

MINIATURE PROFESSIONAL FOOTBALL LEAGUE

2024 OFFICIAL PLAYING RULES MANUAL



COMMISSIONER
ANTHONY D. BURGESS

PREFACE

Welcome and Congratulations on taking the first step to playing Real Football! The MPFL was created in 2008 to allow Coaches to play Real Football on a Miniature Field.

This edition of the Official Playing Manual of the Miniature Professional Football League contains all current rules governing the playing of professional football that are in effect for the 2024 NFL season. Member clubs of the League may amend the rules from time to time, pursuant to the applicable procedures of the MPFL Constitution and Bylaws.

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

Because inter-conference games are played throughout the preseason, regular season, and postseason in the MPFL, all rules contained in this book apply uniformly to both the American and National Football Conferences.

Where the word “illegal” appears in this rule book, it is an institutional term of art pertaining strictly to actions that violate MPFL playing rules. It is not meant to connote illegality under any public law or the rules or regulations of any other organization.

The word “flagrant,” when used here to describe an action by a player, is meant to indicate that the degree of a violation of the rules—usually a personal foul or unnecessary roughness—is extremely objectionable, conspicuous, unnecessary, avoidable, or gratuitous. “Flagrant” in these rules and procedures does not necessarily imply malice on the part of the fouling player or an intention to injure an opponent.

MPFL football is played with miniatures, this is chess, a higher level of this hobby. It is a procedures-based structure that transforms electric football that had no structure into a whole entirely new game.

The foundation of the MPFL (Based on the NFL RULES OF THE GAME) it's not electric football but a first of its kind hands on football simulation played with miniatures.

MPFL doesn't use the TTQB in the passing game as this tool, as this isn't consistent with the play structure and is meant to test your knowledge of X's and O's of football and in doing so imitate real football in as many areas as possible, it is a combination of football and chess. Note The TTQB is renamed as the “PK PLAYER/Punter/Kicker.

The MPFL is not designed to reinvent football but transforms your EF equipment through strategically based procedures to simulate and represent NFL Football in look, feel, knowledge, gameplay and structure, you will find this to be innovative, challenging as well as educational.

To see Videos of plays and rule explanations please visit the MPFL website at:

<https://youtube.com/@anthonydburgess?si=XY3kX4kETktRYE6y>

From Anthony D Burgess

RULE 3 DEFINITIONS

SECTION 1 APPROVED RULING (A.R.)

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

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

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

SECTION 2 THE BALL AND POSSESSION OF THE BALL

ARTICLE 1. DEAD BALL. A Dead Ball is one that is not in play. The time period during which the ball is dead is Between Downs. This includes the interval during all timeouts, including intermission, and from the time the ball becomes dead until it is legally put in play.

ARTICLE 2. BALL READY FOR PLAY. A Dead Ball is Ready for Play while the 45-second Play Clock is running when the ball is placed down by an official at the spot where the ball will next be put in play (left hash mark if previous play was near or outside that hash, between both the left and right hash marks, and right hash mark if the previous play was near or outside that hash. The Referee signals for the 45 second Play Clock to start.

ARTICLE 3. LIVE BALL. A Live Ball is a ball that is in play. A Dead Ball becomes a live ball when it is:

- (a) legally kicked on a Free Kick Down (6-1-1; 6-1-3);
- (b) legally snapped on a Scrimmage Down (7-1-1; 7-3-6); or
- (c) legally kicked on a Fair Catch Kick Down.

It continues in play until the down ends (3-9-1).

ARTICLE 4. LOOSE BALL. A Loose Ball is a live ball that is not in player possession, i.e., any ball that has been kicked, passed, or fumbled. A Loose Ball is considered to be in possession of the team (offense) whose player kicked, passed, or fumbled it. It is a Loose Ball until a player secures possession or until the ball becomes dead. If it has not yet struck the ground, a Loose Ball is In Flight.

ARTICLE 5. FUMBLE. A Fumble is any act, other than passing, successful handing, or legally kicking the ball, which results in a loss of player possession. It is not a fumble if the player immediately regains control of the ball. The use of the term Fumble always means that the ball was in possession of a player when the act occurred (8-7-3).

Any time a player loses the ball for any reason it is considered a fumble. During a stoppage any part of the defenders helmet or body is touching the ball when the field is off will be considered a fumble.

Anytime a fumble occurs the referee will remove the ball from the runner (if applicable) and will drop the ball between the two players at the contact point where the defender makes contact with the ball (the runner and defender who is touching the ball) at that point where the lose ball comes to rest is the recovering spot for the fumble.

To recover the lose ball/fumble adjust all free unengaged players and point them in the direction of the ball. The ball is recovered when the front of a players base touches the ball.

If the defense recovers it is a change of possession with 3 new stoppages, if the fumble occurs on 4th down the offense must advance the ball past the first down marker.

Note: A tackle overrules a fumble as the player is down by contact and a fumble overrules a broken tackle.

Note: An intentional fumble that causes the ball to go forward is a forward pass and may be illegal (8-1-1-Pen. a–c). ARTICLE 6. MUFF. A Muff is the touching of a loose ball by a player in an unsuccessful attempt to obtain possession of it.

Note: Any ball intentionally muffed forward is a bat and may be a foul (3-3; 12-5-1; 3-15).

Touching the Ball refers to any contact with the ball. There is no distinction between a player touching the ball with his hands, or with any other part of his body, except as specifically provided for (9-2-2).

Note: The result of the touching is sometimes influenced by the intent or the location.

(a) See 6-1-4 and 6-2-4 for touching a free kick.

(b) See 6-2-3 for touching a free kick before it goes out of bounds between the goal lines.

(c) See 8-1-8 for ineligible offensive player touching a forward pass on, behind, or beyond the line.

(d) See 9-2-1, 9-3-1 for touching a scrimmage kick on or behind the line, and also 9-2-4 for being pushed into a kick by an opponent.

(e) See 11-4-2 for touching a kick during an attempted field goal.

(f) Simultaneous touching by two opponents in an attempt to establish possession of a ball that has been kicked is treated as a first touch by the kicking team.

ARTICLE 7. PLAYER POSSESSION.

A player is in possession when he is inbounds and has control of the ball with his hands or arms, or on the top of the base.

To gain possession of a loose ball that has been caught, intercepted, or recovered, a player (a) must have complete control of the ball with his hands or arms and (b) have both feet or any other part of his body, other than his hands, completely on the ground inbounds, and, after (a) and (b) have been fulfilled, perform any act common to the game (e.g., tuck the ball away, extend it forward, take an additional step, turn upfield, or avoid or ward off an opponent/ contacts the ball with the front part of the base and or helmet, hand or arm). It is not necessary that he commit such an act, provided that he maintains control of the ball long enough to do so. This rule applies in the field of play, at the sideline, and in the end zone.

Notes:

(1) Movement of the ball does not automatically result in loss of control.

(2) If a player who has completed the first two, but not the third requirement for possession, contacts the ground and loses control of the ball, there is no possession if the ball hits the ground before he regains control, or if he regains control out of bounds. If a player would have caught, intercepted, or recovered a ball inbounds, but is carried out of bounds, player possession will be granted (8-1-3-Note 5).

The terms catch, intercept, recover, advance, and fumble denote player possession (as distinguished from touching or muffing).

ARTICLE 8 ADJUSTMENTS TO PLAYER

Adjustments to player gives them the ability to react but turning that player in the desired direction during a stoppage. The player is rotated on its center axis when applicable or by rear of the base or front of base but doesn't gain yardage while doing so.

ARTICLE 9 ENGAGED PLAYER

A player is engaged when in contact by base to base or body to body contact with an opposing player.

ARTICLE 10 3 YARD RULE

The 3 YARD Rule is a momentum representation of that players committed act to that direction and only applies to the runner and any unengaged defender or defenders that are within 3 yards of each other.

(a) The runner is set free from this Rule if the defender or defenders who are within 3 yards of him are engaged/touching by a offensive player. This allows the runner to be able to cut off the blocks of his teammates.

ARTICLE 11 MAGNETS

Magnets are 1/2" by 1/2" squares 2/16" in depth.

Magnets are used to allow players to hold their position allowing them to read before committing to a direction. Magnets are prohibited to aid in blocking or prevent movements of the opponent.

(a) Offense can use a maximum of 3 magnets to players not on the line of scrimmage.

(b) Defense can use a maximum of 5 magnets to players not on the line of scrimmage.

(c) Special Teams receiving team can use a maximum of 3 magnets on players not on the line of scrimmage, Kicking team 1.

(d) Magnets are to be small enough to be under the base of the player and not to protrude out or be around the outside of the players base as to be obvious and or noticeable.

(e) Magnets May be added or removed during stoppages

ARTICLE 12 OFFENSIVE AND DEFENSE SAYING SET

By the Offensive and Defensive sides verbalizing " Offense Set, Defense Set " indicates they are ready for play within the 45 second play clack. Failure to do so and the play clock expires will be penalized for delay of game. See 4-6-1,2

ARTICLE 13 PK PLAYER

The PK Player is simply the TTQB renamed for the MPFL as this tool is prohibited in the passing game, replaced by the Pass Placement System.

Rule 3, Section 2

A catch is made when a player inbounds secures possession of a pass placement floating ball, kick, or fumble by making contact with the floating ball by figure to ball contact (front of the player shoulders square resemblance to real life) on a pass, base to ball when recovering a fumble. An interception is made when a defender catches a pass placement floating ball by figure to ball contact (front of the player shoulders square)

Notes:

(1) It is a catch, or an interception, if, in the process of attempting to possess the ball, a player secures control of the ball prior to the first player to completely passing the pass placement ball without touching it (this represents the ball touching the ground). Note a bang bang play is interpreted by the official.

(2) In the field of play, if a catch or interception has been completed, and the ball comes loose before the player is down by contact, it is a fumble, and the ball remains alive. It is also a fumble if the action occurs in the end zone of the player who caught the loose ball. If the action occurs in the opponent's end zone, it is a touchdown or a touchback.

(3) If there is any question by the covering official(s) as to whether a forward pass is complete, intercepted, or incomplete, it always will be ruled incomplete.

A recovery is made when a player inbounds secures possession of a loose ball after it has touched the ground.

If a Loose Ball is controlled simultaneously by two opponents, and both players retain it, it is simultaneous possession, and the ball belongs to the team last in possession, or to the receiving team when there has been a Free Kick, Scrimmage Kick, or Fair Catch Kick. It is not simultaneous possession if a player gains control first and an opponent subsequently gains joint control.

SECTION 3 BATTED/TIPPED

A Bat is the intentional striking of the ball with any part of the hand or arm. *A Pass with Pass Placement that is the incorrect distance (lower number: Example a 5 yard stick is required but a 3 yard stick is used). This will result in a Batted Ball or Tipped Pass and shall be ruled Incomplete.* See 12-5-1. **SECTION 4 BLOCKING**

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

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

- (a) if a player is making a personal attempt to recover a loose ball;
- (b) if the opponent turns away from the blocker when contact is imminent;
- (c) if both of the blocker's hands are on the opponent's side. (If either hand is on the back, it is a foul.)

A Block Below the Waist is when the initial contact with any part of the blocker's body is below the waist of an opponent, other than the runner, who has one or both feet on the ground. A blocker who makes contact above the waist and then slides below the waist has not blocked below the waist. If an opponent uses his hands to ward off a block creating contact below the waist, it is not a block below the waist.

SECTION 5 CHUCKING

Chucking is intentionally contacting an eligible receiver who is in front of a defender not holding him . (See 12-1-5-d-exc. 1).

SECTION 6 CLIPPING

Clipping is blocking an opponents base from behind, provided the opponent is not a runner. It is not clipping if an opponent turns his back as the block is delivered or about to be delivered.

Notes:

- (1) It is clipping (including in close line play) if an offensive player's block (legal or illegal) is followed by the blocker rolling up on the side or back of the legs of the defender.
- (2) See 12-2-1 for additional interpretations or restrictions concerning clipping in close-line play.

SECTION 7 CLOSE-LINE PLAY

Close-Line Play is contact that occurs in an area extending between the outside edges of the normal tackle positions and three yards on either side of the line of scrimmage.

SECTION 8 DISQUALIFIED PLAYER

A Disqualified Player is one who is prohibited from further participation in the game. He must return to his dressing room within a reasonable period of time and is not permitted to reappear in his team uniform or return to any area other than to which spectators have access.

SECTION 9 DOWN

ARTICLE 1. DOWN. A Down is a period of action that starts when the ball is put in play (3-2-3) and ends when the ball is declared dead (7-2-1).

