure it.
- At the end of a down, Team A has earned a first down.
- After fourth down, Team A has failed to earn a first down.
- An accepted penalty mandates a first down.
- There is a score.
- A touchback is awarded to either team.
- The second period ends.
- The fourth period ends.

## **SECTION 2. Down and Possession After a Penalty**

### **Foul During Free Kick Down**

When a scrimmage down follows the penalty for a foul committed during a free kick down, the down and distance established by that penalty shall be first down with a new line to gain.

### **Penalty Resulting in New Series**

It is a new series with a new line to gain:

- After a penalty that leaves the ball in possession of Team A beyond its line to gain.
- After a penalty that mandates a first down.

### **Foul Before Change of Team Possession**

- a. If a penalty is accepted for a foul that occurs between the goal lines before a change of team possession during a down, the ball belongs to Team A. The down shall be repeated unless the penalty also involves loss of a down, mandates a first down, or leaves the ball on or beyond the line to gain.
- b. If the penalty involves loss of a down, the down shall count as one of the four in that series.

### **Foul After Change of Team Possession**

If a penalty is accepted for a foul that occurs during a down after a change of team possession, the ball belongs to the team in possession when the foul occurred. The down and distance established by any such penalty shall be first down with a new line to gain.

### **Penalty Declined**

If a penalty is declined, the number of the next down shall be whatever it would have been if the foul had not occurred.

### **Foul Between Downs**

After a distance penalty incurred between downs, the number of the next down shall be the same as that established before the foul occurred, unless enforcement for a foul by Team B leaves the ball on or beyond the line to gain or a penalty mandates a first down.

## RULE 5 / SERIES OF DOWNS, LINE TO GAIN

### **Foul Between Series**

- a. The penalty for any dead-ball foul (including live-ball fouls treated as dead-ball fouls) that occurs after a series ends and before the ball is ready for play shall be completed before the line to gain is established.
- b. The penalty for any dead-ball foul that occurs after the ball is ready for play shall be completed after the line to gain is established.

### **Fouls by Both Teams**

If offsetting fouls occur during a down, that down shall be repeated.

### **Rule Decisions Final**

No rule decision may be changed after the ball is next legally snapped, legally free-kicked or the second or fourth periods have ended. (**Exception:** The number of a down may be corrected any time within that series of downs or before the ball is legally next put in play after that series.)



# RULE 6

## Kicks

### FREE KICK PROCEDURES

- The kicking team is on the kickoff line, five each side of kicker, two outside the numerals. The TTQB or Kicker of your choice is placed 3 to 5 yards from the kickoff mark (at center) with the ball placed on the kicking tee. The receiving team is at least 10 yards and with eight players no less than 20 yards downfield. The receiving team may choose for have any number of stationary players. However, all stationary players must become “Active” (NON-STATIONARY) once the ball is kicked.
- 2 kicking team players may be pivoted. Start the board for one second to allow the kicker to run up to the kicking tee. When the board is stopped make sure that there are no kicking team players across the kicking teams restraining line. Any players that cross the line will count as off sides and will be assessed a penalty.
- The ball is kicked toward the opponent's goal line. If the football goes at least 10 yards, does not hit a player before touching the field (a catch), remains inbounds and is not a TOUCHBACK, the ball is considered “live” and it must be recovered or “touched” to gain possession. The receiving team turns on the power switch for a count of one second (one-thousand-one) then releases the switch. If any receiving team player first touches the ball, they gain possession and the game is immediately switched off. Pivot the receiving team player toward his goal line and switch on the board until he is tackled, runs out of bounds, or scores. If possession is not gained, pivot any unblocked players toward the ball. Turn on the power switch for a count up to three seconds then pivot or until recovery.
- If the kicking team gains possession, the play is a dead ball at the spot of possession. FIRST DOWN kicking team. This is in the case of an on-side kick.
- If any receiving team's player gains possession, it is now the RUNNER and may be pivoted to advance the ball. Both teams may pivot any unblocked players to either block or tackle. Power is switched on by the kicking team until the runner is tackled, runs out of bounds, fumbles, turns around, or scores a touchdown.
- If the kicked ball first touches out of bounds, not through the end zone, the receiving team is awarded the ball at their 35-yard line.
- If it does not travel 10 yards downfield, the receiving team is awarded the ball at the spot.
- If the ball is kicked through the end zone before landing inbounds, the receiving team may call a TOUCHBACK or return the kick from the end zone with the closest player to their end zone.

### SECTION 1. Free Kicks

#### **Restraining Lines**

For any free kick formation, the kicking team's restraining line shall be the yard line through the most forward point from which the ball shall be kicked, and the receiving team's restraining line shall be the yard line 10 yards beyond that point. Unless relocated by a penalty, the kicking team's restraining line on a kickoff shall be its 35-yard line, and for a free kick after a safety, its 20-yard line.

## RULE 6 / KICKS

### Free Kick Formation

- a. A ball from a free kick formation must be kicked legally and from some point on Team A's restraining line and on or between the hash marks. The referee will declare the ball ready for play when the officials are in position after the kicker has received the ball. After the ready-for-play signal, the ball may only be relocated after a charged timeout or during a subsequent kick.
- b. After the ball has been made ready for play, all players on the kicking team except the kicker must be no more than five yards behind their restraining line. A player satisfies this rule when one foot is on or beyond the line five yards behind the restraining line. If one player is more than five yards behind the restraining line and any other player kicks the ball, it is a foul for an illegal formation.
- c. When the ball is kicked :
  - Each Team A player, except the holder and kicker of a place kick, must be behind the ball.
  - All Team A players must be inbounds.
  - At least four Team A players must be on each side of the kicker.
  - After a safety, when a punt or drop kick is used, the ball may be kicked from behind the kicking team's restraining line. If a yardage penalty for a live-ball foul is enforced from the previous spot, administration is from the 20-yard line, unless the kicking team's restraining line has been relocated by a previous penalty.
  - All players of Team A must have been between the nine-yard marks after the ready-for-play signal. **PENALTY —Live-ball foul. Five yards from the previous spot, or five yards from the spot where the subsequent dead ball belongs to Team B, or from the spot where the ball is placed after a touchback.**
  - All Team B players must be inbounds.
  - All Team B players must be behind their restraining line. **PENALTY—Live-ball foul. Five yards from the previous spot.**

### Touching and Recovery of a Free Kick; Illegal Touching

- a. Team A player may touch a free-kicked ball until after:
  - It touches a Team B player;
  - It breaks the plane of and remains beyond Team B's restraining line; or
  - It touches any player, the ground, an official or anything else beyond Team B's restraining line. Thereafter, all players of Team A become eligible to touch, recover or catch the kick.
- b. Any other touching by Team A is *illegal touching*, a violation that, when the ball becomes dead, gives the receiving team the privilege of taking the ball at the spot of the violation.
- c. If there is an accepted penalty for a live-ball foul by either team, or if there are offsetting fouls, the illegal touching privilege is canceled.
- d. Illegal touching in Team A's end zone is ignored.

### Forced Touching Disregarded

- a. A player blocked by an opponent into a free kick is not, while inbounds, deemed to have touched the kick.
- b. An inbounds player touched by a ball either batted or illegally kicked by an opponent is not deemed to have touched the ball.

### Free Kick at Rest

If a free kick comes to rest inbounds and no player attempts to secure it, the ball becomes dead and belongs to the receiving team at the dead ball spot.

## RULE 6 / KICKS

### Free Kick Caught or Recovered

- If a free kick is caught or recovered by a player of the receiving team, the ball continues in play. If caught or recovered by a player of the kicking team, the ball becomes dead. The ball belongs to the receiving team at the dead-ball spot, unless the kicking team is in legal possession when the ball is declared dead. In the latter case, the ball belongs to the kicking team.
- When opposing players, each eligible to touch the ball, simultaneously recover a rolling kick or catch a free kick, the simultaneous possession makes the ball dead.
- A kick declared dead in joint possession is awarded to the receiving team.

### Ball Dead in End Zone

- When a free kick untouched by Team B touches the ground on or behind Team B's goal line, the ball becomes dead and belongs to Team B.
- If the result of the free kick is a touchback for Team B, they will put the ball in play at their 25-yard line.

### Fouls by Kicking Team

Penalties for all fouls by the kicking team during a free kick play other than kick-catch interference may be enforced at the previous spot with the down repeated or at the spot where the subsequent dead ball belongs to Team B, at the option of Team B.

### Foul Against Kicker

The kicker of a free kick may not be blocked until he has advanced five yards beyond his restraining line or the kick has touched a player, an official or the ground.

**PENALTY—15 yards from the previous spot.**

### Illegal Wedge Formation

- A wedge is defined as two or more players aligned shoulder to shoulder within two yards of each other.
- Free-kick down only: After the ball has been kicked, it is illegal for two or more members of the receiving team intentionally to form a wedge for the purpose of blocking for the ball carrier. This is a live-ball foul, whether or not there is contact between opponents. **PENALTY—Noncontact foul. 15 yards, spot of the foul, or 15 yards, spot where the subsequent dead ball belongs to Team B if this is behind the spot of the foul. 15 yards, previous spot with the down repeated if the subsequent dead ball belongs to Team A.**
- Formation of the wedge is not illegal when the kick is from an obvious onside kick formation.
- There is no foul if the play results in a touchback, free kick out of bounds or fair catch.

### Player Out Of Bounds

A Team A player who goes out of bounds during a free kick down may not return inbounds during the down (**Exception:** This does not apply to a Team A player who is blocked out of bounds and returns in-bounds immediately). **PENALTY—Live-ball foul. Five yards from the previous spot, or five yards from the spot where the subsequent dead ball belongs to Team B, or from the spot where the ball is placed after a touchback**

### Eligibility to Block

No Team A player may block an opponent until Team A is eligible to touch a free-kicked ball.

**PENALTY —Live-ball foul. Five yards from the previous spot, or five yards from the spot where the subsequent dead ball belongs to Team B, or from the spot where the ball is placed after a touchback.**

## RULE 6 / KICKS

**SECTION 2. Free Kick Out of Bounds****Kicking Team**

If a free kick goes out of bounds between the goal lines untouched by an inbounds player of Team B, it is a foul. **PENALTY—Live-ball foul. Five yards from the previous spot; or five yards from the spot where the subsequent dead ball belongs to Team B; or the receiving team may put the ball in play 30 yards beyond Team A's restraining line at the hash mark.**

**Receiving Team**

If a free kick goes out of bounds between the goal lines, the ball belongs to the receiving team at the hash mark. If a free kick goes out of bounds behind the goal line, the ball belongs to the team defending that goal line.

**Behind the Neutral Zone**

A scrimmage kick that fails to cross the neutral zone continues in play. All players may catch or recover the ball behind the neutral zone and advance it.

The blocking of a scrimmage kick by an opponent of the kicking team who is not more than three yards beyond the neutral zone is considered to have occurred within or behind that zone.

**Beyond the Neutral Zone**

No inbounds player of the kicking team shall touch a scrimmage kick that has crossed the neutral zone before it touches an opponent. This is illegal touching, a violation that, when the ball becomes dead, gives the receiving team the privilege of taking the ball at the spot of the violation. This privilege is canceled if there is an accepted penalty for a live-ball foul by either team.

The privilege is canceled if there are offsetting fouls.

Illegal touching on a try, in extra periods, or in Team A's end zone is ignored.

**All Become Eligible**

When a scrimmage kick that has crossed the neutral zone touches a player of the receiving team who is inbounds, any player may catch or recover the ball.

**Forced Touching Disregarded**

A player blocked by an opponent into a scrimmage kick that has crossed the neutral zone shall not, while inbounds, be deemed to have touched the kick.

An inbounds player touched by a ball either batted or illegally kicked by an opponent is not deemed to have touched the ball.

**Catch or Recovery by Receiving Team**

If a player of the receiving team catches or recovers a scrimmage kick, the ball continues in play.