A down that starts with a snap is a Scrimmage Down (3-30).

A down that starts with a free kick is a Free Kick Down (6-1-1).

A down that starts with a fair catch kick is a Fair Catch Kick Down (10-2-4-a; 11-4-3).

ARTICLE 2. SERIES OF DOWNS. A Series of Downs is the four consecutive charged scrimmage downs allotted to the offensive team during which it must advance the ball to a yard line called “the line to gain” in order to retain possession.

ARTICLE 3. LINE TO GAIN. The Line to Gain is the spot 10 yards in advance of the spot of the snap that starts a series, except when a goal line is less than 10 yards from this spot. In that case, the Line to Gain is the goal line.

ARTICLE 4. CHARGED DOWN. A Charged Down is a scrimmage down that is not nullified by a penalty, or during which there is not a change of possession. It counts as a down in a Series of Downs.

Rule 3, Section 18

If a Team B player contacts the passer or the ball before forward movement begins, the direction of the pass is the responsibility of the passer, and grounding rules apply.

Rule 3, Section 19

ARTICLE 3. PLAYER ON LINE OF SCRIMMAGE. A player of Team A, who is on the line of scrimmage, must have his shoulders facing Team B’s goal line, base.

Item 1. Non-Snapper. If he is not the snapper, no part of his body or base is permitted to be in the neutral zone at the snap, and his helmet must break a vertical plane that passes through the beltline of the snapper.

Item 2. Snapper. If he is the snapper, no part of his body may be beyond the Neutral Zone. Note: Interlocking of legs is permissible.

Item 3. Team B. A Team B player in a three-point or four-point stance is considered to be on the line of scrimmage if he is within one yard of the neutral zone. A Team B player in a two-point stance is considered to be on the line if any part of his body is breaking the vertical plane that passes through the feet of the deepest down lineman.

ARTICLE 4. ENCROACHING. A player is encroaching (7-4-3) on the Neutral Zone when any part of his body or base is in it and he contacts an offensive player or the ball prior to the snap.

ARTICLE 5. LOOSE BALL CROSSES LINE OF SCRIMMAGE. A Loose Ball has crossed the line of scrimmage when, as the result of a fumble, pass, or legal kick by a Team A player, it touches the ground or any player or official beyond the neutral zone.

SECTION 20 OFFSIDE

A player is Offside when any part of his body and or base or his person is in the Neutral Zone, or is beyond his free kick line, or fair catch kick line when the ball is put in play, unless he is a holder of a placekick for a free kick (6-1-3-b-1) or fair catch kick (11-4-3), or a kicker (6-1-3-b-2). The snapper is offside if any part of his body, base is beyond the neutral zone. The kicker is not offside unless his kicking foot is beyond his Restraining Line when the ball is kicked.

SECTION 21 OUT OF BOUNDS, INBOUNDS, AND INBOUNDS SPOT

ARTICLE 1. PLAYER OR OFFICIAL OUT OF BOUNDS. A player or an Official is Out of Bounds when he touches a boundary line, or when he touches anything that is on or outside a boundary line, except a player, an official, or a pylon.

ARTICLE 2. PLAYER INBOUNDS. A player who has been out of bounds re-establishes himself as an inbounds player when both feet, or any part of his body, base other than his hands, touch the ground within the boundary lines, provided that no part of his body is touching a boundary line or anything other than a player, an official, or a pylon on or outside a boundary line.

ARTICLE 3. BALL OUT OF BOUNDS.

Item 1. Ball in Player Possession. A ball that is in player possession is out of bounds when the runner is out of bounds, or when the ball touches a boundary line or anything that is on or outside such line, except another player or an official.

Item 2. Loose Ball. A loose ball is out of bounds when it touches a boundary line or anything that is on or outside such line, including a player, an official, or a pylon.

ARTICLE 4. OUT-OF-BOUNDS SPOT.

Item 1. Loose Ball. If a Loose Ball touches anything on or outside a boundary line, the Out-of-Bounds Spot is the forward point of the ball when the ball crosses the sideline.

Item 2. Runner Out of Bounds. If the base of the player goes out of bounds, (the player's base touches the white chalk area) the out-of-bounds spot is the forward point of the base when the base crosses the side line, or, if the base does not cross the sideline, the forward point of the base at the instant the player is out of bounds.

Item 3. Runner Inbounds. If the ball, while in possession of a player who is inbounds, is declared out of bounds because of touching anything that is out of bounds, the out-of-bounds spot is the yard line through the forward point of the base at the instant of such touching.

ARTICLE 5. INBOUNDS SPOT. The Inbounds Spot is a spot on the Inbounds Line (the hash marks) that passes through the spot where the ball went out of bounds between the goal lines.

SECTION 22 PASS

ARTICLE 1. PASS. A pass is the movement caused by a player intentionally handing, throwing, shoveling (shovel pass), or pushing (push pass) "Use of the Pass Placement System" the ball (3-25-2). Such a movement is a pass even if the ball does not leave his hand or hands, provided a teammate takes it (hand-to-hand pass). Pass is simulated as being in the air via a floating ball hanging above the field.

ARTICLE 2. PASSER AND PASSING TEAM/ PASS PLACEMENT SYSTEM ONLY

A player who makes a legal forward pass is known as the Passer until the play ends. The teammates of any player who passes the ball forward (legally or illegally) are known collectively as the Passing Team or Passers.

ARTICLE 3. PASS PLAY. A Pass Play begins with the snap and ends when a forward pass thrown from behind the line of scrimmage is caught by a player of either team or is incomplete. After the pass is caught, a Running Play begins.

ARTICLE 4. FORWARD PASS. It is a forward pass if:

(a) the ball initially moves forward (to a point nearer the opponent's goal line) after leaving the passer's hand(s); or

(b) the ball first touches the ground, a player, an official, or anything else at a point that is nearer the opponent's goal line than

the point at which the ball leaves the passer's hand(s), Pass Placement System

(c) When a Team A player is holding the ball to pass it forward, any intentional movement forward of his hand starts a forward (Placement of the Pass Placement Floating Ball) pass.

(d) Pass Placement Zones Normal Pass (QB in the Pocket i.e. between the tackles)

A: Behind the Line of Scrimmage/from the Line of Scrimmage to 11 yards downfield = is a 3 yard stick. (1-1/2")

B: 12 yards from the Line of Scrimmage to 26 yards down field = is a 5 yard stick. (2-1/2")

C: 27 yards from the Line of Scrimmage to 36 yards downfield = is a 7 yard stick. (3-1/2")

D: 37 yards from the Line of Scrimmage to 46 yards downfield = is a 9 yard stick. (4-1/2")

E: 47 yards from the Line of Scrimmage is a 12 yard stick. (6")

Touching on a pass attempt when opposing players are touching and it's not a tackle when a receiver and or QB is in contact with a defender the stick ranges change to this as it's no longer a normal attempt due to the QB throwing under duress and or outstanding coverage by the defender that's not a penalty.

- A: 5
- B: 7
- C: 9
- D: 12
- E: 15 (7-1/2")

Across Field Add (This is when the QB is out of the tackle box and is throwing across the field and not on the same side of the field as the WR).

- A: +7
- B: +9
- C: +12
- D: +15
- E: +15

NOTE: You are adding this to the normal or touching pass attempt.

Example: the passing attempt is touching (WR and DB are side by side and bases or bodies are touching in zone B, the stick is a (7) yard stick as it's not normal due to the contact. If there was no contact, then it's a (5) yard stick for normal in zone B. Now you would add a (9) yard stick if the QB was out of the pocket throwing across the field equaling 16 yards total.

(e) QB Passing Upgrade Accuracy

Every 5 consecutive completions earns 1 upgrade point that can be applied to any passing zone area to improve the QB's accuracy.

Range A (3) yard stick can be upgraded once changing the 3 to a (2) Maximum upgrade points 1

Range B (5) yard stick can be upgraded twice changing the 5 to a (3) Maximum upgrade points 2

Range C (7) yard stick can be upgraded twice changing the 7 to a (5) Maximum upgrade points 2

Range D (9) yard stick can be upgraded twice changing the 9 to a (7) Maximum upgrade points 2

Range E (12) yard stick can be upgraded thrice changing the 12 to a (9) Maximum upgrade points 3

Every 3 incompletions in any order results in the lose of the last upgrade. An interception is an immediate and automatic lose of the last upgrade.

(f) The TTQB is prohibited to pass.

Item 1. Contact by Team B Player. If a Team B player contacts the passer or the ball after forward movement begins, a forward pass is ruled, regardless of where the ball strikes the ground or a player. When this occurs, intentional grounding rules do not apply.

Item 2. **Not Applicable** Passer Tucks Ball. If the player loses possession of the ball during an attempt to bring it back toward his body, or if the player loses possession after he has tucked the ball into his body, it is a fumble.

Item 3. **Not Applicable** Passer re-cocks his arm. If the player loses possession of the ball while attempting to re-cock his arm, it is a fumble. Item 4. Fumbled or Muffed Ball Goes Forward. The

fact that a fumbled or muffed ball goes forward is disregarded, unless the act is ruled intentional. If it is intentional, a fumbled ball that goes forward is a forward pass (8-1-1), and a muff is a bat (12-5-1).

ARTICLE 5. BACKWARD PASS. It is a Backward Pass if the yard line at which the ball is first touched by a player, or the ground is parallel to or behind the yard line at which the ball leaves the passer's hand. A snap becomes a backward pass when the snapper releases the ball.

Note: If a pass is batted, muffed, punched, or kicked in any direction, its original designation as a Forward Pass or a Backward Pass does not change.

SECTION 23 PENALTY

ARTICLE 1. PENALTY. A Penalty is imposed upon a team that has committed a foul and may result in loss of down, loss of yardage, an automatic first down, a charged timeout, a loss of playing time, withdrawal or disqualification of a player, extension of a period, the award of a score, or a combination of the preceding.

ARTICLE 2. LOSS OF DOWN. The phrase Loss of Down indicates that a team committing a foul will not have the opportunity to repeat the down after enforcement of any yardage penalty.

SECTION 24 PLAYER

A Player is a participant of either team who is in the game, a legal player on a legal base.

SECTION 25 PLAYS

ARTICLE 1. FREE KICK PLAY. A Free Kick Play begins with a legal or illegal free kick and ends when a player of either team establishes possession of the ball, or when the ball is dead by rule. A Running Play begins when a player of Team B establishes possession.

ARTICLE 2. PASSING PLAY. A Pass Play begins with the snap and ends when a forward pass thrown from behind the line of scrimmage is caught by a player of either team or is incomplete. At the instant that a pass is caught, a Running Play begins.

ARTICLE 3. RUNNING PLAY. A Running Play begins in the following situations:

- (a) If there is not a subsequent kick or legal or illegal forward pass from behind the line of scrimmage **Note** on a HB Pass the RB/HB must be 6 yards or greater away from the LOS, a Running Play begins with the Snap. **Note** the snap is the first stoppage, it's a quick on and off of the action switch.
- (b) If there is a legal or illegal forward pass thrown from behind the line of scrimmage, a Running Play begins when a player of either team catches the forward pass.
- (c) If there is a running play followed by an illegal forward pass thrown from beyond the line of scrimmage, or by an illegal forward pass not from scrimmage, a new Running Play begins when a player of either team catches the pass.
- (d) If there is a Free Kick, a Running Play begins when Team B establishes possession of the ball.
- (e) If there is a scrimmage kick, a Running Play begins when Team B establishes possession of the ball, or when Team A establishes possession of a kicked ball behind the line of scrimmage.
- (f) If there is a running play followed by a fumble or a backward pass, a new Running Play begins when a player of either team establishes possession of the ball.

A Running Play ends:

- (a) When the ball is declared dead;
- (b) When a runner loses or relinquishes possession by a Fumble or a backward pass; or
- (c) When a player of either team throws an illegal forward pass beyond the line of scrimmage or when there is not a line of scrimmage.

Note: The running play includes the loose-ball action before a player gains or regains possession or the ball is declared dead.

ARTICLE 4. SCRIMMAGE KICK PLAY. A Scrimmage Kick Play begins with the snap. It ends when a player of either team.

establishes possession of a kicked ball, or when the ball is dead by rule.

ARTICLE 5. COMBINATIONS OF PLAYS. There may be a combination of a Running Play and a Passing Play, Free Kick Play, or Scrimmage Kick Play during the same down, and there may be more than one Running Play or Scrimmage Kick Play during the same down.

SECTION 26 POCKET AREA

The Pocket Area is the area between the outside edges of the normal tackle positions on each side of the center extending backward to the offensive team's end line. After the ball leaves the pocket area, this area no longer exists.

SECTION 27 POST-POSSESSION FOUL

A foul by the receiving team is a post-possession foul if it occurs during a scrimmage kick that crosses the line of scrimmage, provided that the receiving team does not lose possession during the rest of the down. See 9-5-1-Exc. 4.

SECTION 28 RUNNER

A Runner is the offensive player who is in possession of a live ball (3-2-7), i.e., holding the ball or carrying it in any direction.

Rule 3, Section 28

Note: The statement that a player may advance means that he may become a runner, make a legal kick (9-1-1), make a backward pass (8-7-1), or throw a forward pass (8-1-1) from behind the line of scrimmage.

SECTION 39 TOUCHDOWN

Rule 3, Section 39

It is a Touchdown if any part of the ball (NOT THE PLAYERS BASE) is on, above, or behind the opponent's goal line while legally in possession of an inbounds player, provided it is not a touchback. The player must actually carry the football!

SECTION 40 TRIPPING

Tripping is the use of the leg or foot to obstruct any opponent (including a runner) (12-1-4-c and 12-1-8).

SECTION 41 TRY

A Try is the attempt by a team that has scored a touchdown to add one point (by a field goal) or two points (by a touchdown) during one untimed scrimmage down (11-3).

SECTION 42 TWO-MINUTE WARNING

The two-minute warning is an automatic timeout that occurs at the conclusion of the last down for which the ball is legally snapped or kicked prior to two minutes remaining on the game clock in the second and fourth periods. TWO MINUTE WARNING OCCURS AND IS REPRESENTED AT THE 5 MINUTE MARK

SECTION 29 SAFETY

It is a Safety if the spot of enforcement for a foul by the offense is behind its own goal line, or if the ball is dead in possession of a team on or behind its own goal line when the impetus (3-17) comes from the team defending that goal line.

SECTION 30 SCRIMMAGE DOWN, FROM SCRIMMAGE, NOT FROM SCRIMMAGE

A Scrimmage Down is one that starts with a snap "Quick on and off of the Action Switch" (3-32). From Scrimmage refers to any action from the start of the snap until the down ends or until Team B secures possession. Any action that occurs during the down after a change of team possession is Not from Scrimmage.

SECTION 31 SHIFT

A Shift is any simultaneous change of position or stance by two or more offensive players before saying "Offense is Set" this means the ball has been made ready for play for a scrimmage down. (7-4-8).

SECTION 32 SNAP AND THE SNAPPER

A Snap is a backward pass that puts the ball in play to start a scrimmage down, either by handing it or passing it backward from its position on the ground. The Snapper is the offensive player who initiates this action. See 7-6 for conditions pertaining to a legal snap.

SECTION 33 SUSPENDED PLAYER

A Suspended Player is one who must be withdrawn, in accordance with Rule 5, for correction of illegal equipment ie the base doesn't run properly in a football manner that is an obstruction and or that player has been deem disqualified. (5-4).

SECTION 34 TACKLE BOX

The Tackle Box is an area between the outside edges of the normal tackle positions extending from three yards beyond the line of scrimmage to the offensive team's end line. After the ball leaves the tackle box, this area no longer exists.

SECTION 35 TACKLING

Tackling is an attempt by a defensive player to hold a runner to halt his advance or bring him to the ground. A tackle is made with the front part of a player's base that represents said players shoulders being square. The corner of the base is deemed as a broken tackle if no part of the runner's figure is in front of the tacklers base and or the runner was not affected by the contact. It is a shoestring or diving tackle if the runner shows significant effects of the contact, this is determined by the official or if no official is available then the visiting team will make the ruling and the next subsequent ruling will go to the home team and this will rotate for the remainder of the contest.

SECTION 36 TEAM A AND B, OFFENSE AND DEFENSE

ARTICLE 1. OFFENSE AND DEFENSE. Whenever a team is in possession (3-2-7) of the ball, it is the Offense, and its opponent is the Defense. The team that is the Offense becomes the Defense, and vice versa, when there is a change of possession during the down.

ARTICLE 2. TEAM A AND TEAM B. The team that puts the ball in play is Team A, and its opponent is Team B. They remain Team A and Team B until a down ends, even though there may be one or more changes of possession during the down. Team A is always the Offense when a down starts but becomes the Defense if Team B secures possession during the down. A player of Team A is referred to as A1 and his teammates as A2, A3, etc. The opponents are B1, B2, etc.

ARTICLE 3. CHANGE OF POSSESSION. A change of possession occurs when a player of the defensive team secures possession of a ball that has been kicked, passed, or fumbled by a player of the offensive team, or when the ball is awarded to the opposing team by rule. A change of possession includes, but is not limited to:

- (a) An interception of a forward pass;
- (b) A catch or recovery of a fumble or backward pass.
- (c) A catch or recovery of a Scrimmage Kick, Free Kick, or Fair-Catch Kick.
- (d) When the offensive team fails to reach the line to gain on fourth down; or
- (e) When the offensive team misses a field-goal attempt

SECTION 37 TIMEOUT OR TIME IN

ARTICLE 1. TIMEOUT. A Timeout is any interval during which the Game Clock is stopped (4-4) and includes the intermission (4- 1-2 and 4-1-3).

During any timeout, including an intermission, all playing rules continue in effect. Representatives of either team are prohibited from entering the field, unless they are incoming substitutes, or team attendants or trainers entering to provide for the welfare of a player, and any game-type activities are prohibited on the Field of Play. The Head Coach may enter the field to check on the welfare of a player who is injured, but no assistant coach may enter the field.

ARTICLE 2. CHARGED TEAM TIMEOUT. A Charged Team Timeout is an interval during which the Game Clock is stopped, and play is suspended at the request of one of the teams or when it is

charged to one of the teams by rule. A Timeout may be granted only when the ball is dead. An MPFL Time Out is no less than 30 seconds and not to exceed 60 seconds.

Note: Restroom breaks will be treated as official time outs and important phone call will be treated as weather delays as well as power loss.

ARTICLE 3. TIME IN. Time In is any interval during which the Game Clock is running (4-3).

SECTION 38 TOUCHBACK

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

RULE 4 GAME TIMING

SECTION 1 PERIODS, INTERMISSIONS, HALFTIME

ARTICLE 1. LENGTH OF GAME. *The length of the game is 100 minutes, divided into four periods of 25 minutes each. In the event the score is tied at the end of four periods, the game is extended by an overtime period (or periods) as prescribed in Rule 16.*

ARTICLE 2. INTERMISSIONS. There will be intervals of at least five minutes between the first and second periods (first half) and between the third and fourth periods (second half). During these intermissions all playing rules continue in force, and no representative of either team shall enter the field unless he is an incoming substitute, or a team attendant or trainer, entering to see to the welfare of a player. The Head Coach may enter the field to check on the welfare of a player who is injured, but no assistant coach may enter the field.

Penalty: For illegally entering the field: Loss of 15 yards from the succeeding spot (13-1-6-Pen.). The Back Judge times the two-minute intermissions and shall sound the whistle (and signal visibly) after one minute and 50 seconds. The Referee shall sound the whistle immediately thereafter for play to start and for the play clock operator to start the 25-second clock. See 4-6-2.

ARTICLE 3. HALFTIME. Between the second and third periods, there shall be an intermission of 13 minutes. During this intermission, play is suspended, and teams may leave the field. The Back Judge will time halftime. See 13-1-1 for fouls by non- players between halves.

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

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

SECTION 2 STARTING A PERIOD OR HALF

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

Penalties:

(a) For delaying the start of a half: Loss of 15 yards from the spot of the kickoff as determined by 6-1-2-a.

(b) For failure to appear on the field at least 10 minutes prior to the scheduled kickoff of the first half: Loss of the coin-

toss option for both halves and overtime, and loss of 15 yards from the spot of the kickoff.

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

- (a) The opportunity to receive the kickoff, or to kick off; or
- (b) The choice of goal his team will defend.

If the coin does not turn over in the air or the toss is compromised in any way, the Referee shall toss it again. The captain's original call may not be changed.

Penalty: For failure to comply: Loss of coin-toss option for both halves and overtime, and loss of 15 yards from the spot of the kickoff for the first half only.

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

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

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

SECTION 3 STARTING THE GAME CLOCK

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

- (a) the receiving team recovers the ball in the end zone and does not carry the ball into the field of play;
- (b) the kicking team recovers the ball in the field of play (prior to any other legal touching);
- (c) the receiving team signals for and makes a fair catch

ARTICLE 2. SCRIMMAGE DOWN. Following any timeout (3-37-1), the game clock shall be started on a scrimmage down when the ball is next snapped, except in the following situations:

- (a) Whenever a runner goes out of bounds on a play from scrimmage, the game clock is started when an official spots the ball at the inbounds spot, and the Referee gives the signal to start the game clock, except that the clock will start on the snap:

Rule 4, Section 5

ARTICLE 3. INJURY TIMEOUTS PRIOR TO TWO-MINUTE WARNING OF EITHER HALF. When an injury timeout is called, (Injured player is a player that is separated from his base for any reason or is not running right) the injured player must leave the game for the completion of one down. The player will be permitted to remain in the game if:

- (a) either team calls a charged team timeout.
- (b) the injury is the result of a foul by an opponent; or
- (c) the period ends or the two-minute warning occurs before the next snap.

At the conclusion of an injury timeout, the game clock will start as if the injury timeout had not occurred. If either team takes, or is charged with, a timeout, the clock will start on the snap.

ARTICLE 4. INJURY TIMEOUTS AFTER TWO-MINUTE WARNING OF EITHER HALF. After the two-minute warning of a half, the following shall apply:

(a) If a team has not used its three charged team timeouts, the team of the injured player will be charged a team timeout, unless:

(1) the injury is the result of a foul by an opponent; or

(2) the injury occurs during a down in which there is a change of possession, a touchdown, a safety, a successful field goal, or an attempted Try.

(b) If a team has used its three charged team timeouts, an excess team timeout shall be called by the Referee, unless:

(1) the injury is the result of a foul by an opponent; or

(2) the injury occurs during a down in which there is a change of possession, a touchdown, a safety, a successful field goal, or an attempted Try.

(c) The player must leave the game for the completion of one down, unless: (1) the injury is the result of a foul by an opponent; or

(2) either team calls a charged team timeout.

Penalty: For the second and each subsequent excess team timeout after the two-minute warning: Loss of five yards from the succeeding spot for delay of the game.

Notes:

(1) No yardage penalty will be assessed for the first excess team timeout, but a 10-second runoff of the game clock may be applicable pursuant to Note 3 below. At the conclusion of an excess timeout taken while time is in, the game clock shall start with the ready-for-play signal. For any excess timeout charged to the defense, the play clock is reset to 40 seconds.

(2) If the Referee has already called an excess team timeout in that half for a team, any subsequent excess timeout for that team will result in a five-yard penalty. (Such penalty shall be considered a foul between downs and will not offset a foul or be part of a multiple foul.)

(3) If an excess team timeout is charged against a team in possession of the ball, and time is in when the excess timeout is called, the ball shall not be put in play until the time on the game clock has been reduced by 10 seconds, if the defense so chooses.

Supplemental Notes:

(1) Either half can end as the result of the 10-second runoff referenced above.

(2) If an injury timeout is called for both teams during or after a down, charged team timeouts and/or excess team timeouts

are charged as appropriate, but no yardage or 10-second runoff penalties shall be enforced.

(3) If a foul by either team occurs during a down in which there is also an injury, such foul does not affect the charging of an excess timeout, but it does prevent a 10-second runoff that may result from the excess timeout, because the foul stopped the clock.

(4) The Competition Committee deprecates feigning injuries, with subsequent withdrawal, to obtain a timeout without penalty. Coaches are urged to cooperate in discouraging this practice.

(5) There can never be a 10-second runoff against the defensive team.

(6) See Rule 16 (Sudden-Death Procedures) for application to overtime games.

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

(a) when there is the possibility of a measurement for a first down, or if the Referee is consulting with a captain about one;

(b) when there is an undue pileup on the runner, or while determining possession after a fumble while time is in;

- (c) when there is an undue delay by officials in spotting the ball for the next snap;
- (d) if the snap is made before the officials can assume their positions. (See 4-6-5-b if it is a repeated act.).
- (e) when there is an injury to an official or member of the chain crew.
- (f) during an officials' conference; or
- (g) while repairing or replacing game equipment, except player equipment.