**Catch or Recovery by Kicking Team**

If a player of the kicking team catches or recovers a scrimmage kick that has crossed the neutral zone, the ball becomes dead. The ball belongs to the receiving team at the dead-ball spot, unless the kicking team is in legal possession when the ball is declared dead. In the latter case, the ball belongs to the kicking team.

If opposing players who are each eligible to touch the ball simultaneously catch or recover a scrimmage kick, the simultaneous possession makes the ball dead. A kick declared dead in joint possession of opposing players is awarded to the receiving team.

## RULE 6 / KICKS

### Out of Bounds Between Goal Lines or at Rest Inbounds

If a scrimmage kick goes out of bounds between the goal lines, or if it comes to rest inbounds and no player attempts to secure it, the ball becomes dead and belongs to the receiving team at the dead-ball spot.

### Fouls by Kicking Team

Penalties for all fouls by the kicking team other than kick catch interference during a scrimmage kick play (except field-goal attempts) in which the ball crosses the neutral zone may be enforced either at the previous spot with the down repeated (**Exception:** Penalty option is a safety for fouls in Team A's end zone.) or at the spot where the subsequent dead ball belongs to Team B, at the option of Team B.

### Defensive Linemen on Place Kicks

If Team A is in a formation to attempt a place kick (field goal or try) it is illegal for three Team B players on their line of scrimmage inside the blocking zone to align shoulder-to-shoulder and move forward together after the snap with primary contact against a single Team A player.

**PENALTY—Live-ball foul. Five yards, previous spot.**

## SECTION 3. Opportunity To Catch a Kick

### Interference With Opportunity

- a. If an inbounds player of the receiving team is located where he could catch a free kick or a scrimmage kick that has crossed the neutral zone, and if he is attempting to do so, he must be given an unimpeded opportunity to catch the kick.
- b. It is an interference foul if, before the receiver touches the ball, a Team A player enters the area defined by the width of the receiver's shoulders and extending one yard in front of him. When in question it is a foul.
- c. This protection ends when the kick touches the ground (**Exception:** Free kick, par. f below), when any player of Team B muffs or touches scrimmage kick beyond the neutral zone, or when any player of Team B muffs or touches a free kick in the field of play or in the end zone.
- d. If interference with a potential receiver is the result of a player being blocked by an opponent, it is not a foul.
- e. It is an interference foul if the kicking team contacts the potential receiver before, or simultaneous to, his first touching the ball. When in question, it is an interference foul.
- f. During a free kick a player of the receiving team in position to receive the ball has the same kick-catch and fair-catch protection whether the ball is kicked directly off the tee or is immediately driven to the ground, strikes the ground once and goes into the air in the manner of the ball kicked directly off the tee.
- g. If contact by Team A is deemed to be a targeting foul or any other personal foul that interferes with the receiver's opportunity to catch a kick, it may be ruled either as interference or as a targeting or personal foul. The 15-yard penalty is enforced at the spot where the dead ball belongs to Team B or at the spot of the foul, at the option of Team B.
- h. **PENALTY —For foul between the goal lines (other than a foul behind the B-25 on a free kick): Receiving team's ball, first down, 15 yards beyond the spot of the foul for an interference foul. For a foul on a free kick play behind the B-25-yard line against a player who has given a valid fair catch signal: Penalize from the B-25. For foul behind the goal line: Award a touchback and penalize from the succeeding spot. Flagrant offenders shall be disqualified.**

## RULE 6 / KICKS

**SECTION 5. Fair Catch****Dead Where Caught**

- a. If a Team B player makes a fair catch, the ball becomes dead where caught and belongs to Team B at that spot. [**Exception:** If a Team B player makes a fair catch of a free kick behind Team B's 25-yard line, the ball belongs to Team B at its own 25-yard line. The next snap shall be from midway between the hash marks, unless a different position on or between the hash marks is selected by the team designated to put the ball in play before the play clock is at 25 seconds or before any subsequent ready-for-play signal. After the play clock is at 25 seconds or any subsequent ready-for-play signal, the ball may be relocated only after a charged team timeout unless preceded by a Team A foul or offsetting fouls.]
- b. If a Team B player makes a valid fair catch signal, the unimpeded opportunity to catch a free or scrimmage kick continues if this player muffs the kick and still has an opportunity to complete the catch. If he (or another Team B player) subsequently catches the kick, the ball is placed where he first touched it. This protection terminates when the kick touches the ground.
- c. Rules pertaining to a fair catch apply only when a scrimmage kick crosses the neutral zone or during free kicks.
- d. The purpose of the fair catch provision is to protect the receiver who, by his fair catch signal, agrees he or a teammate will not advance after the catch.
- e. The ball shall be put in play by a snap by the receiving team at the spot of the catch if the ball is caught.

**No Advance**

No Team B player shall carry a caught or recovered ball more than two steps in any direction after any Team B player gives a valid or invalid fair catch signal. **PENALTY—Dead-ball foul, delay of game. Five yards from the succeeding spot.**

**Invalid Signals: Catch or Recovery**

- a. A catch after an invalid signal is not a fair catch, and the ball is dead where caught or recovered. (**Exception:** During a free kick, if a Team B receiver gives any waving signal that does not meet all of the requirements of a valid fair catch signal, and subsequently catches the ball behind the B-25 yard line the ball belongs to Team B at its own 25-yard line).
- b. If the signal follows a catch or recovery, the ball is dead when the signal is first given.
- c. Invalid signals beyond the neutral zone apply only to Team B.
- d. An invalid signal beyond the neutral zone is possible only when the ball has crossed the neutral zone.

**Illegal Block or Contact**

A player of Team B who has made a valid or invalid signal for a fair catch and does not touch the ball shall not block or foul an opponent during that down.

**PENALTY—Free kick: Receiving team's ball 15 yards from the spot of the foul. Scrimmage kick: 15 yards, post scrimmage kick enforcement.**

**No Tackling**

No player of the kicking team shall tackle or block an opponent who has completed a fair catch. Only the player making a fair catch signal has this protection.

**PENALTY—Dead-ball foul. Receiving team's ball 15 yards from the succeeding spot.**

# RULE 7

## SNAPPING PROCEDURES, UNDERSTANDING STOPPAGES

---

### UNDERSTANDING STOPPAGES & VISION

Field vision and player reaction is represented in this section. This allows for each athlete to play their position assignments and react to the flow of the game as the action heats up.

#### **Player Vision:**

- All athletes have a vision arch which covers the Front, 2 front corners, and both sides of the players base.
- Athletes have no vision in the back/back of base.

#### **Player Reaction:**

- Athletes may react (pivot, adjust) only to what they can see in their vision arch.
- **Slowed Reaction**— Athletes on the play-side that can not see have to wait one stoppage before being pivoted or adjusted. Athletes on the backside may be pivoted or adjusted as they are intelligent enough to follow the tide of the action.

**The Offense is only allowed to stop the board 2 times to make route/blocking/running/passing adjustments after the snap of the ball.** During these play stops, both offense and defense may make adjustments/pivots to all unengaged athletes. **(Consider athletes with slowed reactions).**

Corner Backs are the exception. To avoid interference penalties, defenders always must turn and run with receivers whether they are engaged or not.

**(Exception Rule- In order to avoid pass interference calls, all athletes in bump and run coverage must be Pivoted, Angled, Adjusted/disengaged from all receivers during the Assignment Read process).** At this stage, receivers are free to run their routes.

On run plays, once the ball carrier crosses line of scrimmage no players including the runner can be pivoted or touched.



## RULE 7 / PLAYER INTELLIGENCE, SNAPPING, AND PASSING THE BALL

### **SECTION 1. The Scrimmage**

#### **SNAPPING PROCEDURES**

##### **Starting With a Snap**

- a. The ball shall be put in play by a legal snap unless the rules provide for a legal free kick.
- b. [Check your interior line spacing](#). pg32
- c. The snap puts the ball in play and counts as the first of 3 play stoppages.

##### **Read and React 1**

- a. Player Actions. After the ball is snapped the Quarterback has the ball. He may choose to run, scramble, make a hand-off, pitch, option, or pass the ball.
  - In the case of a run play, the quarterback must physically hand-off the ball by touching the runner
  - In the case of a sweep or option, the quarterback must pitch the ball with a (TTQB and or passer of your choosing). If you miss the runner in this cases it is a backward pass (live ball) and will count as a fumble. "Pivot all unengaged players to pursue the ball".
  - All unengaged players may be pivoted, angled, adjusted, to carry out assignments (routes, blocks, coverages, reads).
  - This is the second of 3 play stoppages

##### **Read and React 2**

- a. Final Actions. The End of the play:
  - All unengaged players have been pivoted, angled, adjusted, to carry out assignments (routes, blocks, coverages, reads).
  - Passes have been attempted
  - After completing a successful pass/interception all unengaged players that can see may pursue the ball carrier.
  - Pivot the ball carrier to your desired direction after a completed pass, hand off, pitch, or option
  - Stop the board after the runner is tackled, out of bounds, fall over, fumbles, or is turned around.
  - This is the final stoppage.



## RULE 7 / SNAPPING AND PASSING THE BALL

- c. **Encroachment** Once the snapper is established, no other Team A player may be in or beyond the neutral zone [**Exceptions:** (1) Substitutes and departing players; and (2) offensive players in a scrimmage kick formation who break the neutral zone with their hand(s) to point at opponents].

### Offensive Team Requirements—At the Snap

Violation of each of the following (a-c) is a live-ball foul; the play is allowed to continue.

- a. **Formation.** At the snap Team A must be in a formation that meets these requirements:
- All players must be inbounds.
  - All players must be either linemen or backs.
  - At least five linemen must wear jerseys numbered 50 through 79 (**Exception:** When the snap is from a scrimmage kick formation, par. 5 below.)
  - No more than four players may be backs.
  - In a scrimmage kick formation at the snap Team A may have fewer than five linemen numbered 50-79, subject to the following conditions:
    - Any and all linemen not numbered 50-79 who are ineligible receiver(s) by position become exceptions to the numbering rule when the snapper is established.
    - Any and all such numbering-exception players must be on the line and may not be on the end of the line. Otherwise, Team A commits a foul for an illegal formation.
    - Any and all such players are exceptions to the numbering rule throughout the down and remain ineligible receivers unless they become eligible (forward pass touched by an official or a Team B player). The conditions are no longer in effect if prior to the snap a period ends or there is a timeout charged to the referee or one of the teams.
- b. **Man in Motion**
- One back may be in motion, but he may not be moving toward his opponent's goal line.
  - The player who goes in motion may not start from the line of scrimmage unless he first becomes a back and comes to a complete stop.
  - A player in motion at the snap must have satisfied the one-second rule—i.e., he may not start his motion before any shift has ended.
- c. **Illegal Shift** At the snap, Team A may not execute an illegal shift.

**PENALTY —Live-ball foul: Five yards from the previous spot. For live-ball fouls occurring when or after the snap starts during scrimmage kick plays other than field goal plays: Five yards from the previous spot or five yards from the spot where the subsequent dead ball belongs to Team B.**

## RULE 7 / SNAPPING AND PASSING THE BALL

### Defensive Team Requirements

The defensive team requirements are as follows:

a. Each of the following (1-5) is a dead ball foul. Officials should blow the whistle and not allow the play to continue. After the ball is ready for play and before the ball is snapped:

- No player may enter the neutral zone.
- No player may cross the neutral zone and without making contact continue his charge toward any back.

**PENALTY—Dead-ball foul, offside. Five yards from the succeeding spot.**

- Player(s) may be set up as stationary positions for 1 play stoppage prior to the snap. After the snap, all defensive players must become active and no longer stationary.
- Defensive players are free to adjust, audible, pivot, angle prior to the snap.
- No defensive players are allowed to hold offensive backs or receivers at the line.