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

SECTION 6 DELAY OF GAME

ARTICLE 1. 45-SECOND PLAY CLOCK. *It is a delay of the game if the ball is not put in play by a snap within 45 seconds after the start of the play clock. The play clock operator shall time the interval between plays upon signals from game officials. The 45-second interval starts when a play ends, unless Article 2 below applies.*

ARTICLE 2. 25-SECOND ADJUSTMENT CLOCK.

When the board stops the offense adjusts players first and have 25 seconds to pass, hand or pitch the ball followed by the defense who also have 25 seconds to respond/react.

ARTICLE 3 STOPPAGES

There are a maximum of 4 stoppages on a play, the first being a very quick on and off of the action button to represent the snap of the ball, followed by three timed stoppage where the board runs from anywhere between .75 seconds to 1.10 second depending on the home field team. After the board run time ends a stoppage then occurs, this allows for adjustments in order to execute your strategy, you may choose to wait until the next stoppage, hand the ball off or pass the ball, add or remove players on magnets.

(a) This gives you the opportunity to utilize your knowledge of football and discipline of the game from players to coaches. Your thinking and reacting for your players.

- (a) a change of possession;
- (b) a charged team timeout;
- (c) the two-minute warning;
- (d) the expiration of a period;
- (e) a penalty enforcement;
- (f) a Try; or
- (g) a Free Kick.

Rule 4, Section 6

A 25-second interval will be used in these situations, even if the 45-second clock is already counting down.

Note: Following a Try or successful field-goal attempt, unless there is a commercial break, the teams will have 45 seconds to align prior to the ball being made ready for play. When the 45 seconds have elapsed, the 25-second adjustment clock will begin.

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

- (a) the stoppage has been for a charged team timeout, the two-minute warning, the expiration of a period, a penalty enforcement, or an Instant Replay challenge prior to the two-minute warning, in which case the play clock shall be reset to 25 seconds;
- (b) the stoppage has been for an Instant Replay review after the two-minute warning that results in a reversal, in which case the play clock shall be reset to 45 seconds;
- (c) the stoppage has been for an excess timeout while time is in that is charged to the defense, in

which case the play clock shall be reset to 45 seconds; or

(d) fewer than 10 seconds remain on the play clock, in which case it shall be reset to 10 seconds.

ARTICLE 4. BALL REMAINS DEAD. If the ball is not put in play within the applicable period, the Back Judge shall blow his whistle for the foul, and the ball remains dead. See 14-4-1-Item 1.

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

(a) a player unnecessarily remains on a dead ball or on a runner who has been downed;

(b) the snapper repeatedly snaps the ball after the neutral zone is established and before all the officials have had a reasonable time to assume their positions (see 7-6-3-c);

(c) undue delay by either team in assembling after a timeout;

(d) a defensive player aligned in a stationary position within one yard of the line of scrimmage makes quick and abrupt actions that are not a part of normal defensive player movement and are an obvious attempt to cause an offensive player(s) to foul (false start). (The officials shall blow their whistles immediately.) If the defender is walking or running toward the line of scrimmage in an effort to time the snap, but stops abruptly because the snap is not made, it is not a foul for delay of game;

(e) spiking or throwing the ball in the field of play after a down has ended, except after a score;

(f) intentional contact with the football to delay the snap or the officials' ability to make the ball ready for play; or

(g) when a timeout is erroneously granted. See 4-5-1-Note for enforcement.

(h) the coach is disrupting the game by his or her actions and lack of sportsmanship.

Penalty: For delay of the game: Loss of five yards:

(a) from the succeeding spot if it occurs between downs. The ball remains dead; or

(b) from the previous spot if the ball was in play.

SECTION 7 ACTIONS TO CONSERVE TIME

ARTICLE 1. ILLEGAL ACTS. A team is not permitted to conserve time after the two-minute warning of either half by committing any of these acts:

(a) a foul by either team that prevents the snap (i.e., false start, encroachment, etc.);

(b) intentional grounding;

(c) an illegal forward pass thrown from beyond the line of scrimmage;

(d) throwing a backward pass out of bounds;

(e) spiking or throwing the ball in the field of play after a down has ended, except after a touchdown; or

(f) any other intentional foul that causes the clock to stop.

Penalty: For Illegally Conserving Time: Loss of five yards unless a larger distance penalty is applicable.

When actions referred to above are committed by the offensive team while time is in, officials will run off 10 seconds from the game clock before permitting the ball to be put in play on the ready-for-play signal. The game clock will start on the ready-for-play signal unless another rule prescribes otherwise. If the offensive team has timeouts remaining, it will have the option of using a timeout in lieu of a 10-second runoff, in which case the game clock will start on the snap after the timeout. The defense always has the option to decline the 10-second runoff and have the yardage penalty enforced, but if the yardage penalty is declined, the 10-second runoff is also declined.

If the action is by the defense, the play clock will be reset to 45 seconds, and the game clock will start on the ready signal, unless the offense chooses to have the clock start on the snap. If the defense has timeouts remaining, it will have the option of using a timeout in lieu of the game clock being started.

Notes:

- (1) Two successive delay penalties during the same down, is unsportsmanlike conduct (12-3-1-n). After enforcement of the 15-yard penalty, the game clock shall start on the snap.
- (2) Certain acts of delay may involve stopping the game clock immediately. Repeated violations of the substitution rule to conserve time are unsportsmanlike conduct (12-3-1-m and 5-2).

Rule 4, Section 7

ARTICLE 2. SUBSTITUTION VIOLATION AFTER TWO-MINUTE WARNING. After the two-minute warning (5 minute mark) of either half, if there is a violation of the substitution rule while the ball is dead and time is in, in addition to the applicable yardage penalty for illegal substitution, there will be a 10-second runoff pursuant to Article 1 above, unless it is obvious that the offensive team is not attempting to conserve time.

Penalty: For Illegal Substitution: Loss of five yards (unless a larger distance penalty is applicable) and a 10-second runoff.

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

ARTICLE 4. REPLAY REVIEW AFTER TWO-MINUTE WARNING OF EITHER HALF. If a replay review after the two-minute warning of either half results in the on-field ruling being reversed and the correct ruling would not have stopped the game clock, then the officials will run 10 seconds off the game clock before permitting the ball to be put in play on the ready-for-play signal. The defense cannot decline the runoff, but either team can use a remaining timeout to prevent it.

SECTION 8 EXTENSION OF A PERIOD OR A HALF

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

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

(a) If there is a live-ball foul by the defensive team that is accepted, the offensive team may choose to extend the period by an untimed down after enforcement of the penalty. If the first or third period is not so extended, any accepted penalty is enforced before the start of the succeeding period.

(b) If there is a foul by the offense, there shall be no extension of the period. If the foul occurs on the last play of the half, a score by the offense is not counted. However, the period may be extended for an untimed down, upon the request of the defense, if the offensive team's foul is for:

(1) illegal touching of a kick;

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

(2) fair-catch interference;

(3) a palpably unfair act;

(4) a personal foul or unsportsmanlike conduct foul committed during a down prior to a safety, an interception of a forward

pass, the recovery of a backward pass or fumble, or the offensive team failing to reach the line to gain on fourth down;

or

(5) a foul by the kicking team prior to a player of the receiving team securing possession of the ball during a down in which

there is a safety kick, a scrimmage kick, or a free kick.

(c) If a touchdown is made on the last play of a period, the Try attempt shall be made (except during a sudden-death period, or if a touchdown is scored during a down in which time in the fourth period expires, and a successful Try would not affect the outcome of the game).

(d) If no fair-catch signal is given and the kickers interfere with the receiver's opportunity to catch a kick, the receiving team may extend the period by a down from scrimmage.

(e) If a fair-catch is signaled and made, the receivers may choose to extend the period by a fair-catch kick down (10-2-4-a). If the first or third period is not so extended, the receivers may start the succeeding period by either a down from scrimmage or fair-catch kick (11-4-3).

(f) If a fair catch is signaled and the kickers interfere with a receiver's opportunity to catch a kick, the receiving team may extend the period by either a down from scrimmage or a fair-catch kick (10-2-4-a).

(g) If a safety results from a foul during the last play of a half, the score counts. A safety kick is made if requested by the receivers.

(h) If a double foul occurs during the last down of either half, the period shall be extended by an untimed down.

Exceptions: The half is not extended if:

(1) both fouls are dead-ball fouls

(2) there is a major-minor double foul ("5 vs. 15"), and the major foul is by the offense, or if the major foul is a dead ball foul by the defense (see 14-5-1-Exc. 1.)

Note: Dead ball, personal, unsportsmanlike conduct, or taunting fouls by either team at the end of a half are enforced on the ensuing kickoff (14-4-9-Exc. 1).

(3) there is a double foul with a change of possession ("clean hands" rule, see 14-5-2) that does not involve a replay of the down. If a double foul occurs on the last play of the first or third periods, the period is not extended.

If the first or third period is extended for any reason, or if a touchdown occurs during the last play of such a period, any additional play, including a Try attempt, shall be completed before the teams change goals.

If any period is extended for any reason, it shall continue until the completion of a down free from any foul specified in (a) through (h) above.

RULE 5 PLAYERS, SUBSTITUTES, EQUIPMENT, GENERAL RULES

SECTION 1 PLAYERS

ARTICLE 1. NUMBER OF PLAYERS. The game is played by two teams of 11 players each.

If Team A has more than 11 players in its formation for more than three seconds, or if Team B has more than 11 players in its formation and the snap is imminent, it is a foul. Once the ball is made ready for play, if either team has more than 11 players in its formation prior to a free kick, it is also a foul. In these instances, game officials shall blow their whistles immediately and not allow the snap or kick to occur.

Penalty: For more than 11 players in the formation prior to the snap or free kick: Loss of five yards from the succeeding spot.

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

Penalty: For more than 11 players on the field of play or the end zone while the ball is in play: Loss of five yards from the previous spot.

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

ARTICLE 2. PLAYERS NUMBERED BY POSITION. All players must wear numerals on their jerseys in accordance with Rule 5, Section 4, Article 3, Item 3. Such numerals must be by playing position, as follows:

- (a) quarterbacks, punters, and placekickers: 1–19;
- (b) running backs and defensive backs: 20–49;
- (c) centers: 50–79;
- (d) offensive guards and tackles: 60–79;
- (e) wide receivers: 10–19 and 80–89;
- (f) tight ends and H-backs: 40–49 and 80–89;
- (g) defensive linemen: 50–79 and 90–99;
- (h) linebackers: 40–59 and 90–99.

If a player changes his position during his playing career in the NFL, and such change moves him from a position as an ineligible pass receiver to that of an eligible pass receiver, or from a position as an eligible pass receiver to that of an ineligible pass receiver, he must be issued an appropriate new jersey numeral. A change in jersey numeral is not required if the change is from an ineligible position to another ineligible position, or from an eligible position to another eligible position, provided that the player has participated at least one season at his position prior to the change. Any request to wear a numeral for a special position not specified above (e.g., H-back) must be made to the Commissioner. During the preseason period when playing rosters are larger, the League will allow duplication and other temporary deviations from the numbering scheme specified above, but the rule must be adhered to for all players during the regular season and postseason. Clubs must make numerals available to adhere to the rule, even if it requires returning to circulation a numeral that has been retired or withheld for other reasons. See 5-3-1 for reporting a change of position.

SECTION 2 SUBSTITUTES AND WITHDRAWN PLAYERS

ARTICLE 1. NUMBER OF PLAYERS IN HUDDLE. (Note; the huddle is when all your players are on your side of the LOS. As the ball is being marked and chains adjusted ie down and distance here is when you make substitutions, once the 45 second play clock starts you can only have 11 on the field ie in the Huddle)

There can never be more than 11 players in the offensive huddle while the play clock is running. It is a foul, the whistle is blown immediately, and the ball remains dead. See 5-2-8-a.

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

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

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

ARTICLE 3. LEGAL SUBSTITUTIONS. Any number of substitutes may enter the field of play or the end zone while the ball is dead, punting plays after the snap and kick you may substitute out the TTQB/PK or punter along with his base for a player that runs and or base that runs (the player being substituted **MUST** have the same number example punter jersey number 9 on a magnet can be on the field at the snap, replaced by TTQB/PK with the same number (9) to punt, then after the punt he can be replaced by a player that can run down field with the same number (9).

- **ARTICLE 4. ILLEGAL SUBSTITUTIONS.** *If a substitute enters the field of play or the end zone while the ball is in play, it is an illegal substitution. If an illegal substitute interferes with the play, it may be a palpably unfair act, a player and or base deemed*

disqualified because it doesn't run and is an obstruction, changing a players base after the snap "1st stoppage", (see 12-3-4).