**PENALTY—Pass Interference. Fifteen yards.**

b. When the snap starts:

- No player may be in or beyond the neutral zone at the snap.
- All players must be inbounds.

**PENALTY—Live-ball foul. Five yards from the previous spot.**

### Handing the Ball Forward

ARTICLE 6. No player may hand the ball forward except during a scrimmage down as follows:

- a. A Team A back may hand the ball forward to another back only if both are behind their scrimmage line.
- b. A Team A back must make base contact in order to hand the ball off to another back.
- c. A Team A back behind his scrimmage line may hand the ball forward to a teammate who is on his scrimmage line at the snap, provided that teammate leaves his line position by a movement that faces him toward his own end line and is at least two yards behind his scrimmage line when he receives the ball.

**PENALTY—Five yards from the spot of the foul; also loss of a down if by Team A before team possession changes during a scrimmage down [S35 and S9].**

## SECTION 2. Backward Pass and Fumble

### During Live Ball

A ball carrier may hand or pass the ball backward at any time, except to throw the ball intentionally out of bounds to conserve time.

**PENALTY—Five yards from the spot of the foul; also loss of down if by Team A before team possession changes during a scrimmage down.**

## RULE 7 / SNAPPING AND PASSING THE BALL

### Caught or Recovered

- a. When a backward pass or fumble is caught or recovered by any inbounds player, the ball continues in play. Pivot the player in possession of the ball towards your desired direction.

#### *Exceptions:*

- (Team A fumble on the try).
  - On fourth down before a change of team possession, when a Team A fumble is caught or recovered by a Team A or Team B player they may attempt to advance the ball.
- b. When a backward pass or fumble is caught or recovered simultaneously by opposing players, the ball becomes dead and belongs to the team last in possession

### After the Ball Is Snapped

No offensive lineman may receive a hand-to-hand snap. **PENALTY—Live-ball foul. Five yards from the previous spot.**

### Out of Bounds

- a. Backward Pass. When a backward pass goes out of bounds between the goal lines, the ball belongs to the passing team at the out of bounds spot.
- b. Fumble. When a fumble goes out of bounds between the goal lines:
- In advance of the spot of the fumble, the ball belongs to the fumbling team at the spot of the fumble.
  - Behind the spot of the fumble, the ball belongs to the fumbling team at the out of bounds spot.
- c. Behind or Beyond Goal Line. When a fumble or backward pass goes out of bounds behind or beyond a goal line, it is a safety or touchback depending on impetus and responsibility.

## RULE 7 / SNAPPING AND PASSING THE BALL

### **SECTION 3. Forward Pass**

#### **Legal Forward Pass**

Team A may make one forward pass during each scrimmage down before team possession changes, provided the pass is thrown from a point in or behind the neutral zone.

#### **Illegal Forward Pass**

A forward pass is illegal if:

- It is thrown by a Team A player whose entire body is beyond the neutral zone when he releases the ball.
- It is thrown by a Team B player.
- It is thrown after team possession has changed during the down.
- It is the second forward pass during the same down.
- It is thrown from in or behind the neutral zone after a ball carrier's entire body and the ball have been beyond the neutral zone. **PENALTY —Five yards from the spot of the foul; also loss of down if by Team A before team possession changes during a scrimmage down.**
- The passer to conserve time throws the ball directly to the ground (1) after the ball has already touched the ground; or (2) not immediately after controlling the ball.
- The passer to conserve time throws the ball forward into an area where there is no eligible Team A receiver.
- The passer to conserve yardage throws the ball forward into an area where there is no eligible Team A receiver.

**[Exception:** It is not a foul if the passer is or has been outside the tackle box and throws the ball so that it crosses or lands beyond the neutral zone or neutral zone extended. This applies only to the player who controls the snap or the resulting backward pass and does not relinquish possession to another player before throwing the forward pass.] **PENALTY—Loss of down at the spot of the foul.**

#### **Eligibility To Touch Legal Forward Pass**

ARTICLE 3. a. Eligibility rules apply during a down when a legal forward pass is thrown.

b. All Team B players are eligible to touch or catch a pass.

c. When the ball is snapped, the following Team A players are eligible:

1. Each lineman who is on the end of his scrimmage line and who is wearing a number other than 50 through 79.

2. Each back wearing a number other than 50 through 79.

d. An eligible player loses his eligibility when he goes out of bounds.

#### **Eligibility Lost by Going Out of Bounds**

No eligible offensive receiver who goes out of bounds and returns in bounds during a down shall touch a legal forward pass while in the field of play or end zones or while airborne until it has been touched by an opponent or official. **[Exception:** This does not apply to an originally eligible offensive player who immediately returns inbounds after going out of bounds due to contact by an opponent. If he touches the pass before returning in bounds, it is an incomplete pass and not a foul for illegal touching. **PENALTY—Loss of down at the previous spot.**

#### **Eligibility Gained or Regained**

When a Team B player or an official touches a legal forward pass, all players become eligible.

## RULE 7 / SNAPPING AND PASSING THE BALL

Any forward pass is complete when caught by a player of the passing team who is inbounds, and the ball continues in play unless completed in the opponent's end zone or the pass has been caught simultaneously by opposing players. If a forward pass is caught simultaneously by opposing players inbounds, the ball becomes dead and belongs to the passing team.

### Incomplete Pass

- a. Any forward pass is incomplete if the ball is out of bounds by rule or if it touches the ground prior to touching a player. It also is incomplete when a player doesn't have at least one foot in bounds.
- b. When a legal forward pass is incomplete, the ball belongs to the passing team at the previous spot.
- c. When an illegal forward pass is incomplete, the ball belongs to the passing team at the spot of the pass (**Exception:** If Team B declines the penalty for an illegal pass thrown from the end zone, the ball shall next be put in play at the previous spot.) .

### Illegal Contact and Pass Interference

- a. During a down in which a legal forward pass crosses the neutral zone, illegal contact by Team A and Team B players is prohibited from the time the ball is snapped until it is touched by any player.
- b. Offensive pass interference is contact by a Team A player beyond the neutral zone that interferes with a Team B player during a legal forward pass play in which the forward pass crosses the neutral zone. It is the responsibility of the offensive player to avoid the opponents. It is not offensive pass interference:
  - When, after the snap, a Team A ineligible player immediately charges and contacts an opponent at a point not more than one yard beyond the neutral zone and maintains the contact for no more than three yards beyond the neutral zone.
  - When two or more eligible players are making a simultaneous and bona fide attempt to reach, catch or bat the pass. Eligible players of either team have equal rights to the ball.
  - When the pass is in flight and two or more eligible players are in the area where they might receive or intercept the pass and an offensive player in that area impedes an opponent, and the pass is not catchable. **PENALTY—15 yards from the previous spot.**
- c. Defensive pass interference is contact beyond the neutral zone by a Team B player whose intent to impede an eligible opponent is obvious and could prevent the opponent the opportunity of receiving a catchable forward pass. This includes holding at the line. When in question, a legal forward pass is catchable. Defensive pass interference occurs only after a legal forward pass is thrown. Defensive holding occurs before a legal forward pass is thrown.

### It is not defensive pass interference:

- When, after the snap, opposing players immediately charge and establish contact with opponents at a point that is within one yard beyond the neutral zone.
- When two or more eligible players are making a simultaneous and bona fide attempt to reach, catch or bat the pass. Eligible players of either team have equal rights to the ball.

## RULE 7 / SNAPPING AND PASSING THE BALL

### **Pass Interference: Summary**

- a. Either Team A or Team B legally may interfere with opponents behind the neutral zone.
- b. Players of either team legally may interfere beyond the neutral zone after the pass has been touched.
- c. Defensive players legally may contact opponents who have crossed the neutral zone if the opponents are not in a position to receive a catchable forward pass.
  - Pass interference rules apply only during a down in which a legal forward pass crosses the neutral zone.
  - Contact by Team B with an eligible receiver involving a personal foul that interferes with the reception of a catchable pass may be ruled either as pass interference or as a personal foul with the 15-yard penalty enforced from the previous spot. However, if the interference involves an act that ordinarily would result in disqualification, the fouling player is disqualified from the game.
- d. Physical contact is required to establish interference.
- e. Each player has territorial rights, and incidental contact is ruled under “attempt to reach...the pass”. If opponents who are beyond the line collide while moving toward the pass, a foul by one or both players occurs only if intent to impede the opponent is obvious. It is pass interference only if a catchable forward pass is involved.
- f. Pass interference rules do not apply after the pass has been touched anywhere inbounds by an inbounds player or has touched an official. If an opponent is fouled, the penalty is for the foul and not pass interference.
- g. After the pass has been touched, any player may execute a legal block during the remaining flight of the pass.
- h. Tackling or grasping a receiver or any other intentional contact before he touches the pass is evidence that the tackler is disregarding the ball and is therefore illegal.
- i. Tackling or running into a receiver when a forward pass obviously is underthrown or overthrown is disregarding the ball and is illegal. This is not pass interference but a violation of Rule 9-1-12-a, which carries a penalty of 15 yards from the previous spot plus a first down. Flagrant offenders shall be disqualified.

## RULE 7 / SNAPPING AND PASSING THE BALL

### **Ineligible Receiver Downfield**

No originally ineligible receiver shall be or have been more than three yards beyond the neutral zone until a passer throws a legal forward pass that crosses the neutral zone. A player is in violation of this rule if any part of his body is beyond the three-yard limit. (**Exception:** If the passer is legally throwing the ball away and the ball lands near or beyond the sideline.

**PENALTY—Five yards from the previous spot.**

### **Illegal Touching**

No originally ineligible player while inbounds may intentionally touch a legal forward pass until it has touched an opponent or an official.

**PENALTY—Five yards from the previous spot.**

### **Team B Personal Foul During Legal Forward Pass Play**

Penalties for personal fouls by Team B during a completed legal forward pass play are enforced at the end of the last run when it ends beyond the neutral zone. If the pass is incomplete or intercepted, or if there is a change of team possession during the down, the penalty is enforced at the previous spot.

# RULE 8

## Scoring

### SECTION 1. Value of Scores

#### Scoring Plays

- a. The point value of scoring plays shall be:
  - Touchdown — 6 Points
  - Field Goal — 3 Points
  - Safety (points awarded to opponent) — 2 Points
- b. Successful Try:
  - Touchdown — 2 Points
  - Field Goal or Safety — 1 Point

#### Forfeited Games

The score of a forfeited game, or a suspended game that later results in a forfeiture, shall be: Offended Team—1, Opponent—0. However, if the offended team is ahead at the time of forfeit, the score stands.

### SECTION 2. Touchdown

#### How Scored

ARTICLE 1. A touchdown shall be scored when:

- a. A ball carrier advancing from the field of play has possession of a live ball when it penetrates the plane of the opponent's goal line. This plane extends beyond the pylons only for a player who touches the ground in the end zone or a pylon.
- b. A player catches a forward pass in the opponent's end zone.
- c. A fumble or backward pass is recovered, caught, intercepted or awarded in the opponent's end zone.
- d. A free kick or scrimmage kick is legally caught or recovered in the opponent's end zone.

### SECTION 3. Try Down

#### How Scored

If the try results in what would be a touchdown, safety or field goal under rules governing play at other times, the point or points shall be scored according to the point values in Rule 8-1-1 (A.R. 8-3-1-I-II; A.R. 8-3-2-I-III and VI; and A.R. 10-2-5-X-XV).



## RULE 8 / SCORING

### Opportunity to Score

A try is an opportunity for either team to score one or two points while the game clock is stopped after a touchdown. It is a special interval in the game which, for purposes of penalty enforcement only, includes both a down and the “ready” period that precedes it.

- a. The ball shall be put in play by the team that scored a six-point touchdown. If a touchdown is scored during a down in which time in the fourth period expires, the try shall not be attempted unless the point(s) would affect the outcome of the game. (**Exception:** If the scoring team is ahead by one or two points, they have the option to forego the try.)
- b. The try, which is a scrimmage down, begins when the ball is ready for play.
- c. The snap will be midway between the hash marks on the opponent’s three yard line or from any other point on or between the hash marks on or behind the opponent’s three-yard line if the position of the ball is selected by the team designated to put the ball in play before the play clock is at 25 seconds or before any subsequent ready-for-play signal. The ball may be relocated after a Team B foul or a charged timeout to either team, unless the timeout is preceded by a Team A foul or offsetting fouls.
- d. The try ends when:
  - Either team scores.
  - The ball is dead by rule.
  - An accepted penalty results in a score.
  - A Team A loss-of-down penalty is accepted.
  - Before a change of team possession, a Team A player fumbles and the ball is caught or recovered by any Team A player other than the fumbler. There is no Team A score.

### Fouls During a Try Before a Change of Team Possession

- a. Offsetting fouls: If both teams foul during the down and Team B fouls before the change of possession, the fouls offset and the down is repeated, even if additional fouls occur after the change of possession. Any repeat of the down after offsetting fouls must be from the previous spot.
- b. *Fouls by Team B on a try:*
  - 1. When the try is successful Team A shall have the option of declining the score and repeating the try after enforcement, or declining the penalty(ies) and accepting the score. Team A may accept the score with penalties for personal fouls and unsportsmanlike conduct fouls enforced on the succeeding kickoff or from the succeeding spot in extra periods.
  - A repeat of the down after a penalty against Team B may be from any point on or between the hash marks on or behind the yard line where the penalty leaves the ball.
- c. *Fouls by Team A on a try:*
  - After a foul by Team A on a successful try, the ball shall be put in play at the spot where the penalty leaves it.
  - If Team A commits a foul for which the penalty includes loss of down, the try is over, and the score is canceled, and no yardage penalty is assessed on the succeeding kickoff.
  - If before a change of team possession Team A commits a foul that is not offset, and during the down there is neither another change of team possession nor a score, the penalty is declined by rule.

## RULE 8 / SCORING

- d. Dead-ball enforcement:
  - Penalties for fouls occurring after the ball is ready for play and before the snap are enforced before the next snap.
  - Penalties for live-ball fouls treated as dead-ball fouls occurring during the try down are enforced on the succeeding kickoff or from the succeeding spot in extra periods. If the try is replayed, these penalties are enforced on the replay.
- e. Roughing or running into kicker or holder: Roughing or running into the kicker or holder is a live ball foul.
- f. Kick-catch interference: The penalty for interference with a kick catch is declined by rule. Any score by Team A is canceled.

### Fouls During a Try After a Change of Team Possession

- a. Penalties against either team are declined by rule (**Exception:** Penalties for flagrant personal fouls, unsportsmanlike conduct fouls, dead-ball personal fouls and live-ball fouls treated as dead-ball fouls are enforced on the succeeding kickoff or at the succeeding spot in extra periods. .
- b. A score by a team committing a foul during the down is canceled. (**Exception:** Live-ball foul treated as a dead-ball foul)
- c. If both teams foul during the down and Team B had not fouled before the change of possession, the fouls cancel, the down is not repeated, and the try is over.

### Fouls After a Try

Penalties for fouls occurring after a try are enforced on the succeeding kickoff or from the succeeding spot in extra periods. However, if the try is repeated, these penalties are enforced before the repeat.

### Next Play

After a try, the ball shall be put in play by a kickoff or at the succeeding spot in extra periods. The team scoring the six-point touchdown shall kick off.

## SECTION 4. Field Goal

### How Scored

- a. A field goal shall be scored if a scrimmage kick, which may be a drop kick or place kick, passes over the crossbar between the uprights of the receiving team's goal before it touches a player of the kicking team or the ground.
- b. If a legal field goal attempt passes over the crossbar between the uprights and is dead beyond the end line or is blown back but does not return over the crossbar and is dead anywhere, it shall score a field goal. The crossbar and uprights are treated as a line, not a plane, in determining forward progress of the ball.

## RULE 8 / SCORING

### Next Play

- a. Successful field goal. After a field goal is scored, the ball shall be put in play by a kickoff or at the succeeding spot in extra periods. The team scoring the field goal shall kick off.
- b. Unsuccessful field-goal attempt.
  - If the ball untouched by Team B after crossing the neutral zone is declared dead, it belongs to Team B. Except in an extra period Team B will snap the ball at the previous spot unless the previous spot was between its 20-yard line and its goal line. In that case Team B will next snap the ball at its 20-yard line.
    - The 20-yard-line snap shall be from midway between the hash marks unless Team B selects a different location on or between the hash marks before the ready-for-play signal.
    - After the ready-for-play signal, the ball may be relocated after a charged team timeout, unless preceded by a Team A foul or offsetting fouls.
  - If the ball does not cross the neutral zone, or if Team B touches the ball after it crosses the neutral zone, all rules pertaining to scrimmage kicks apply.
  - If the ball crosses the neutral zone, is untouched by Team B after crossing the neutral zone, and is declared dead behind the neutral zone, all rules pertaining to scrimmage kicks apply.

## SECTION 5. Safety

### How Scored

ARTICLE 1. It is a safety when:

- a. The ball becomes dead out of bounds behind a goal line, except from an incomplete forward pass, or becomes dead in the possession of a player on, above or behind his own goal line, or becomes dead by rule, and the defending team is responsible for the ball being there. When in question, it is a touchback, not a safety. **Exception:** It is not a safety if a player between his five-yard line and his goal line:
  - intercepts a pass or fumble; or recovers an opponent's fumble or backward pass; or catches or recovers a kick; and
  - his original momentum carries him into his own end zone; and
  - the ball remains behind his goal line and is declared dead in his team's possession there. This includes a fumble that goes from the end zone into the field of play and out of bounds. If conditions (a)-(c) are satisfied above, the ball belongs to this player's team at the spot where he gained possession.
- b. An accepted penalty for a foul leaves the ball on or behind the offending team's goal line.

### Kick After Safety

After a safety is scored, the ball belongs to the defending team at its own 20-yard line, and that team shall put the ball in play on or between the hash marks by a free kick that may be a punt, drop kick or place kick (**Exception:** Extra-period and try rules).

## RULE 8 / SCORING

**SECTION 6. Touchback****When Declared**

ARTICLE 1. It is a touchback when:

- a. The ball becomes dead out of bounds behind a goal line, except from an incomplete forward pass, or becomes dead in the possession of a player on, above or behind his own goal line and the attacking team is responsible for the ball being there.
- b. A kick becomes dead by rule behind the defending team's goal line and the attacking team is responsible for the ball being there.

**Snap After a Touchback**

After a touchback is declared, the ball belongs to the defending team at its own 20-yard line, unless the touchback results from a free kick, in which case the ball belongs to Team B at its 25-yard line. The ball shall be put in play on or between the hash marks by a snap (**Exception:** Extra period rules). The snap shall be from midway between the hash marks, unless a different position on or between the hash marks is selected by the team designated to put the ball in play before the play clock is at 25 seconds or before any subsequent ready-for-play signal. After the ready-for-play signal, the ball may be relocated after a charged team timeout, unless preceded by a Team A foul or offsetting fouls.

**SECTION 7. Responsibility and Impetus****Responsibility**

The team responsible for the ball being out of bounds behind a goal line or being dead in the possession of a player on, above or behind a goal line is the team whose player carries the ball or imparts an impetus to it that forces it on, above or across the goal line, or is responsible for a loose ball being on, above or behind the goal line.

**Initial Impetus**

- a. The impetus imparted by a player who kicks, passes, snaps or fumbles the ball shall be considered responsible for the ball's progress in any direction even though its course is deflected or reversed after striking the ground or after touching an official or a player of either team.
- b. Initial impetus is considered expended and the responsibility for the ball's progress is charged to a player:
  - If he kicks a ball not in player possession or bats a loose ball after it strikes the ground
  - 2. If the ball comes to rest and he gives it new impetus by any contact with it, other than through forced touching.
- c. A loose ball retains its original status when there is new impetus.

# RULE 9

## Conduct of Players and Others Subject to the Rules

### SECTION 1. Personal Fouls

All fouls in this section (unless noted) and any other acts of unnecessary roughness are personal fouls. For flagrant personal fouls mandating conference review. Except as otherwise noted, the penalties for all personal fouls are as follows:

**PENALTY**—Personal foul. 15 yards. For dead-ball fouls, 15 yards from the succeeding spot. Automatic first down for fouls by Team B if not in conflict with other rules. Penalties for Team A live-ball personal fouls behind the neutral zone are enforced from the previous spot. Safety if the live-ball foul occurs behind Team A's goal line. **Flagrant offenders shall be disqualified.**

For Team A fouls during free or scrimmage kick plays:  
Enforcement may be either at the previous spot or the spot where the subsequent dead ball belongs to Team B (field-goal plays exempted).

For Team B personal fouls during a legal forward pass play:  
Enforcement is at the end of the last run when it ends beyond the neutral zone and there is no change of team possession during the down.

If the pass is incomplete or intercepted, or if there is a change of team possession during the down, the penalty is enforced at the previous spot.

### **Flagrant Fouls**

ARTICLE 1. Before the game, during the game and between periods, all flagrant fouls require disqualification.

⇒ ***A. To determine flagrant fouls, roll a 6 sided dice for each personal foul. Blocking in the back, clipping, tripping, horse collar, roughing the passer, running into the kicker, face mask, late hit out of bounds; On a roll of a 1 the foul is flagrant and the athlete is disqualified from the contest.***

### **Clipping/Tripping**

ARTICLE 2.

⇒ There shall be no tripping. Tripping is intentionally using the lower leg or foot to obstruct an opponent below the knee.

⇒ Any block where the initial contact takes place on/in the rear of the defensive player's base causing that player to become a fallen player will be considered clipping. Roll a dice. On a roll of a 1, the clipping penalty is flagrant (tripping) and the athlete is disqualified from the contest.

## RULE 9 / CONDUCT OF PLAYERS AND OTHERS SUBJECT TO THE RULES

### ⇒ **HORSE COLLAR-**

Any Defensive player attempting to make a tackle where the initial contact takes place on/in the rear of the ball carriers base causing that player to become a fallen player will be considered a penalty violation.

### ⇒ **PASS INTERFERENCE –**

Any defensive player which is holding on to an eligible receiver beyond 5 yards of the line of scrimmage preventing that receiver from running his route by pushing the receiver in a rearward direction and/or holding in anyway which prevents forward movement will be considered a violation.

### ⇒ **BLOCKING IN THE BACK-**

Any block where the initial contact takes place on/in the rear of the defensive player's base will be considered a Illegal Blocking penalty violation.

### ⇒ **OFFENSIVE PASS INTERFERENCE-**

If the offensive receiver makes contact with the defensive player beyond 5yds of the line of scrimmage causing the defensive player to become a fallen player on a pass play it will count as a penalty violation.

### ⇒ **ROUGHING THE PASSER-**

Any defensive player which tackles the QB after a pass has been thrown causing the QB to become a fallen player will be cited for a penalty violation.

### ⇒ **RUNNING INTO THE KICKER-**

Any defensive player which tackles/runs into the Kicker before or after a legal kick will be cited for a penalty violation.

### ⇒ **FACEMASK-**

If any player attempting to make a block/tackle occurs (by Initial Contact) on the side of a players base and as a result the player is held in such a way that he and the offensive/defensive player are locked in engagement while spinning in a circle when the board is running for at least one revolution where the said player becomes a fallen player it will result in a Face Mask violation.

## RULE 9 / CONDUCT OF PLAYERS AND OTHERS SUBJECT TO THE RULES

### ⇒ **PENALTY—[ARTICLE 3 and ARTICLE 4]—15 yards.**

For dead-ball fouls,

15 yards from the succeeding spot. Automatic first down for fouls by Team B if not in conflict with other rules.