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

(a) He must move onto the field of play or the end zone as far as the inside of the field numerals prior to the snap to be legal

substitution. If he does not and is on the field of play or end zone at the time of a legal snap, he is an illegal substitute.

(b) If he approaches the huddle and communicates with a teammate, he is required to participate in at least one play before being withdrawn. After a warning, subsequent violations of this rule shall be penalized for unsportsmanlike conduct. See 5-2-11.

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

Rule 5, Section 4

lower portion of stockings. (See 5-3-3-Item 6, "Stockings," below.) Each player on a given team must wear the same colors on his uniform as all other players on his team in the same game. Home clubs shall choose their jersey color (either white or official team color), and visiting clubs must wear the opposite. For preseason, regular season, or postseason games, the two competing teams may wear jerseys in their official colors (non-white), provided the Commissioner determines that such colors are of sufficient contrast.

ARTICLE 3. (Well Painted/Crafted Figures) *All players must wear the equipment and uniform apparel listed below, which must be of a suitably protective nature, must be designed and produced by a professional manufacturer, and must not be cut, reduced in size, or otherwise altered unless for medical reasons approved in advance by the Commissioner. During pregame team warm-ups, players may omit certain protective equipment at their option, except that helmets, shoulder pads, thigh pads, and knee pads must be worn.*

Item 1. Helmet, Face Protectors. Helmet with all points of the chin strap (white only) fastened and facemask attached. Facemasks must not be more than 5/8-inch in diameter and must be made of rounded material; transparent materials are prohibited. Clear (transparent) plastic eye shields are optional. Tinted eye shields may be worn only after the League office is supplied with appropriate medical documentation and approval is subsequently granted. The League office has final approval. No visible identification of a manufacturer's name or logo on the exterior of a helmet or on any attachment to a helmet is permitted unless provided for under a commercial arrangement between the League and manufacturer; in no event is identification of any helmet manufacturer permitted on the visible surface of a rear cervical pad. All helmets must carry a small NFL shield logo on the rear lower-left exterior, and an approved warning label on the rear lower-right exterior. Both labels will be supplied in quantity by the League office.

Item 2. Jerseys. Jersey must cover all pads and other protective equipment worn on the torso and upper arms and must be appropriately tailored to remain tucked into the uniform pants throughout

the game. Tear-away jerseys are prohibited. Mesh jerseys with large fishnet material (commonly referred to as “bullet-hole” or “port-hole” mesh) are also prohibited. Surnames of players in letters a minimum of 2 1/2 inches high must be affixed to the exterior of jerseys across the upper back above the numerals; nicknames are prohibited. All jerseys must carry a small NFL Shield logo at the middle of the yoke of the neck on the front of the garment. All fabrics must be approved by the League office prior to production.

Item 3. Numerals. Numerals on the back and front of jerseys as specified under NFL rules for the player’s specific position. Such numerals must be a minimum of 8 inches high and 4 inches wide, and their color must be in sharp contrast with the color of the jersey. Smaller numerals should 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.

Item 4. Pants. Pants must be worn over the entire knee area; pants shortened or rolled up to meet the stockings above the knee are prohibited. No part of the pants may be cut away unless an appropriate gusset or other device is used to replace the removed material. All pants must carry a small NFL Shield logo on the front left groin area of the pants, midway between the fly opening and side seam, and 1/2-inch below the belt.

Item 5. Shoulder Pads, Thigh Pads, and Knee Pads. Shoulder pads, thigh pads, and knee pads which have been approved by the League office. All pads must be covered by the outer uniform. Knee pads must be at least 1/4-inch thick and must cover the knees. Basketball-type knee pads are permitted but must be covered by the outer uniform. Punters and placekickers may omit thigh and knee pads.

Item 6. Stockings. Stockings must cover the entire area from the shoe to the bottom of the pants and must meet the pants below the knee. Players are permitted to wear as many layers of stockings and tape on the lower leg as they prefer, provided the exterior is a one-piece stocking that includes solid white from the top of the shoe to the mid-point of the lower leg, and approved team color or colors (non-white) from that point to the top of the stocking. Uniform stockings may not be altered (e.g., over-stretched, cut at the toes, or sewn short) in order to bring the line between solid white and team colors lower or higher than the mid-point of the lower leg. No other stockings and/or opaque tape may be worn over the one-piece, two-color uniform stocking. Barefoot punters and placekickers may omit the stocking of the kicking foot in preparation for and during kicking plays.

Item 7. Shoes. Shoes must be of standard football design, including “sneaker” type shoes such as basketball shoes, cross-training shoes, etc. Each team must designate a dominant base color for its shoes, either black or white (with shoelace color conforming to the dominant base color of the tongue area of the shoe). Each team must also designate one of its Constitutional uniform colors as a dominant team color for its shoes. Each team must also designate one of its Constitutional uniform colors as a secondary team color for its shoes. Each team may also designate a third uniform color as a tertiary team color that may be used for accents on its shoes. The designation of team shoe colors as described above must be reported by each team to the League office no later than July 1 each year. Each player may select from shoe styles previously approved by the League office. All players on the same team must wear shoes with the same dominant base color. A player may wear an unapproved standard football shoe style as long as the player tapes over the entire shoe to conform to his team’s selected dominant base color (i.e., white or black). Logos, names, or other commercial identification on shoes are not permitted to be visible unless advance approval is granted by the League office. Size and location of logos and names on shoes must be approved by the League office. When a shoe logo or name approved by the League is covered with an appropriate use of tape, players will be allowed to cut out the tape covering the original logo or name, provided the cut is clean and is the exact size of the logo or name. The logo or

name of the shoe manufacturer must not be re-applied to the exterior of taped shoes unless advance approval is granted by the League office. Kicking shoes must not be modified (including using a shoelace wrapped around toe and/or bottom of the shoe), and any shoe that is worn by a player with an artificial limb on his kicking leg must have a kicking surface that conforms to that of a normal kicking shoe. Punters and placekickers may omit the shoe from the kicking foot in preparation for and during kicking plays. Punters and placekickers may wear any combination of the tri-colored shoes provided that the colors are consistent with those selected by the team and with the policy listed above.

See Photos

Item 8 Goal Posts

2" from field to top of cross bar, 3-3/4 from outside to outside of uprights, 6-1/2 from bottom of cross bar to top of the uprights. See picture.

Item 9 Field Goal Net

4" Wide by 14" Hight

Item 10 Pass Placement Floating Ball

1/2" long 8/16th wide (ball must hang 3/4 to 1" above the field between the chest and helmet of the WIDE RECEIVER PLAYER ON ONE BASE, felt, foam and or leather footballs 12/16" long by 5/16 wide white, and any shade of brown/tan.

Item 10 Numbered Pylons

1-1/4" by 1/12", end zone pylons 1cm height by 4/16 wide.

Item 11 Yard Markers and Ball Marker

1/12" in height and 5 inches apart = 10 yards LOS to Point to Gain, ball marker 1/12" in height

Item 12 Pass Placement Equipment

Passing Sticks Green in Color

T-Bar 7 yards long (handle) by 1/12" "3 yard rule

3 yards = 1-1/2"

5 yards = 2-1/2"

7 yards = 3-1/2"

9 yards = 4-1/2"

12 yards = 6"

15 yards = 7-1/2"

18 yards = 9"

2 sets one for home and one for visitors

Sideline Zone Chart

Measured from playing field

21 yards long

48 yards long

62 yards long

Color is white with marks to show the first 6 passing zones.

Item 13 The Floating Ball

The Pass Placement Floating Ball Must hang no higher than 1' from the field measured from the top of the ball. The ball is 1/2' in length and 8/16' in width.

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

Item 1. Magnets used as a weight and weight above the figures platform, objects that protrude from under the player's base to obstruct performance, non-matching uniforms for the home and road teams ie Offense in dark Defense in light or visas versa, base that are not green in color and or have writing/numbers stuck on or written on the outside of the base, house painted men, one figure on more than one weighted and or unweighted base, non-regulated size field for the MPFL SYSTEM, to remove the Goal Posts from the field or any field dressing, cones, pylons, ball and yard markers, on field referee's. Poorly painted unattractive teams, no house painted figures, Talking timers, dark room timers, the TTQB as a passer, (TTQB Renamed as the P.K.Player "Punter/Kicker") a P.K player that's been altered with metal parts or use of a rubber band, Boat bases , Frankenstein Bases

RULE 6 FREE KICKS (PK PLAYER)

SECTION 1 PROCEDURES FOR A FREE KICK

(There is a Hang time period for all free kicks and punts the hang time doesn't count as a stoppage. When a member of the kicking team crosses the 15 yard mark from the LOS, ALL players regardless if they are touching can be adjusted to cover the kick, both kicking and receiving team. Repeat this twice and after the second 15 yards the return man is taken off the magnet and is free to run. If the kicked ball punt or kick goes out of the back of the end zone and the receiving team wishes to attempt a return, another 15 yard hang time is added for a total of 3 15 yards hang time periods and they forfeit (1) stoppage thus they will have only (2) stoppages to return the kick or punt. Note; where the kicked ball first touches the field is where the return man MUST return from that spot, if the kicked ball goes out of the end zone then the return man MUST be placed at that location with the back of his base just inside the end zone.)

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

(a) A kickoff (the field is off) puts the ball in play at the start of each half, after a try, and after a successful field goal. A dropkick or placekick may be used for a kickoff.

Note: During a placekick on a kickoff, the kicking team may use a manufactured tee that is one inch in height and approved by the League. Once the ball has been placed on the kicking tee, the kicking tee cannot be moved. If the ball falls off the tee, or the tee is moved, the covering officials must stop play and restart the timing process without penalty to the kicking team. If the ball falls off the tee a second time during the same free kick down, the kicking team then must either use a player to hold the ball or must kick it off the ground. The ball may be placed on the ground leaning against the tee, provided the tee is in its normal upright position.

(b) A safety kick (the field is off) puts the ball in play after a safety. A dropkick, placekick, or punt may be used for a safety kick. A tee cannot be used for a safety kick.

Penalty: For illegal kick on a free kick down: Loss of five yards.

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

(a) The restraining line for the kicking team shall be its 35-yard line for a kickoff and its 20-yard line for a safety kick.

(b) The restraining line for the receiving team shall be the yard line 10 yards in advance of the kicking team's restraining line.

ARTICLE 3. FREE KICK FORMATION. When the ball is kicked on a free kick (the field is off) down:

- (a) Before the kicker approaches the ball and until the ball is kicked,
- (1) all kicking team (Team A) players other than the kicker must be lined up and remain in their established positions no more than one yard behind their restraining line; and
- (2) at least five players of the kicking team must be on each side of the ball. At least two players must be lined up outside the yard-line number, and two players between the inbounds lines and the yard-line number.

Notes:

(1) A holder for a free kick counts as one of the required five players, regardless of where he is positioned.

(2) A player who lines up one yard behind the restraining line must have at least one foot (either the front or the back foot) touching that yard line.

(b) All kicking team players must be inbounds and behind the ball when it is kicked, except:

(1) the holder of a placekick (3-18-1-Item 2) may be beyond the line, and

(2) the kicker may be beyond the line, provided that his kicking foot is not beyond the line.

(c) Until the ball is kicked, all receiving team (Team B) players must be inbounds and behind their restraining line, and at least eight players must be positioned between their restraining line and a spot 15 yards behind their restraining line (the "setup zone"). (See Section 2, Article 1, Item 2-b.)

Penalty: For a player being beyond the restraining line when the ball is kicked (offside), a player being out of bounds when the ball is kicked, a kicking team player other than the kicker being more than one yard behind his restraining line, or either team being in an illegal formation when the ball is kicked: Loss of five yards.

(d) Prior to the ball being touched by the receiving team or the end of the kick, it is a foul if a kicking team player voluntarily goes out of bounds (without being contacted by a receiving team player) to avoid a block.

Penalty: For voluntarily going out of bounds without contact: Loss of 5 yards.

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

Note: The point where the kicked ball first touches the field the return player is placed at that spot and placed on a magnet for ball hang time.

(a) If a player of the receiving team catches or recovers the ball, he may advance.

(b) If the ball is declared dead while in the simultaneous possession of two opposing players, the ball is awarded to the receiving team.

(c) A player of the kicking team may legally touch, catch, or recover the ball if:

(1) it first touches a receiving team player; or

(2) it reaches or crosses the receiving team's restraining line.