For fouls in the first half: Disqualification for the remainder of the game.

### ⇒ **For fouls in the second half:**

Disqualification for the remainder of the game and the first half of the next game. If the foul occurs in the second half of the last game of the season, players with remaining eligibility shall serve the suspension during the postseason or the first game of the following season.

If a player receives a third flagrant foul within the same season, disqualification for the remainder of the game and that player will receive an automatic one-game suspension in his team's next scheduled game.

If the foul occurs in the last game of the season, players with remaining eligibility shall serve the suspension during the postseason or the first game of the following season.

### ⇒ **The disqualification must be reviewed by Instant Replay When the Instant Replay Official reverses the disqualification:**

If the foul is not in conjunction with another personal foul by the same player, the 15-yard penalty for Flagrant fouls is not enforced. If the player commits another personal foul in conjunction with the flagrant foul, the 15-yard penalty for that personal foul is enforced according to rule.

## RULE 9 / CONDUCT OF PLAYERS AND OTHERS SUBJECT TO THE RULES

### Clipping

ARTICLE 5. There shall be no clipping.

#### **Exceptions:**

1. Offensive players who are on the line of scrimmage at the snap within the blocking zone legally may clip in the blocking zone, subject to the following restrictions:
  - (a) A player in the blocking zone may not block an opponent with the force of the initial contact from behind.
  - (b) A player on the line of scrimmage within the blocking zone may not leave the zone and return and legally clip.
2. When a player turns his back to a potential blocker who has committed himself in intent and direction or movement.
3. Clipping is allowed against the runner.

### Blocking & Holding

ARTICLE 6. a. *Team A prior to a change of team possession:*

Linemen with initial position completely inside the tackle box may legally block below the waist inside the tackle box until the ball leaves the tackle box. All other Team A players are allowed to block below the waist only if the force of the initial contact is directed from the front. **“Directed from the front”** is defined as front of base ONLY.

#### **Exceptions:**

1. Team A players may not block below the waist when the block occurs five yards or more beyond the neutral zone.
2. Players outside the tackle box at the snap, or any time after the snap, or in motion at the snap may not block below the waist toward the original position of the ball at the snap.
3. Once the ball has left the tackle box, a player may not block below the waist toward his own end line.

#### ⇒ **Holding-**

If the offense is attempting to block and the block occurs (by Initial Contact) on the side of the defensive players base and as a result the defensive player is held in such a way that he and the offensive player are locked in engagement while spinning in a circle when the ball is running for at least one revolution it will result in a holding violation.

### Holding and Use of Hands or Arms: Offense

**Use of Hands-** A teammate of a ball carrier or a passer legally may block with his shoulders, his hands, the outer surface of his arms or any other part of his body under the following provisions.

1. The hand(s) shall be:
  - (a) In advance of the elbow.
  - (b) Inside the frame of the opponent's body (**Exception:** When the opponent turns his back to the blocker).

**Holding-** The hand(s) and arm(s) shall not be used to grasp, pull, hook, clamp or encircle in any way that illegally impedes or illegally obstructs an opponent.

**PENALTY—10 yards Penalties for Team A fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line**



## RULE 9 / CONDUCT OF PLAYERS AND OTHERS SUBJECT TO THE RULES

### Late Hit, Action Out of Bounds

#### ARTICLE 7.

- a. There shall be no piling on, falling on or throwing the body on an opponent after the ball becomes dead.
- b. No opponent shall tackle or block the runner when he is clearly out of bounds or throw him to the ground after the ball becomes dead.
- c. It is illegal for any player to be clearly out of bounds when he initiates a block against an opponent who is out of bounds. The spot of the foul is where the blocker crosses the sideline in going out of bounds.

### Face Mask Fouls

#### ARTICLE 8.

- a. No player shall continuously contact an opponent's face, helmet (including the face mask) or neck with hand(s) or arm(s).
- b. No player shall grasp and then twist, turn or pull the face mask, chin strap or any helmet opening of an opponent. It is not a foul if the face mask, chin strap or helmet opening is not grasped and then twisted, turned or pulled. When in question, it is a foul.

### Roughing the Passer

#### ARTICLE 9.

- a. No defensive player shall unnecessarily rough a passer, when it is obvious the ball has been thrown.

The following actions are illegal, but not limited to:

1. Forcible contact that is avoidable after it is obvious the ball has left the passer's hand. (**Exception:** A defensive player who is blocked by a Team A player[s] with a force so that he has no opportunity to avoid contact with the passer. However, this does not relieve the defensive player of responsibility for personal fouls as described in elsewhere in this section.).
2. Forcibly driving the passer to the ground with action that punishes the player.
3. Any action that is a personal foul as described elsewhere in this section.
- a. When an offensive player is in a passing posture with one or both feet on the ground, no defensive player rushing unabated shall hit him forcibly.

#### [**Exceptions:**

**(1)** It is not a foul if the offensive player is a runner not in a passing posture, either inside or outside the tackle box. **(2)** It is not a foul if the defender grabs or wraps this opponent in an attempt to make a conventional tackle without making forcible contact with the head or shoulder. **(3)** It is not a foul if the defender is not rushing unabated or is blocked or fouled into this opponent.]

**For paragraphs a and b, the penalty is added to the end of the last run when it ends beyond the neutral zone and there is no change of team possession during the down.**

### Chop Blocking

ARTICLE 10. There shall be no chop blocking.

## RULE 9 / CONDUCT OF PLAYERS AND OTHERS SUBJECT TO THE RULES

### Contact Against an Opponent Out of the Play

#### ARTICLE 11.

- a. No player shall tackle or run into a receiver when a forward pass to him obviously is not catchable. This is a personal foul and not pass interference.
- b. No player shall run into or throw himself against an opponent obviously out of the play either before or after the ball is dead.

### Horse Collar Tackle

#### ARTICLE 12.

All players are prohibited from grabbing the inside back collar of the shoulder pads or jersey, the nameplate area, or the inside collar of the side of the shoulder pads or jersey, and immediately pulling the ball carrier down. This does not apply to a ball carrier, including a potential passer, who is inside the tackle box. Note that the tackle box disintegrates when the ball leaves it.

### Roughing or Running Into Kicker or Holder

#### ARTICLE 13.

- a. When it is obvious that a scrimmage kick will be made, no opponent shall run into or rough the kicker or the holder of a place kick.
  1. Roughing is a live-ball personal foul that endangers the kicker or holder.
  2. Running into the kicker or holder is a live-ball foul that occurs when the kicker or holder is displaced from his kicking or holding position but is not roughed.
  3. Incidental contact with a kicker or holder is not a foul.
  4. The kicker's protection under this rule ends
    - (a) when he has had a reasonable time to regain his balance.
    - (b) when he carries the ball outside the tackle box before kicking.
  5. When a defensive player's contact against the kicker or holder is caused by an opponent's block (legal or illegal), there is no foul for running into or roughing.
  6. A player who makes contact with the kicker or holder after touching the kick is not charged with running into or roughing the kicker.
  7. When a player other than one who blocks a scrimmage kick runs into or roughs the kicker or holder, it is a foul.
  8. When in question whether the foul is *running into* or *roughing*, the foul is *roughing*.

**PENALTY** —Roughing or any other personal foul against the kicker who is in the act or just after kicking the ball:

**A) 15 yards from the previous spot, plus automatic first down if not in conflict with other rules.**

**B) Running into the kicker: 5 yards from the previous spot.**

- c. The kicker of a free kick may not be blocked until he has advanced five yards beyond his restraining line, or until the ball has touched a player.

**PENALTY—15 yards from the previous spot.**

## RULE 9 / CONDUCT OF PLAYERS AND OTHERS SUBJECT TO THE RULES

### **Blind-Side Block**

#### ARTICLE 14.

No player shall deliver a blind-side block by attacking an opponent with forcible contact. A block that occurs at the point outside of a players vision arch ([field of vision– See pg. 65](#)), will count as a Blind-Sided Block.

(**Exceptions:** (1) the runner; (2) a receiver in the act of attempting to make a catch.) **Note:** *In addition, if this action meets all the elements of targeting, it is a blind-slide block with targeting (Rule 9-1-3 and 9-1-4).*

# RULE 10

## Penalty Enforcement

### SECTION 1. Penalties Completed

#### **How and When Completed**

- ARTICLE 1. a. A penalty is completed when it is accepted, declined or canceled according to rule, or when the choice is obvious to the referee.
- b. Any penalty may be declined, but a disqualified player must leave the game whether the penalty is accepted or declined.
- c. When a foul is committed, the penalty shall be completed before the ball is declared ready for play for any ensuing down.
- d. Penalties as stated are not enforced if in conflict with other rules.

#### **Simultaneous With Snap**

ARTICLE 2. A foul that occurs simultaneously with a snap or free kick is considered as occurring during that down.

#### **Live-Ball Fouls by the Same Team**

ARTICLE 3. When two or more live-ball fouls by the same team are reported to the referee, the offended team may elect only one of these penalties. Any player who commits a foul that mandates disqualification must leave the game.

#### **Offsetting Fouls**

ARTICLE 4. If live-ball fouls are committed by both teams, the fouls offset and the down is repeated. Any player who commits a foul that mandates disqualification must leave the game.

#### **Exceptions:**

1. When there is a change of team possession during a down, and the team last gaining possession had not fouled before last gaining possession, it may refuse offsetting fouls and thereby retain possession after completion of the penalty for its foul .

### SECTION 2. Enforcement Procedures

#### **Enforcement Spots**

- ARTICLE 1. a. For many fouls, the enforcement spot is specified in the statement of the penalty. When the enforcement spot is not specified in the statement of the penalty, the enforcement spot is determined by the Three-and-One Principle (Rules 2-33 and 10-2-2-c)
- b. Possible enforcement spots are: the previous spot, the spot of the foul, the succeeding spot, the spot where the run ends, and—for scrimmage kicks only—the post scrimmage kick spot.

---

# RULE 11

## The Officials: Jurisdiction and Duties

---

### **SECTION 1. Jurisdiction**

The officials' jurisdiction begins 60 minutes before the scheduled kickoff and ends when the referee declares the score final.

### **SECTION 2. Responsibilities**

- a. The game shall be played under the supervision of five, six, seven or eight officials.
- b. Officiating crews, including the Instant Replay Official, will be assigned from the same officiating organization (FAT8 Miniature Football Officiating Committee) See FAT8 Commissioner.

Officiating responsibilities and mechanics are specified in the current edition of the Fat8 Miniature College Football Manual, published annually under the jurisdiction of the Fat8 Conference. Fat8 Committee's and Officials are responsible for knowing and applying the material in the Manual.

# RULE 12

## Instant Replay

### SECTION 1. Purpose and Philosophy

#### **Purpose**

Instant replay is a process whereby video review is used to confirm, reverse or let stand certain on-field decisions made by game officials.

#### **Philosophy**

The instant replay process operates under the fundamental assumption that the ruling on the field is correct. The replay official may reverse a ruling if and only if the video evidence convinces him beyond all doubt that the ruling was incorrect. Without such indisputable video evidence, the replay official must allow the ruling to stand.

### SECTION 2. Eligibility for Instant Replay

#### **Participation**

- a. Any FAT8 Charter or Chapter may use instant replay, but there is no requirement to do so. If instant replay is used, it must be used in full compliance with this rule.
- b. For any nonconference game (games against teams that are not **FAT8 Conference members**), if the home team is using instant replay, the visiting team does not have the option of declining its use for that game. If the home team is not using instant replay, it is not required to honor a request by the visiting team that it be used.

### SECTION 3. Reviewable Plays

#### **Scoring Plays**

Reviewable plays involving a potential score include:

- a. A potential touchdown or safety. [**Exception:** Safety by penalty for fouls that are not specifically reviewable.]
- b. Field goal attempts if and only if the ball is ruled (a) below or above the crossbar or (b) inside or outside the uprights when it is lower than the top of the uprights. If the ball is higher than the top of the uprights as it crosses the end line, the play may not be reviewed.

#### **Passes**

Reviewable plays involving passes include:

- a. Pass ruled complete, incomplete or intercepted anywhere in the field of play or an end zone.
- b. Forward pass touched by a player (eligible or ineligible) or an official, including whether the touching is beyond or behind the line of scrimmage.
- c. Forward pass or forward handing when a ball carrier is or has been beyond the neutral zone.
- d. A forward pass or forward handing after a change of team possession.
- e. Pass ruled forward or backward.
  - If the pass is ruled forward and is incomplete, the play is reviewable only if the ball goes out of bounds or if there is clear recovery of a loose ball in the immediate continuing football action after the loose ball. If the replay official does not have indisputable video evidence as to which team recovers or the ball going out of bounds, the ruling of incomplete pass stands.
  - If the replay official reverses an incomplete forward pass ruling and the ball is recovered, it belongs to the recovering team at the spot of the recovery and any advance is nullified.
- f. Location of the ball when it is obviously in the field of play and a ruling of intentional grounding would result in a safety by penalty.

## RULE 12 / INSTANT REPLAY

### **Dead Ball and Loose Ball**

ARTICLE 3. Reviewable plays involving potential dead balls and loose balls include:

- a. Loose ball by a potential passer ruled a fumble.
- b. Loose ball by a passer ruled incomplete forward pass when there is clear recovery or the ball goes out of bounds in the immediate continuing action after the loose ball.
  - If the replay official does not have indisputable video evidence as to which team recovers or the ball going out of bounds, the ruling of incomplete pass stands.
  - If the replay official rules fumble and the ball is recovered, the ball belongs to the recovering team at the spot of the recovery and any advance is nullified.
- c. Live ball not ruled dead in possession of a ball carrier.
- d. Loose ball ruled dead, or live ball ruled dead in possession of a ball carrier, when the clear recovery of a loose ball occurs in the immediate continuing football action.
  - If the ball is ruled dead and the replay official does not have indisputable video evidence as to which team recovers, the dead-ball ruling stands.
  - If the replay official rules that the ball was not dead, it belongs to the recovering team at the spot of the recovery and any advance is nullified.
- e. Ball carrier's forward progress, spot of fumble, or spot of out-of-bounds backward pass, with respect to a first down or the goal line.
- f. Catch or recovery of a fumble by a Team A player other than the fumbler before any change of possession during fourth down or a try.
- g. Ball carrier in or out of bounds. If a ball carrier is ruled out of bounds, the play is not reviewable.
- h. Catch, recovery or touching of a loose ball by a player in bounds or out of bounds.
- i. A loose ball touching on or beyond a sideline, goal line, or end line, touching a pylon, or breaking the plane of a goal line.
- j. Catch or recovery of a loose ball in the field of play or an end zone.
- k. Forward fumble that goes out of bounds with respect to a first down.

### **Kicks**

Reviewable plays involving kicks include:

- a. Touching of a kick.
- b. Player beyond the neutral zone when kicking the ball.
- c. Kicking team player advancing a ball after a potential muffed kick/fumble by the receiving team.
- d. Scrimmage kick crossing the neutral zone.
- e. Blocking by players of the kicking team before they are eligible to touch the ball on an on-side kick.

## RULE 12 / INSTANT REPLAY

### Miscellaneous

Situations that may be addressed by the replay official:

- A. With less than one minute in either half and a replay review results in the on-field ruling being reversed, and the correct ruling would not have stopped the game clock, then the clock will be reset to the time the ball is declared dead by replay. The referee will subtract 10 seconds from the game clock and the game clock will start on the referee's signal. Either team may use a team timeout to avoid the runoff.
- B. Clock adjustment at the end of any quarter. If the game clock expires at the end of any quarter, either during a down in which it should be stopped by rule through play when the ball becomes dead or after the down upon a request for an available team timeout, the replay official may restore time only under these conditions:
  - The replay official has indisputable video evidence that time should have remained on the game clock when the ball became dead or when the team timeout was granted;
  - In the second and fourth quarters only, the team to which the ball would belong after it becomes dead would next put the ball in play from scrimmage (not the try);
  - In the fourth quarter only, either the score is tied or the team that will next snap the ball is behind by eight points or fewer; and
  - The replay official's video evidence includes the timeout signal by an official in the case where the game clock should have stopped for a requested team timeout.
- e. Correcting the number of a down.
  - This includes the result of a penalty enforcement that includes an automatic first down or loss of down.
  - The correction may be made at any time within that series of downs or before the ball is legally put in play after that series.

### Limitations on Reviewable Plays

No other plays or officiating decisions are reviewable. However, the replay official may correct obvious errors that may have a significant impact on the outcome of the game, including those involving the game clock, whether or not a play is reviewable. This excludes fouls that are not specifically reviewable.



## RULE 12 / INSTANT REPLAY

### Reviewable Fouls

*The following plays are reviewable and the replay official may create a foul when there is no call by the on-field officials:*

a. Player making a forward pass or forward handoff when beyond the neutral zone or after a change of possession.

Player beyond the neutral zone when kicking the ball.

Blocking by players of the kicking team before they are eligible to touch the ball on an onside kick.

The number of players on the field for either team during a live ball.

Illegal touching of a forward pass by an originally eligible receiver who has gone out of bounds.

Player who is out of bounds touching a free kick that had not been touched inbounds.

Rule 12 Instant Replay.

Forward pass that becomes illegal as a second pass after an on-field ruling of a backward pass is reversed.

A clear and obvious flagrant foul.

## SECTION 4. Instant Replay Personnel, Equipment and Location

### Personnel

Instant replay personnel shall consist of the number of persons needed to operate the replay equipment within the necessary time constraints. There shall be a minimum of three persons to ensure that all plays are reviewed in an efficient and timely manner. Such persons are normally referred to as replay official, communicator and technician. Additional personnel may be used as needed. **(Exception: In solitaire play you may use Instant Replay with any restrictions or officials)**

### Equipment

The type of equipment used to carry out necessary instant replay duties shall be determined by the Commissioner, each charter or Chapter of the FAT8 using instant replay.

### Location

All equipment used to review a play during the replay process and the personnel using that equipment shall be located in a separate, secure location near the field. As an ongoing experiment, a collaborative decision-making model during instant replay reviews must be in full compliance with Rule 12.

**(Exception: In solitaire play you may use Instant Replay with any restrictions or officials)**

## RULE 12 / INSTANT REPLAY

**SECTION 5. Initiating the Replay Process****Game Stop**

ARTICLE 1. There are two methods to stop a game to review a ruling on the field.

- a. The replay official and his crew shall review every play of a game. He may stop a game at any time before the ball is next legally put in play (**Exception:** whenever he believes that:
  - There is reasonable evidence to believe an error was made in the initial on-field ruling.
  - The play is reviewable.
  - The outcome of a review would have a direct, competitive impact on the game.
- b. The head coach of either team may request that the game be stopped and a play be reviewed by challenging the on-field ruling.
  - A head coach initiates this challenge by taking a team timeout before the ball is next legally put in play. If a head coach's challenge is successful, he retains the challenge, which he may use only once more during the game. Thus, a coach may have a total of two challenges if and only if his initial challenge is successful.
  - After a review has been completed, if the on-field ruling is reversed, that team's timeout will not be charged.
  - After a review has been completed, and the on-field ruling is not reversed, the charged team timeout counts as one of the three permitted that team for that half or the one permitted in that extra period.
  - A head coach may not challenge a ruling in which the game was stopped and a decision has already been made by the replay official.
  - If a head coach requests a team timeout to challenge an on-field ruling and the play being challenged is not reviewable, the timeout shall count as one of the three permitted his team during that half of the game or the one permitted in that extra period.
  - A head coach may not challenge an on-field ruling if all the team's timeouts have been used for that half or in that extra period.

**When To Stop a Game**

- a. A game may be stopped, either by the replay official or by a head coach's challenge, at any time before the ball is next legally put in play.
- b. No game official may request that a game be stopped for a play to be reviewed.

## RULE 12 / INSTANT REPLAY

### **SECTION 6. Reviewing an On-Field Ruling**

#### **Procedures**

- a. When a game is to be stopped either by the replay official or by a head coach's challenge, the designated officials on the field will be notified by appropriate means.
- b. If the review is initiated by the replay official, the referee shall announce: "The ruling on the previous play is ... (brief description of ruling). The play is under further review." If the game has been stopped due to a head coach's challenge, the referee shall announce: "The (name of institution) head coach has challenged the ruling of (state the ruling). The play is under further review."
- c. All reviews shall be based upon video evidence provided by and coming directly from the appropriate production equipment of the game or from other video means available to the replay official.
- d. After the referee has conferred with the replay official and the review process has been completed, the referee shall make one of the following announcements:
  - If the video evidence confirms the on-field ruling: *"After further review, the ruling on the field is confirmed."*
  - If there is no indisputable (conclusive) evidence to reverse the on-field ruling:
  - *"After further review, the ruling on the field stands."* (**Exception** — Stands is not an allowable ruling or targeting.)
  - If the on-field ruling is reversed: *"After further review, the ruling is [followed by a brief description of the video evidence]."* Therefore, [followed by a brief description of the impact of the ruling].
- e. If a ruling is reversed, the replay official shall supply the referee with all pertinent data as needed (next down, distance, yard line, position of the ball, clock status/adjustment) in order to resume play under the correct game conditions.

#### **Restrictions**

- a. There is no restriction on the number of times the replay official may stop a game for reviews.
- b. The replay official is under no time limit for a review.

### **SECTION 7. Reversing an On-Field Ruling**

#### **Criterion for Reversal**

To reverse an on-field ruling, the replay official must be convinced beyond all doubt by indisputable video evidence through one or more video replays provided to the monitor.

# Appendix A

## Guidelines for Serious On-Field Player Injuries

---

### Basic Rule for In-game Injuries

#### **Injury**

Potential injuries occur when a player becomes a fallen player. Check for Injury. Roll a dice. On a roll of a 6 that player has been injured. Now you'll need to check to see how bad the injury is. Roll a dice. On a roll of a 3 it's a **mild injury** and that player is required to sit out for one quarter. On a roll of a 2 it's a **bad injury** and that player must sit out for the rest of the game plus the upcoming game. If it's a roll of a 1, its bad news coach, your star player just sustained a **season ending injury** and is out for the season. In addition, his base must be retired for the rest of the season and may not be used by any other player. On a 4, 5, or 6 the player is **shaken up** and must sit out for 1 offensive or defensive series (may return after a change of possession)

### Advance Rules for In-game Injuries

If you are interested in really enhancing your FAT8 Conference Chapter or Charter season experience, as teams go from season to season use the Advanced In-game injury rules. The advanced in-game injury guidelines are used in conjunction with the basic in-game injury rules. Once it is determined whether the injury is (Shaken up, Mild, Bad, or Season Ending), roll a dice in the appropriate section to determine the result and duration.

#### **Shaken Up**

- ◇ **6**-Helmet comes off— *Out for 1 play*
- ◇ **5**-Wind knocked out— *Out for 4 consecutive plays*
- ◇ **4**-Tweaked Ankle— *Out for one series*
- ◇ **3**-Tweaked Knee— *Out for one series*
- ◇ **2**-Shoulder Pain— *May return after one change of possession*
- ◇ **1**-Headache— *May Return after one change of Possession*

#### **Mild Injuries –[See Athletic Trainer](#) (pg 38)**

- ◇ **6**-Twisted Ankle— *Out for two change of possessions*
- ◇ **5**-Sprain Wrist— *Out for one change of possession*
- ◇ **4**- Jammed Knee— *Out for one change of possession*
- ◇ **3**-Bleeding from cut— *See Athletic Trainer/Out for 4 consecutive plays*
- ◇ **2**-Jammed Elbow— *Out for 5 consecutive plays*
- ◇ **1**-Finger Sprain— *Out for 3 consecutive plays*

#### **Continued Participation Without Helmet**

A player whose helmet comes completely off during a down may not continue to participate beyond the immediate action in which he is engaged, whether or not he puts the helmet back on during the down.