(d) The ball is dead if:

(1) it is caught or recovered by a player of the kicking team. If the catch or recovery is legal, the ball belongs to the kicking team at the dead-ball spot.

(2) it is not touched by the receiving team and touches the ground in the end zone (touchback).

(e) If the ball comes to rest inbounds after reaching the receiving team's restraining line and no player attempts to possess it, the ball becomes dead and belongs to the receiving team at the dead-ball spot.

Notes:

(1) A player is deemed to have not touched the ball if it is batted or illegally kicked into him by an opponent. Such touching is ignored, though the bat or kick could be a foul for an Illegal Bat or Illegal Kick.

(2) For illegal catch or recovery, see 6-2-4.

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

- (a) is not touched by the receiving team, and the ball touches the ground in the end zone.
- (b) goes out of bounds behind the receiving team's goal line;
- (c) strikes the receiving team's goal post, uprights, or cross bar; or

Rule 7, Section 2

(1) If there is not an on-field ruling that the ball struck an object, the Replay Official is empowered to initiate a booth review, even if the event occurs prior to the two-minute warning. If, prior to the two-minute warning, no booth review is initiated by the Replay Official, a coach's challenge is permitted under the established rules for such a challenge.

(2) In the event the down is replayed, the game clock will be reset to the time remaining when the snap occurred, and the clock will start on the snap. All penalties will be disregarded, except for personal fouls or Unsportsmanlike Conduct fouls, which will be administered prior to the replaying of the down.

(q) when a runner's helmet comes completely off.

Note: The game clock will not stop when this occurs, and the play clock will be reset 45 seconds. Penalty enforcement following the play is as ordinary for fouls during runs or kicks.

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

SECTION 3 NEW SERIES OF DOWNS

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

(a) During a given series, the ball is declared dead in possession of Team A while at or beyond the line to gain.

(b) Enforcement of a foul by Team B results in the placement of the ball at or beyond the line to gain,

or if the enforcement of a foul awards an automatic first down to Team A.

(c) If there is a change of possession during the down, and Team A has possession at the end of the down.

(d) The kicking team recovers a scrimmage kick anywhere in the field of play after it first has been touched beyond the line of scrimmage by the receivers. See 9-3-2-Item 1.

(e) The kicking team legally recovers a free kick.

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

(a) Team A fails to advance the ball to the line to gain during a series of downs; or

(b) There is a change of possession during the down, and Team B has possession at the end of the down, or has been awarded possession at the end of the down; or

(c) When the ball is declared dead in possession of the receiving team after a free kick, scrimmage kick, or fair-catch kick.

ARTICLE 3. FORWARD PART OF BALL. The forward part of the ball in its position when it is declared dead in the field of play shall be the determining point in measuring any distance gained or lost. The ball shall be rotated so that its long axis is parallel to the sidelines before measuring, while maintaining the forward most point.

Note: When an airborne player of either team completes a catch or interception inbounds after an opponent has driven him backward, the ball is declared dead, and forward progress is awarded at the spot where initial contact by the opponent was made after the player established firm grip and control of the ball while in the air.

SECTION 4 ACTION AT OR BEFORE THE SNAP

ARTICLE 1. BALL READY FOR PLAY. After the neutral zone has been established (ball is made or declared ready for play), an offensive player may not make a false start, a defensive player may not encroach (initiate contact with a member of the offensive team) or commit a neutral zone infraction, and no player of either team may be offside when the ball is put in play.

ARTICLE 2. FALSE START. *It is a False Start if the ball has been placed ready for play, and, prior to the snap, an offensive player who has assumed a set position by his base being square to the line of scrimmage if angled, this represents moves in such a way as to simulate the start of a play, or if an offensive player who is in motion (base square to the sideline) makes a sudden movement toward the line of scrimmage, being angled, this represents a quick abrupt movement by a single offensive player, or by several offensive players in unison, or an offensive player is dropped which simulates the start of the snap, is a false start.*

Exception: This does not apply to an offensive player under the center who turns his head or shoulders unless the movement is an obvious attempt to draw an opponent offside.

Note: See 4-6-5-d, for actions by a defensive player who attempts to cause an offensive player to commit a false start.

Item 1. Interior Lineman. It is a False Start if an interior lineman (tackle to tackle) takes or simulates a three-point stance, and then changes his position or moves the hand that is on the ground.

An interior lineman who is in a two-point stance is permitted to reset in a three-point stance or change his position, provided that he resets prior to the snap. If he does not reset prior to the snap, it is a False Start.

Item 2. Eligible Receiver. If all 11 offensive players have been set for at least one full second, and an eligible receiver who is on the line of scrimmage moves forward, it is a False Start, regardless of whether the action is quick and abrupt or slow and deliberate.

If an eligible receiver who is on the line of scrimmage moves backward immediately prior to the snap and does not reset before the snap, it is a False Start.

Any eligible receiver is permitted to change from a two-point stance to a three-point stance, or from a three-point stance to a two-point stance, provided he resets prior to the snap. If he does not reset, it is a False Start.

Item 3. Player Under Center. It is legal for a player who has taken a position under (QB's base is touching the C's base) or behind the center to go in motion, whether he has placed his hands under center, on his knees, or on the body of the center. However, it is a False Start, if the action is quick and abrupt. If the player fails to come to a complete stop for at least one full second prior to the ball being snapped, it is an Illegal Motion.

Rule 7, Section 5

SECTION 5 POSITION OF PLAYERS AT THE SNAP

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

(a) It must have seven or more players on the line (3-19)

(b) Eligible receivers must be on both ends of the line, and all of the players on the line between them must be ineligible receivers

(c) No player may be out of bounds

(d) No player can be set at an angle to simulate movement.

Note: Offensive linemen may lock legs.

Penalty: For illegal formation by the offense: Loss of five yards.

SECTION 6 PUTTING THE BALL IN PLAY

ARTICLE 1. BALL IN PLAY. The offensive team must put the ball in play with a snap at the spot where the previous down ended, unless the enforcement of a penalty moves the ball to another spot or the down ended outside the inbounds lines. If a fair-catch kick is chosen after a fair catch, 10-2-1 and 11-4-3 apply.

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

(a) a loose ball is out of bounds between the goal lines

Exception: The ball is next put in play at the previous spot if a forward pass is incomplete.

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

(c) the ball is dead in a side zone

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

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

ARTICLE 3. RESTRICTIONS FOR SNAPPER. The snap (3-32) may be made by any offensive player who is on the line of scrimmage but must conform to the following provisions:

(a) The snap must start with the ball on the ground, with its long axis horizontal and at right angles to the line.

(b) It is not necessary that the snap be between the snapper's legs, but it must be one quick and continuous motion of the hand or hands of the snapper. The ball must leave or be taken from his hands during this motion.

(c) The snapper may not snap the ball after it is ready for play until all of the officials have had a reasonable time to assume their normal positions. If this occurs, the ball remains dead, and no penalty is assessed unless it is a repeated act after a warning (delay of game).

Penalty: For illegally snapping the ball: Loss of five yards from the line of scrimmage.

ARTICLE 4. LEGAL SNAP. A snap is a backward pass. The snap must be received by a player who is not on the line at the snap, unless the ball first strikes the ground. If the ball first strikes the ground, or is muffed by an eligible backfield receiver, or quarterback under center, it can be recovered and advanced by any player.

Penalty: For snapping the ball to an ineligible snap receiver: Loss of five yards from the line of scrimmage. The whistle shall be blown immediately.

Rule 8, Section 1

ARTICLE 4. INCOMPLETE PASS. Any forward pass (legal or illegal) is incomplete and the ball is dead immediately if the pass strikes the ground or goes out of bounds, when a lesser Pass Placement stick is used (**Example:** a 3 yard stick is used in a Zone B area that requires a 5 yard stick. An incomplete pass is a loss of down, and the ball returns to the previous spot.

If any player being the first to bypass completely the floating ball will be viewed as a knock down by a defender and a drop by the offensive receiver.

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

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

(a) Defensive players.

(b) Offensive players who are on either end of the line, provided they either have the numbers of eligible players (1-49 and 80-89) or have legally reported to play a position on the end of the line. See 5-1-2.

(c) Offensive players who are legally at least one yard behind the line at the snap, provided they either have the numbers of eligible players (1-49 and 80-89) or have legally reported to play a position in the backfield.

(d) All other offensive players after the ball has been touched by any defensive player or any eligible offensive player.

ARTICLE 6. INELIGIBLE RECEIVERS. All offensive players other than those identified in Article 5 above are ineligible to catch a legal or illegal forward pass thrown from behind the line of scrimmage, including:

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

Exception: If an eligible receiver is forced out of bounds by a foul by a defender, including illegal contact, defensive holding, or defensive pass interference, provided he attempts to return inbounds immediately, he becomes eligible to legally touch the pass (without prior touching by another eligible receiver or defender) as soon as he re-establishes himself inbounds with both feet or with any part of his body other than his hands. See Article 8, Note 3.

(e) A player who takes his stance behind center as a T-formation quarterback is not an eligible receiver unless, before the ball is snapped, he legally moves to a position at least one yard behind the line of scrimmage or on the end of the line, and is stationary in that position for at least one second before the snap. Note: If he leaves his position behind the center and does not receive the snap, it is an Illegal Motion unless he has been stationary for at least one full second prior to the snap.

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

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

(a) is first touched intentionally or is caught by an originally ineligible offensive player; or

Penalty: Loss of five yards at the previous spot.

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

Penalty: Loss of down at the previous spot.

Notes:

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

(2) The bat of a pass in flight by any player does not end a pass, nor does it change the impetus if the bat sends it in touch.

(3) If a player touches the ball after having been out of bounds, but prior to re-establishing himself inbounds with both feet or any part of his body other than his hands, the pass is incomplete, and there is no penalty for illegal touching.

SECTION 2 INTENTIONAL GROUNDING

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

Item 1. Passer or Ball Outside Tackle Position. Intentional grounding will not be called when a passer, who is outside, or has been outside, the tackle position, throws a forward pass that lands at or beyond the line of scrimmage, even if no offensive player(s) have a realistic chance to catch the ball (including when the ball lands out of bounds over the sideline or endline). If the ball crosses the line of scrimmage (extended) beyond the sideline, there is no intentional grounding. If a loose ball leaves the area bordered by the tackles, this area no longer exists; if the ball is recovered, all intentional grounding rules apply as if the passer is outside this area.

Item 2. Physical Contact. Intentional grounding should not be called if:

(a) the passer initiates his passing motion toward an eligible receiver and then is significantly affected by physical contact from a defensive player that causes the pass to land in an area that is not in the direction and vicinity of an eligible receiver; or

(b) the passer is out of the pocket, and his passing motion is significantly affected by physical contact from a defensive player that causes the ball to land short of the line of scrimmage.

Item 3. Stopping Clock. A player under center is permitted to stop the game clock legally to save time if, immediately upon receiving the snap, he begins a continuous throwing motion and throws the ball directly into the ground.

Rule 8, Section 2

Item 4. Delayed Spike. A passer, after delaying his passing action for strategic purposes, is prohibited from throwing the ball to the ground in front of him, even though he is under no pressure from defensive rusher(s).

Penalty: For intentional grounding:

(a) loss of down and 10 yards from the previous spot; or

(b) loss of down at the spot of the foul; or

(c) if the passer is in his end zone when the ball is thrown, it is a safety. See 4-7 for actions to conserve time inside. two minutes of either half.

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

SECTION 3 INELIGIBLE PLAYER DOWNFIELD

ARTICLE 1. LEGAL AND ILLEGAL ACTS. On a scrimmage play during which a legal forward pass is thrown, an ineligible offensive player, including a T-formation quarterback, is not permitted to move more than one yard beyond the line of scrimmage before the pass has been thrown.

Item 1. Legally Downfield. An ineligible player is not illegally downfield if, after initiating contact with an opponent within one yard of the line of scrimmage during his initial charge:

(a) he moves more than one yard beyond the line while legally blocking or being blocked by an opponent

(b) after breaking legal contact with an opponent more than one yard beyond the line of scrimmage, he remains stationary until a forward pass is thrown

(c) after losing legal contact with an opponent more than one yard beyond the line of scrimmage, he is forced behind the line of scrimmage by an opponent, at which time he is again subject to normal blocking restrictions for an ineligible offensive player.

Note: If an ineligible offensive player moves beyond the line while legally blocking or being blocked by an opponent, an eligible offensive player may catch a pass between them and the line of scrimmage.

Item 2. Illegally Downfield. An ineligible offensive player is illegally downfield if:

(a) he moves more than one yard beyond the line of scrimmage without contacting an opponent

(b) after losing contact with an opponent within one yard of the line of scrimmage, he advances more than one yard beyond the line of scrimmage

(c) after losing contact with an opponent more than one yard beyond the line of scrimmage, he continues to move toward his opponent's goal line.

(d) player isn't turned back toward the line of scrimmage to avoid the penalty during your adjustments time.

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

ARTICLE 2. AFTER PASS IS THROWN. After the ball leaves the passer's hand "Pass Placement" "ineligible pass receivers can advance more than one yard beyond the line of scrimmage, or beyond the

position reached by their initial charge, provided that they do not block or contact a defensive player, who is more than one yard beyond the line of scrimmage, until the ball is touched by a player of either team. Such prior blocking and/or contact is pass interference if it occurs in the vicinity of where the ball is thrown. See 8-3-1-Note above for exception when blocker maintains continuous contact.

SECTION 4 LEGAL AND ILLEGAL CONTACT WITH ELIGIBLE RECEIVERS

ARTICLE 1. LEGAL CONTACT WITHIN FIVE YARDS. Within the area five yards beyond the line of scrimmage, a defensive player may chuck an eligible receiver in front of him. The defender is allowed to bump the receiver and after contact within the five-yard zone must allow the receiver to run his pass route and whatever side the player's helmet is on that's the side/ position he must maintain (if helmets are even the receiver chooses the side) however if it's a run play and there is contact it will be presumed that the receiver is blocking and neither player can be adjusted. If it's the TE he MUST be released at the offense's request to run his pass route.

ARTICLE 2. ILLEGAL CONTACT WITHIN FIVE YARDS. Within the five-yard zone, if the player who receives the snap remains in the pocket with the ball, a defender may not make original contact in the back of a receiver, nor may he maintain contact after the receiver has moved beyond a point that is even with the defender.

Note: If a defender contacts a receiver within the five-yard zone of the line of scrimmage, loses contact, and then contacts him again within the five-yard zone, it is illegal contact. **ILLEGAL CONTACT BEYOND FIVE-YARD ZONE.** Beyond the five-yard zone, if the player who receives the snap remains in the pocket with the ball, a defender cannot initiate contact with a receiver who is attempting to evade him. A defender may use his hands or arms only to defend or protect himself against impending contact caused by a receiver.

Note: If a defender contacts a receiver within the five-yard zone and maintains contact with him, he must release the receiver as they exit the five-yard zone. If the defender maintains contact beyond five yards, it is illegal contact.

ARTICLE 4. INCIDENTAL CONTACT BEYOND FIVE-YARD ZONE. Beyond the five-yard zone, incidental contact may exist between receiver and defender. If the receiver makes contact with a defender on a magnet who has established his position, receiver and defender body and or bases touch but doesn't obstruct the receiver's pass route.

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

ARTICLE 5. ILLEGAL CUT BLOCK. It is an Illegal Cut Block if:

- (a) an eligible receiver who takes a position more than two yards outside of his own tackle (flexed receiver) is blocked below the waist at, behind, or beyond the line of scrimmage
- (b) an eligible receiver who is lined up within two yards of the tackle whether on or behind the line, is blocked below the waist after he goes beyond the line of scrimmage (such players may be blocked below the waist at or behind the line of scrimmage).

Penalty: For illegal cut block: Loss of 15 yards and automatic first down.

Rule 8, Section 4

ARTICLE 6. DEFENSIVE HOLDING. *It is defensive holding if a player grasps an eligible offensive player (or his jersey) with his hands, or extends an arm or arms to cut off or encircle him, If a defender is on a magnet during a run play and a offensive player touches that defender, and or the offensive surge pushes other players into the defender on a magnet.* See 12-1-6.

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

Note: Any offensive player who pretends to possess the ball, and/or one to whom a teammate pretends to give the ball, may be tackled until he crosses the line of scrimmage between the offensive tackles of a normal tight offensive line.

ARTICLE 7. END OF RESTRICTIONS. If the quarterback or the receiver of the snap demonstrates no further intention to pass the ball (i.e., hands off or pitches the ball to another player, throws a forward or backward pass, loses possession of the ball by a muff that touches the ground or a fumble, or if he is tackled) the restrictions on the defensive team prohibiting illegal contact, or an illegal cut block, against an eligible receiver will end, and a defensive player is permitted to use his hands, arms, or body to push, pull, or ward off an offensive receiver, pursuant to Rule 12, Section 1, Article 5. If the quarterback leaves the pocket area with the ball in his possession, the restrictions on illegal contact and an illegal cut block both end, but the restriction on defensive holding remains in effect.

If a team presents an apparent punting formation, defensive acts that normally constitute illegal contact (chuck beyond five yards, etc.) are permitted, provided that the acts do not constitute defensive holding.

SECTION 5 PASS INTERFERENCE

ARTICLE 1. DEFINITION. It is pass interference by either team when any act by a player more than one yard beyond the line of scrimmage significantly hinders an eligible player's opportunity to catch the ball. Pass interference can only occur when a forward pass is thrown from behind the line of scrimmage, regardless of whether the pass is legal or illegal, or whether it crosses the line.

Defensive pass interference rules apply from the time the ball is thrown until the ball is touched. See Article 2 for prohibited acts while the ball is in the air.

Offensive pass interference rules apply from the time the ball is snapped until the ball is touched. See Article 2 for prohibited acts while the ball is in the air and Article 4 for prohibited acts prior to the pass.

ARTICLE 2. PROHIBITED ACTS BY BOTH TEAMS WHILE THE BALL IS IN THE AIR. Acts that are pass interference include, but are not limited to:

- (a) Contact by a player who is not playing the ball that restricts the opponent's opportunity to make the catch;
- (b) Playing through the back of an opponent in an attempt to make a play on the ball;
- (c) Grabbing an opponent's arm(s) in such a manner that restricts his opportunity to catch a pass; a player that's designed to hook and prevent the movements of another player.
- (d) Extending an arm across the body of an opponent, thus restricting his ability to catch a pass, and regardless of whether the player committing such act is playing the ball.
- (e) Cutting off the path of an opponent by making contact with him, without playing the ball.
- (f) Hooking an opponent to get to the ball in such a manner that it causes the opponent's body to turn prior to the ball arriving; or
- (g) Initiating contact with an opponent by shoving or pushing off, thus creating separation.

Note: If there is any question whether player contact is incidental, the ruling should be no interference.

ARTICLE 3. PERMISSIBLE ACTS BY BOTH TEAMS WHILE THE BALL IS IN THE AIR/FLOATING PASS PLACEMENT BALL

Acts that are permissible by a player include, but are not limited to:

- (a) Incidental contact by an opponent's hands, arms, or body when both players are competing for the ball, or neither player is looking for the ball. If there is any question whether contact is incidental, the ruling shall be no interference.
- (b) Inadvertent tangling of feet when both players are playing the ball or neither player is playing the ball.
- (c) Contact that would normally be considered pass interference, but the pass is clearly uncatchable by the involved players, except as specified in 8-3-2 and 8-5-4 pertaining to blocking downfield by the offense.
- (d) Laying a hand on an opponent that does not restrict him from making a play on the ball.
- (e) Contact by a player who has gained position on an opponent in an attempt to catch the ball.

Notes:

- (1) When the ball is in the air, eligible offensive and defensive receivers have the same right to the path of the ball and are subject to the same restrictions.

(2) Acts that do not occur more than one yard beyond the line of scrimmage are not pass interference but could be offensive or defensive holding (see 12-1-3 and 12-1-6).

(3) Whenever a team presents an apparent punting formation and until the ball is kicked, defensive acts that normally constitute pass interference are permitted against the end man on the line of scrimmage, or against an eligible receiver behind the line of scrimmage who is aligned or in motion more than one yard outside the end man on the line, provided that the acts do not constitute illegal holding. Defensive holding, such as tackling a receiver, still can be called and result in a five-yard penalty from the previous spot, if accepted.

Offensive pass interference rules still apply.

ARTICLE 4. OTHER PROHIBITED ACTS BY THE OFFENSE. Blocking more than one yard beyond the line of scrimmage by an offensive player prior to a pass being thrown is offensive pass interference. See 8-3-1-Item 1 for exception for an ineligible offensive player.

Note: It is also pass interference by the offense to block a defender beyond the line while the pass is in the air, if the block occurs in the vicinity of the player to whom the pass is thrown. See 8-3-1-Note for exception for ineligible players.

Penalty: For pass interference by the

defense: First down for the offensive team at the spot of the foul. If the interference is also a personal foul (12-2), the 15-yard penalty for such a foul is also enforced, either from the spot of the foul (for interference), or from the end of the run if the foul for pass interference is declined. If the interference is. A receiver who wasn't the original target who was closer to the Pass Placement than the original targeted receiver Example Receiver A is in a zone B that requires a 5 yard stick and Receiver B in in zone A that requires a 3 yard stick. Because Receiver B is closer to the spot of the Pass Placement to Receiver A catches that pass. The ruling shall be an incomplection.

Rule 8, Section 5

behind the defensive goal line, it is first down for the offensive team on the defense's one-yard line, or, if the previous spot was inside the two-yard line, halfway between the previous spot and the goal line.

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

SECTION 6 ENFORCEMENT SPOT

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

Exceptions:

(a) Pass interference by the defense is enforced from the spot of the foul. If it occurs in the fouling team's end zone, the ball will be placed at the one-yard line, or half the distance to the goal line from the previous spot, whichever is more beneficial to the offense.

(b) Intentional grounding is a loss of down at the spot of the foul, or a loss of down and a 10-yard penalty from the previous spot, whichever is less beneficial for the offense. See 8-2-1-Penalty.

(c) If there is a personal foul or unsportsmanlike conduct foul by the defense prior to completion of a forward pass thrown from behind the line, enforcement is from the previous spot or the dead-ball spot, whichever is more beneficial to the offense. If the play results in a score for the offense, enforcement is on the ensuing kickoff. If the passing team is fouled and subsequently loses possession after a completion, the passing team retains possession of the ball, and enforcement is from the previous spot.

(d) If there is a personal foul or unsportsmanlike conduct foul by the offense prior to an interception of a forward pass thrown from behind the line, enforcement is from the dead-ball spot. If the intercepting team subsequently loses possession, the penalty is enforced from the spot of the interception, and the intercepting team retains possession.

(e) It is a safety when the offensive team commits a foul behind its own goal line.

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

SECTION 7 BACKWARD PASS AND FUMBLE

ARTICLE 1. BACKWARD PASS. A runner may throw a backward pass at any time (3-22-5). Players of either team may advance after catching a backward pass, or recovering a backward pass after it touches the ground.

Exception: See actions to conserve time (4-7-1).

Note: A direct snap from center to a player in the backfield, a muffed hand-to-hand snap, or a snap that is untouched by any player are backward passes, and the ball remains alive.

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

ARTICLE 3. FUMBLE. *A fumble is any act, other than a pass or kick, which results in a loss of player possession. During a stoppage any part of the defenders body is touching the ball when the field is off will be considered a fumble.*

Anytime a fumble occurs the referee will remove the ball from the runner (if applicable) and will drop the ball between the two players at the contact point where the defender makes contact with the ball (the runner and defender who is touching the ball) at that point where the loose ball comes to rest is the recovering spot for the fumble.

To recover the loose ball/fumble adjust all free unengaged players and point them in the direction of the ball. The ball is recovered when the front of a players base touches the ball. If the defense recovers it is a change of possession with 3 new stoppages, if the fumble occurs on 4th down the offense must advance the ball past the first down marker.

Note: A tackle overrules a fumble as the player is down by contact and a fumble overrules a broken tackle. Exception: If a runner intentionally fumbles forward, it is a forward pass (3-22).

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

Exceptions:

(a) Fourth-down fumble. See 8-7-5 below.

(b) Fumble after two-minute warning. See 8-7-6 below.

Item 2. Legal Recovery. For a legal recovery of a fumble, see 3-2-7.

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

(a) If a fumble goes backward and out of bounds, the ball is next put in play at the inbounds spot by the team that was last in possession.

(b) If a fumble goes forward and out of bounds, the ball is next put in play at the spot of the fumble by the team that was last in possession.

(c) If a ball is fumbled in a team's own end zone and goes forward into the field of play and out of bounds, it will result in a

safety, if that team provided the impetus that put the ball into the end zone (See 11-5-1 for exception for momentum). If the

impetus was provided by the opponent; the play will result in a touchback; or

(d) Notwithstanding any of the above, when there has not been a change of possession during the down, and the spot of the

ball is not at or beyond the line to gain after fourth down, the ball is awarded to Team B at the spot that the ball is declared dead.