### **Bad Injuries**

- ◇ **6**— Shoulder Dislocation— *Out for remainder of the game and next game*
- ◇ **5**— Wrist Dislocation— *Out for remainder of the game and next game*
- ◇ **4**— Broken Finger— *Out for 2 quarters*
- ◇ **3**— Broken Leg— *Out for 3 games*
- ◇ **2**— Broken Collar bone— *Out for 4 games*
- ◇ **1**— Concussion— *Roll dice to see how many games the player will miss. Concussions are different for everyone so this will be a random result.*

### **Season Ending Injuries**

- ◇ **5/6**— Torn Hamstring— *Roll dice to see how many games the player will miss.*
- ◇ **3/4**— Torn ACL— *Out for the Season*
- ◇ **1/2**— Torn Meniscus— *Out for the Season*

**The Season Ending Injury section uses a 6 sided dice also. Count 1/2 as both 1 and 2.**

# Appendix B

## Actual Player Weight (APW) System

Figures vary by size (scale for current figures is app. 5 mm = 1 ft) and weight (measured in grams). The FAT8 uses a system called “Actual Player Weight” or (APW). In the FAT8 Conference, each position has a weight range that allows coaches to recruit athletes to fit their schools system. Some coaches want taller wide receivers or heavier running backs. The FAT8 APW system allows coaches to work with their team in a more realistic way by allowing realistic college weight range which is based on player’s positions. For example, Offensive Linemen should never have the same weight as a running back. In college there are no 275lb running backs. So the APW scale allows realistic weight assignment. In addition, no offensive or defensive line has the exact same weight therefore as a general rule in the FAT8, ALL PLAYERS MUST HAVE DIFFERENT WEIGHTS. It is unrealistic to have all 5 Offensive linemen with the same weight.

POSITION	PLAYER WEIGHT	
	PLAYER (GRAMS)	EQUIVALENT
QB RB	2.4 to 4.5	155lbs to 225lbs
FB	3.5 to 6.0	185lbs to 255lbs
TE	4.0 to 6.5	195lbs to 285lbs
OL/DL	5.0 to 8.0	230lbs to 350lbs
WR CB SS FS	2.4 to 5.5	155lbs to 245lbs
LB	2.4 to 6.0	155lbs to 255lbs
DE	3.0 to 7.0	175lbs to 300lbs

\*You may not have the same weight more then once at each position. All players per position must have different weights.

Example: *you may have an 8 gram center, but the backup center at that position must be less than 8 grams. If you have 3 Running backs, they must all be different weights. They may not have the same weights.*

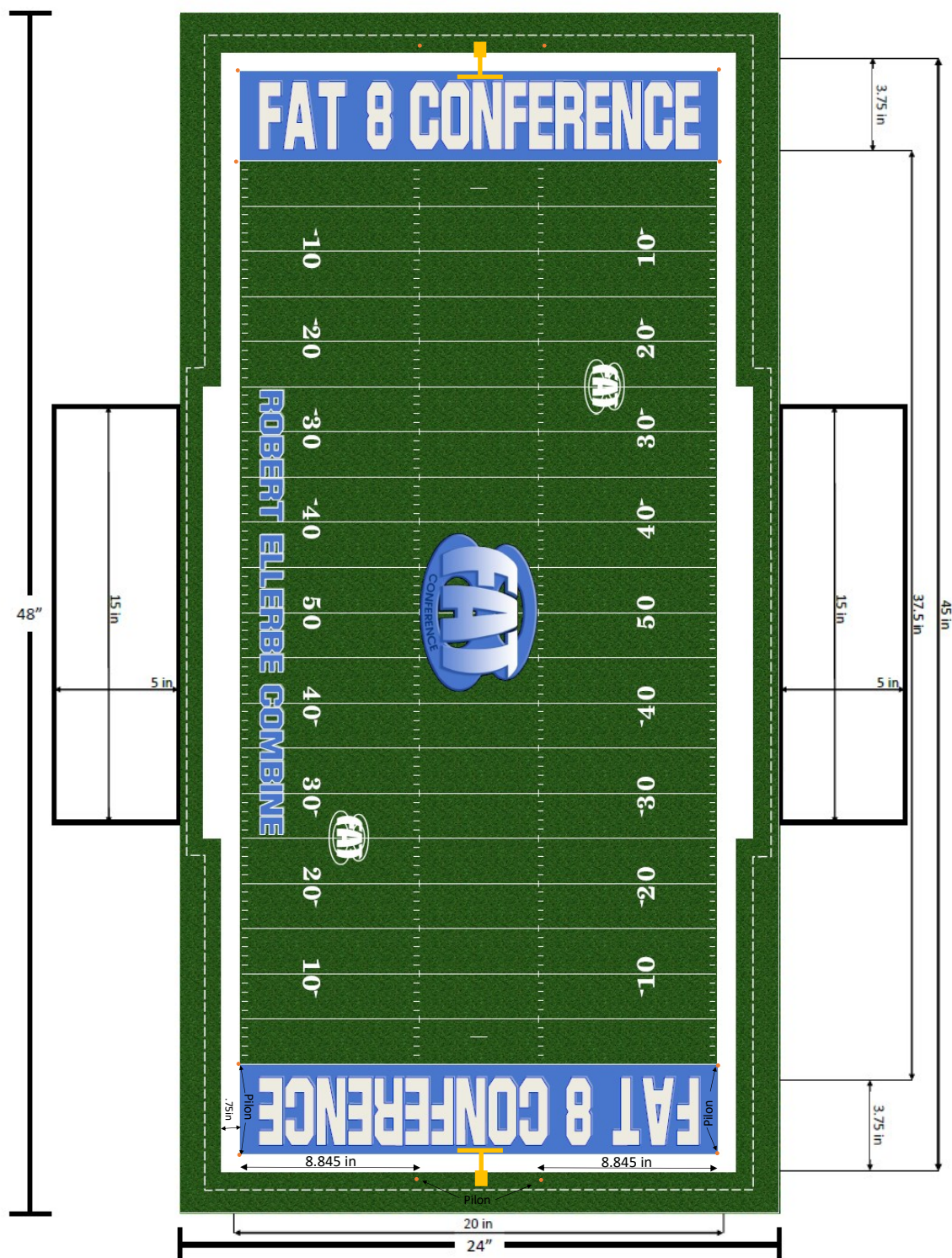


# Appendix C

## Field Diagrams

### Plan of the Playing Field (Advanced Gameplay)

Sheet Size: 24 x 48 inches. Field Scale: .375 in (3/8) = 1 yard

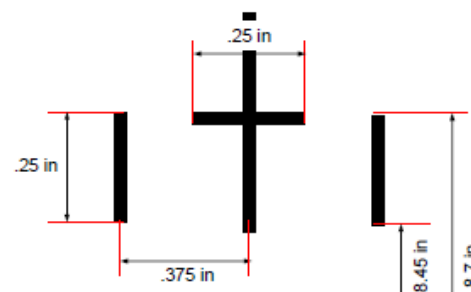


## APPENDIX C/ FIELD DIAGRAMS

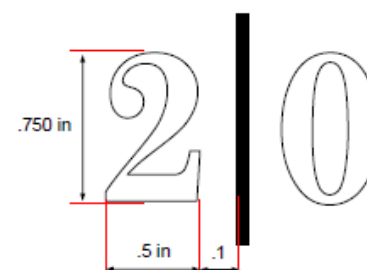
## Field Markings

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 to 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.

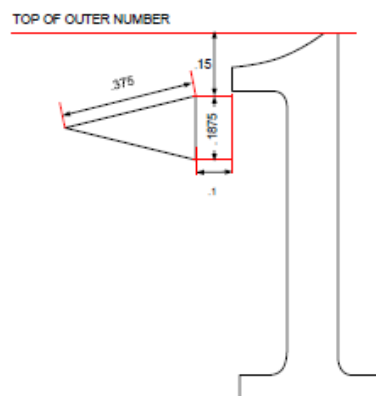
## Inbound Yard Markers



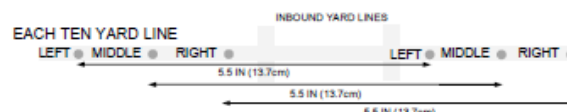
## Dimensions for Numerals on the Playing field



## Dimensions for the Directional Arrows



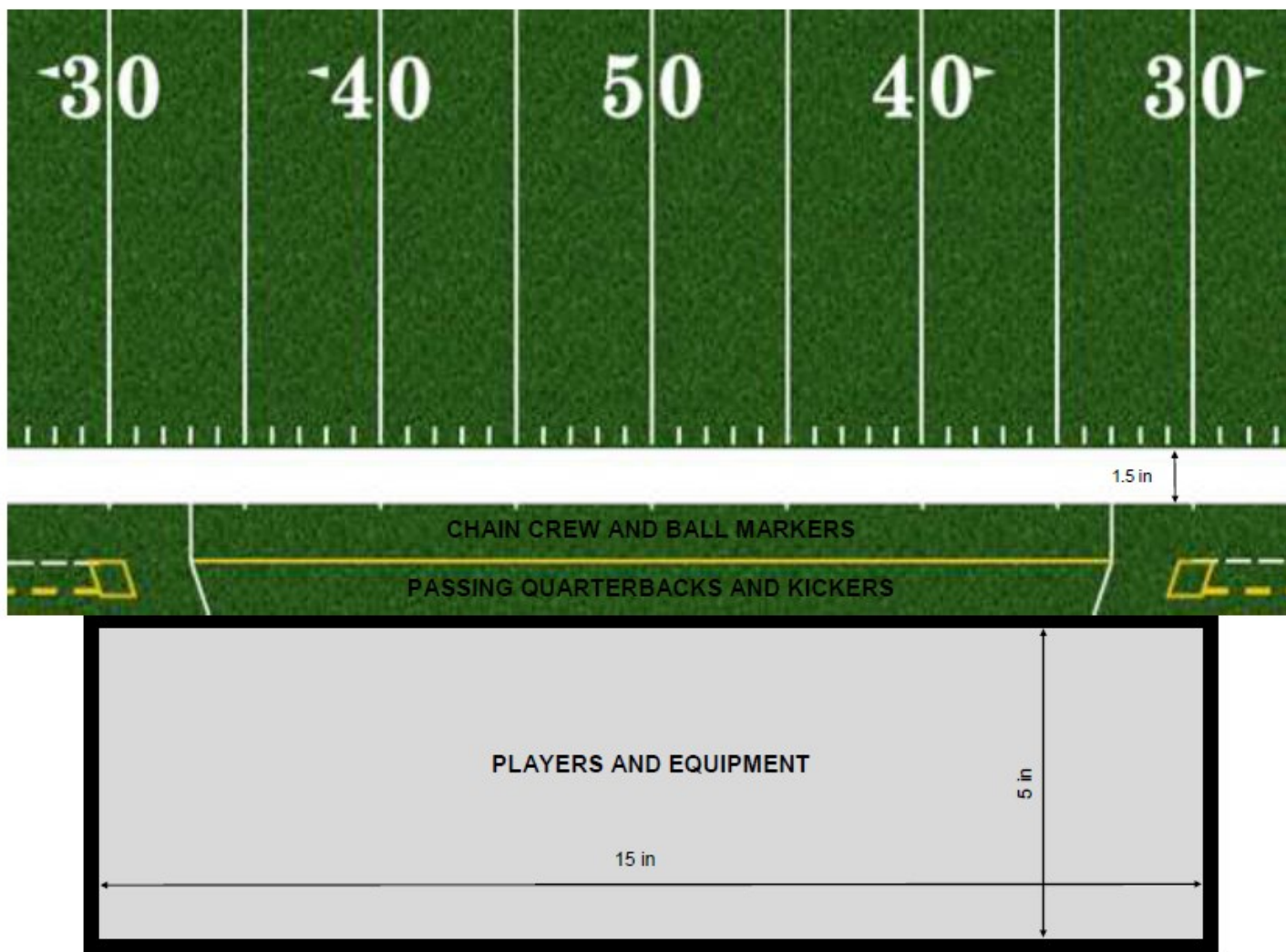
## Location of the Tackle Guides





APPENDIX C / FIELD DIAGRAMS

**BENCH AREA SHOWING RESTRICTING ZONES**



# Appendix D

## Strategic Zone Passing (SZP)

The FAT8's SZP System is designed to stay true to American Footballs zone passing schemes as seen in the NCAA and the NFL. Quarterbacks are taught the find holes in the defense and throw the ball to a vulnerable spot on the field as the relationship between the QB and wide receivers provide receivers with the ability to make incredible catches in game. Zone passing plays a huge role in the foundation of any passing game in football. The quarterback knows where to place the ball to allow the receiver the best opportunity to make a great catch. The SZP system is designed to simulate just that.

### **Items Needed**

1. A 5 inch Zone Template and a 3 inch Zone template to designate the Danger Zone of Attack. These templates represent the location where a quarterback would not want to throw the ball as the chance for an interception is the greatest.
2. A Ball on a Base. Essentially you need to tweak a base that will travel in a straight line with moderate speed. (Not too Fast and Not too Slow). Glue a short Stick (Figure Height) to the base with a Ball on top

### **SZP Rules and Procedures:**

1. Announce the intended a receiver.
2. Place the appropriate 3 inch or 5 inch zone template over the intended receiver based on the number of yards downfield the receiver is:
  - 13 yards or less-3-inch zone template.
  - beyond 13 yards-5-inch zone template.
3. Choose the path or trajectory of the pass by placing the (Ball on the Base) in any direction (Chosen by the offensive player) completely outside of the Zone Template.
4. Pivot or adjust only the intended receiver and unengaged defenders to make a play on the ball.
5. Turn on the Board for no more than 4 seconds.
  - If the receiver touches the ball first it's a catch.
  - If the defender touch the ball first it's an interception.
  - If both players (offensive and defensive) touch the ball at the same time it's a batted down pass.
6. After a completed pass pivot the receiver/defender to run in the desired direction.

*PENALTY: Defensive/Offensive pass interference penalty will be assessed if a player prevents the opponent from running his route through any physical downfield shoving or holding.*

Video is provided at the FAT 8 Conference YouTube page.

[https://www.youtube.com/watch?v=jW9KE4b\\_xBY](https://www.youtube.com/watch?v=jW9KE4b_xBY)

<https://www.youtube.com/watch?v=TfEgAWpZpel>

# Appendix E

## Special Solitaire Gameplay

### Coach Play Challenge Rules

**Coach Leadership Rules-** Each Head coach will begin the season with 9 leadership points. Assistant coaches such as Offensive Coordinators and Defensive Coordinators are leadership 8.

These points can be lost for poor behavior. Leadership is used to make challenges to a bad call or to stop players from being rattled during the game. So you will need to be careful with how you use your points. Once your points are gone they are gone. However, coaches may also earn leadership points through professional actions when displaying great leadership to rally the team.

It will cost you 2 leadership points to challenge a bad call or to coach a player. But beware; if the call doesn't go your way it could cost you.

**Coach Challenges-** In College football the tide and momentum of the action can swing in any direction. When a Coach challenges a play it affects both teams and often times the coaches will get into heated discussions with the referee's.

When a coach challenges a call on the field, the Referee's will review the play looking for evidence to justify over turning the call. If the call is for any reason overturned, the opposing coach must roll on the table below. If the play stands, the challenging coach must roll on the table below.

This shows how a coach reacts to the action on the field.  
When you challenge a bad call, consult the chart below;

Die Roll	Coach Reaction	Referee Reaction
1	Coach runs onto the field and berates Referee. -2 Leadership	1st offense-Personal Foul 15yd Penalty 2nd offense-Ejection
2	Coach tries to reason with Referee. -1 leadership (Arguing)	Warning to the Sideline. 5 yard penalty
3	Coach throws down his headset.	Issues a warning and runs down the field
4	Coach calls Referee over to discuss the call.	Discusses situation with Coach
5	Coach shakes his head and walks away.	Referee runs down the field
6	Coach takes the high road (Coach rallies the team and shows leadership.) +1 Leadership	Referee does nothing

# Appendix F

## Special Solitaire Gameplay

### Rattled Player

Often time's some of your star players will simply have bad games. This can affect a player's morale and can sometimes get that player benched. But don't worry, great coaches can motivate their star players into having a breakthrough game.

All Head Coaches for all FAT8 Teams have a leadership value of 9. All assistant coaches such as Offensive Coordinators, Defensive Coordinators, Running back Coaches ect. Have a Leadership value of 8.

The ERROR # or Infraction # indicates how many errors a player can make before the Coach will respond to it. However, you need to be careful because some coaches will bench a player for committing to many errors. All Athletes have a Morale value of 6. The Error # or Infraction # indicates how many errors a player can make before the Head Coach or assistant coaches will be forced to intervene and make a decision.

Ex; If the Right Guard (Mason) is called for Holding earlier in the game he will simply take a morale check with no chance of being benched for a first infraction. But if Mason commits another infraction of any kind the Coach will respond and Mason could potentially lose his starting position or be benched. This includes poor blocking.

ERROR # or Infraction #	ACTION
0	Personal Foul
1	Ball carrier fumbles
2	Holding Penalty
1	Throws interception
2	Sacked (O-line only) Poor Blocking
2	Gets run over
2	Gets burned

See Coach Decisions Below. Once an athlete makes the number of errors indicated above, you must take a morale check to see if that ERROR affected the player in any way. Roll two dice. If your roll is equal too or under 6 that player is unaffected by the ERROR. However, if you roll above 6 the player's morale is broken and that player must be benched for one series. After one series the athlete may be returned to the action.

GENERAL RULE FOR FAILED MORALE CHECKS	
1ST Failed Morale check by Student Athlete	Benched for One Series
2nd Failed Morale check by the Same Athlete	Roll of Extreme Cases Chart
Unsportsmanlike Conduct Penalty	Roll of Extreme Cases Chart

### **Coaches Decision**

This process is very simple. If a player's morale breaks and you want to keep that player in the game providing that it is not an "Extreme Case", as the coach you may spend 2 leadership points to do so. Just keep in mind that the leadership value that you have as a coach will drop by 2 for each action and are not replaceable so use your points wisely.

### **Great Coaching/Not Benching your Star Players**

It's very important to know the potential of your athletes. When a player's morale breaks great coaches know how to motivate their athletes to get them back in the game. You can decide not to bench your star player to show him that he has your trust. This action can be extremely motivating to players. Declare which coach will be making the decision to keep the player in the game. Simply take a leadership check for that coach. If the check is passed you may keep the player in the game. Note down next to that players name on your roster that your athlete is morale 7 instead of 6 because the Coach has giving this star athlete a fiery speech to motivate him!

If your player performs well and makes big plays (Intercepts ball, scores touchdown, big tackles, recovers fumbles, tackles for a loss, great blocks, catches 3 or more passes) the coach has made a Great Decision to keep that player in the game. Both the Coach and the players confidence is increased by 2 granting +2 morale and leadership for the coach and player.

### **The Athletic Directors Office**

If the player performs poorly, the coach will lose -3 leadership points for the remainder of the current game and all of the next game. This indicates the pressure of the Alumni Association and the Athletic Director's disappointment in the coaches Leadership. The player will lose his starting position as well.

**"IN THE FAT8 BASES ARE CONSIDERED AS PART OF A PLAYERS PERSONALITY AND MAY NEVER BE MOVED TO ANOTHER PLAYER DURING THE SEASON."**

If you choose not to coach a player with broken morale you may simply bench that player for one series. Players may return to the field after 1 series at their current morale level. Be sure to include morale on your rosters.

**Extreme Cases** If a player throws 2 interceptions, or fumbles 2 times, or gets burned deep for touch downs 2 times, receives Unsportsmanlike Conduct penalty, or commits two or more infractions in a single game that player's starting position might be a risk. Roll on the Chart below to see what the coach's response will be.

ERROR #	DIE ROLL	COACH REACTION	RESULT
1 Fumble, 1 Interception or Gets burned twice.	1 2 3	Slams down headset, jumps up and down; puts his head down	Loses starting position Benched for the game Benched for 2 quarters
	4	Shakes his head	Benched for 1 quarter
	5	Puts hands on hips	Benched for 2 Series
	6	Coach losses 3 points	Keeps player in game

# Appendix G

## Special Solitaire Gameplay

### Home Field Advantage

Playing at home is an exciting time for all student athletes as they get an opportunity to make their marks on their beloved university in front of their peers, professors, alumni, and administrators. It's a proud time when players are filled with excitement and the prospect of being able to make the mark of becoming a campus legend fills their hearts. These feelings drive student athletes to perform beyond their normal ability and this pride is driven further as the home crowd chant the helm of their beloved university.

***Home-Field Advantage is a supplement rule system for solitaire play and is not required to play normal FAT8 games.***

**Team Morale:** "Team Morale Value 8"

Team Morale is different from individual player morale. Team morale represents the overall feelings of the entire offense or defense. Team morale is affected by hostile environments when playing on the road or at home and by the swing in momentum during the course of the game. The HFA system unlike the Player Rattled System, looks at the feelings of the entire team instead of the feelings of an individual athlete. In this case every team will start each game with a Morale Value of 8.

**Playing at Home:**

Below is a small chart of Home-Field modifiers.

HOME FIELD MODIFIERS	
Top 5 toughest places to play list.	+1 Morale
3-game winning streak at home.	+1 Morale
2-score lead at home.	+1 Morale
2-game losing streak at home	-1 Morale

**The Crowd is too Loud:**

Playing on the road is no easy task. Playing on the road against a team in the Top 5 Toughest places to play in the FAT8 Conference is very tough as athletes try to cope with the frustrations of being bombarded with the boo's, the chants, and the overall deafening roar of the crowd. This can cause players to miss key assignments and being unable to hear audible changes and cadences at the line of scrimmage.

"When playing on the road all visiting teams must take a Loudness Test against the Teams Morale Value to see if the defense or the offense can hear over the roar of the crowd. Failing a Loudness test results in **Delay of Game penalty for the offense and an encroachment penalty for defense.**

AWAY TEAM MODIFIERS	
Away Game	-1 Morale if fail Loudness Test
Away Game vs Top 5 Toughest places to play school	-1 Morale
Win 2 consecutive away games	+1 Morale during Away games
2-score lead	+1 Morale

***\*Loudness Test is taken as follows\****

1. At the beginning of the Game! "After the kick-off by visiting team"
2. At the beginning of the visiting teams possession if the home team scored.
3. After the visiting team turns the ball over.

**Nullifying the Loudness Test**

If the game is tied up (excluding 0-0), the visiting team will be unaffected by Loudness Test. A visiting team Turn-over will always over-rule this Nullification.

Visiting team is winning while on the road all Loudness Test are ignored.

Visiting team is winning by two scores, home team must take a morale test and if its failed the home team will suffer -1 Morale.

A Team that has won 2 consecutive away games always ignore the first Loudness Test.

The team receives morale boost for making big plays.

**Rallying the Squad!!!!**

This may only be done once per game. If the team is having a horrible game and morale is low, that coach may elect to rally the squad by doing an electrifying speech during halftime. This restores all individual leadership and Team morale back to normal. Coaches leadership is unaffected.



*each year*  
***nearly a million***  
***watch fat 8 conference***

*gain knowledge*  
***to achieve***  
***greatness in classroom***

*and in*  
***life***