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

(a) If a ball is fumbled in the field of play, and goes forward into the opponent's end zone and over the end line or sideline, a touchback is awarded to the defensive team; or

(b) If a ball is fumbled in a team's own end zone or in the field of play and goes out of bounds in the end zone, it is a safety, if that team provided the impetus that sent the ball into the end zone (See 11-5-1 for exception for momentum). If the opponent provided the impetus, it is a touchback.

ARTICLE 4. HANDING BALL FORWARD. No player may hand the ball forward except to an eligible receiver who is behind the line of scrimmage.

(a) Loss of player possession by unsuccessful execution of attempted handing is a fumble charged to the player that last had possession.

RULE 9 SCRIMMAGE KICK

SECTION 1 KICK FROM SCRIMMAGE

ARTICLE 1. KICK ON OR BEHIND LINE OF SCRIMMAGE. NOTE THESE KICKS ARE DONE WHILE THE BOARD IS RUNNING IE SECOND STOPPAGE:. *The kick **MUST** be done during this time, if a defender touches the holder or any part of the coach the kick will be ruled a block kick see (Rule 8, SECTION 5 ARTICLE 3. FUMBLE) Team A may attempt a punt, drop kick, or placekick from on or behind the line of scrimmage.*

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

Notes:

(1) This is not considered illegally kicking the ball.

(2) The penalty for a punt, drop kick, or placekick from beyond the line is to be enforced from the spot where the ball is punted or kicked when the player's entire body and the ball are beyond the line of scrimmage. This includes either when the player is airborne or touching the ground.

(3) A second kick from behind the line of scrimmage is legal provided the ball has not crossed the line.

ARTICLE 2. KICKING TEAM PLAYERS ONLINE DURING KICK. During a kick from scrimmage, only the end men (eligible receivers) on the line of scrimmage at the time of the snap, or an eligible receiver who is aligned or in motion behind the line and is more than one yard outside the end man, are permitted to advance more than one yard beyond the line before the ball is kicked.

Penalty: For advancing more than one yard beyond the line of scrimmage before the ball is kicked: Loss of five yards.

ARTICLE 3. DEFENSIVE TEAM FORMATION.

Item 1. Punt Formation. When Team A presents a punt formation:

(1) A Team B player, who is within one yard of the line of scrimmage, must have his entire body outside the snapper's shoulder pads at the snap.

Penalty: For illegal formation by the defense: Loss of five yards.

(2) Team B players cannot push teammates into the offensive formation.

Penalty: For pushing teammates into offensive formation: Loss of 15 yards.

Note: The restriction in (1) above does not apply if a team does not present a standard punt formation (an equal number of players on either side of the snapper in a tight formation, and one player split out wide to either side), or if, after the offensive team has assumed a set position, there is a shift, or a player goes in motion.

Item 2: Field Goal or Try Kick Formation. When Team A presents a field goal or Try Kick formation:

(1) A Team B player, who is within one yard of the line of scrimmage, must have his entire body outside the snapper's shoulder pads at the snap.

(2) No more than six Team B players may be on the line of scrimmage on either side of the snapper at the snap.

Penalty: For illegal formation by the defense: Loss of five yards.

(3) Team B players cannot push teammates into the offensive formation. Penalty: For pushing teammates into offensive formation: Loss of 15 yards.

Note: The restrictions in (1) and (2) above do not apply if a team does not present a standard field goal or Try Kick formation (an equal number of players on either side of the snapper in a tight formation), or if, after the offensive team has assumed a set position, there is a shift, or a player goes in motion.

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

(a) All players on the receiving team are prohibited from blocking below the waist during a down in which there is a scrimmage kick.

(b) Prior to the ball being kicked, the kicking team is subject to the blocking restrictions applicable to the offense, and the receiving team is subject to the blocking restrictions applicable to the defense, except that a kicking team player may use his hands to ward off, push, or pull aside a receiver who is legally or illegally attempting to obstruct his attempt to proceed downfield.

(c) After the ball is kicked and goes beyond the line of scrimmage, and until the kick ends (either team secures possession of the ball, or the ball is dead by rule), the kicking team is subject to the blocking restrictions of the defense, and the receiving team is subject to the blocking restrictions of the offense. (For the exception prohibiting a block in the back by the kicking team while the ball is in flight, see 12-1-3-b-Note). After the kick ends, both teams are subject to the normal restrictions applicable to offense and defense.

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

(d) After the ball has been kicked, and until the receiving team establishes possession, the yardage for penalties by either team shall be enforced as for offensive fouls.

Note: It is a foul for unnecessary roughness if a player of the receiving team goes out of bounds and blocks a kicking team player who is out of bounds. (12-2-6-c)

ARTICLE 5. KICKING TEAM PLAYER VOLUNTARILY OUT OF BOUNDS. During a scrimmage kick that crosses the line of scrimmage, and prior to the end of the kick, it is a foul if a kicking team player goes out of bounds voluntarily (without being contacted by a receiving team player) to avoid a block by a receiving team player.

RULE 11 SCORING

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

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

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

(a) Touchdown: 6 points

(b) Field Goal: 3 points

(c) Safety: 2 points

(d) Try after touchdown: 1 point (Field Goal or Safety) or 2 points (Touchdown)

SECTION 2 TOUCHDOWN

ARTICLE 1. TOUCHDOWN PLAYS. A touchdown is scored when:

- (a) the ball is on, above, or behind the plane of the opponents' goal line (extended) and is in possession of a runner who has advanced from the field of play into the end zone
 - (b) a ball in possession of an airborne runner is on, above, or behind the plane of the goal line, and some part of the ball passed over or inside the pylon
 - (c) a ball in player possession touches the pylon, provided that, after contact by an opponent, no part of the player's body, except his hands or feet, struck the ground before the ball touched the pylon
 - (d) any player who is legally inbounds catches or recovers a loose ball (3-2-4) that is on, above, or behind the opponent's goal line.
 - (e) the Referee awards a touchdown to a team that has been denied one by a palpably unfair act
- Notes:*

- (1) The ball is automatically dead when it is in legal possession of a player and is on, above, or behind the opponent's goal line.
- (2) If a player attempts to catch a pass, the ball is not dead, and a touchdown is not scored, until the receiver completes the catch. See 3-2-7.

SECTION 3 TRY

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

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

- (a) anywhere on or between the inbound lines;
- (b) 2 yards from the defensive team's goal line for a Try-kick; or
- (c) 10 yards from the defensive team's goal line for a Try by pass or run.

Notes:

- (1) A team's choice is not final and is subject to change following a team timeout or accepted penalty
- (2) All general rules for fumbles after the two-minute warning apply to the Try (See 8-7-6)
- (3) The Game Clock will not run during the Try
- (4) If the ball has been declared ready for play by the Referee, and the offensive team wants to change the location of the ball, they can do so by calling a timeout.
- (5) See 9-1-3 for restriction applicable to Team B formation at the snap
- (6) See 16-1-3-a for exception when a touchdown is scored in an overtime period, and 4-8-2-c when a touchdown is scored during a down in which time expires in the fourth period.

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

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

- (2) the ball is dead by rule; or
- (3) a fumble by either team is recovered by a teammate of the fumbling player.

ARTICLE 3. FOULS COMMITTED DURING TRY.

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

Exception: Defensive pass interference is a spot foul. If the foul is in the end zone, the ball will be placed on the defense's one- yard line, or half the distance to the goal, whichever is more advantageous to Team A. In addition, Team A may have the penalty enforced half the distance from the other Try spot.

Item 1. Fouls Before the Signal. If there is a foul by either team after a touchdown and before the ready-for-play signal, it is enforced on the next kickoff.

RULE 12 PLAYER CONDUCT

SECTION 1 BLOCKING, USE OF HANDS AND ARMS

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

- (a) pass interference (see Rule 8, Section 5, Article 1);
- (b) illegal contact (see Rule 8, Section 4);
- (c) fair catch interference or interference with the opportunity to catch a kick (see Rule 10, Section 1, Articles 1–2);
- (d) clipping against a non-runner (see Section 2, Article 1);
- (e) an illegal chop block (see Section 2, Article 3);
- (f) an illegal crackback block (see Section 2, Article 2);
- (g) an illegal low block during a free kick, scrimmage kick, or after a change of possession (see Section 2, Article 5);
- (h) unnecessary roughness (see Section 2, Article 6);
- (i) roughing the passer (see Section 2, Article 9);
- (j) an illegal cut block (see Rule 8, Section 4, Article 5);
- (k) roughing the kicker or holder (see Section 2, Articles 10 and 11);
- (l) offensive (see Section 1, Article 3(c)) or defensive (Section 1, Article 6) holding;
- (m) illegal use of hands (see Section 1, Article 3-a);
- (n) an illegal block in the back above the waist (see Section 1, Article 3-b);
- (o) tripping (see Section 1, Article 4-c and Article 8);
- (p) an illegal peel back block (see Section 2, Article 4); or
- (q) an illegal blindside block (see Section 2, Article 7-a-9).

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

ARTICLE 2. LEGAL BLOCK BY OFFENSIVE PLAYER. An offensive player is permitted to block an opponent by contacting him with his head, shoulders, hands, and/or outer surface of the forearm, or with any other part of his body that is not prohibited by another rule.

A blocker may use his arms, or open or closed hands, to contact an opponent on or outside the opponent's frame (the body of an opponent below the neck that is presented to the blocker), provided that he does not materially restrict him. The blocker immediately must work to bring his hands inside the opponent's frame, and as the play develops, the blocker is permitted to work for and maintain his position against an opponent, provided that he does not illegally clip or illegally push from behind.

An offensive player is permitted to use his hands or arms to restrict an opponent:

- (a) If he is a runner. A runner may ward off opponents with his hands and arms. He may also lay his hand on a teammate or

push him into an opponent, but he may not grasp or hold on to a teammate.

(b) During a loose ball that has touched the ground. An offensive player may use his hands/arms legally to block or otherwise push or pull an opponent out of the way in a personal attempt to recover the ball. See specific fumble, pass, or kick rules and especially 6-2-1.

(c) During a kick. A kicking team player may use his hands/arms to ward off or to push or pull a receiver who is legally or illegally attempting to obstruct his attempt to proceed.

ARTICLE 3. ILLEGAL BLOCK BY OFFENSIVE PLAYER. It is a foul if an offensive blocker:

(a) Thrusts his hands forward above the frame of an opponent to contact him on the head, neck, or face

Note: Contact in close-line play that is not direct and forcible is not a foul.

Penalty: For illegal use of hands by the offense: Loss of 10 yards.

(b) Blocks an opponent (from behind) in the back above the opponent's waist or uses his hands or arms to push an opponent from behind in a manner that affects his movement, except in close-line play.

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

The use of hands on the back is not a foul when:

(1) a player is making a personal attempt to recover a loose ball;

(2) the opponent turns away from the blocker when contact is imminent.

(3) both blocker's hands are on the opponent's side. (If either hand is on the back, it is a foul.)

(4) A player on a magnet "Not the QB i.e. sack" is contacted by an opposing player and or the defensive surge pushes an offensive player onto another offensive player that on a magnet to include the QB as magnets can't aid in blocking

Penalty: For an illegal block in the back above the waist by the offense: Loss of 10 yards.

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

(1) grabbing or tackling an opponent.

(2) hooking, jerking, twisting, or turning him; or

(3) pulling him to the ground.

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

Blocking Notes:

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

(a) if the runner is being tackled simultaneously by another defensive player.

(b) if the runner simultaneously goes out of bounds.

(c) if a Fair Catch is made simultaneously.

Rule 12, Section 1

(d) if the action clearly occurs after a forward pass has been thrown to a receiver beyond the line of scrimmage.

(e) if the action occurs away from the point of attack and not within close line play.

(f) if a free kick results in a touchback.

(g) if a scrimmage kick simultaneously becomes a touchback.

(h) if the action is part of a double-team block, unless the defender splits the double team, gets to the outside of either blocker, or is taken to the ground; or

(i) if, during a defensive charge, a defensive player uses a "rip" technique that puts an offensive player in a position that would normally be holding. (See Rule 15)

Exception: Holding will be called if the defender's feet are taken away from him by the offensive player's action.

(2) If a blocker falls on or pushes down a defender whose momentum is carrying him to the ground, Offensive Holding will not be called unless the blocker prevents the defender from rising from the ground.

(3) If the official has not seen the entire action that sends a defender to the ground, Offensive Holding will not be called.

ARTICLE 4. OTHER PROHIBITED ACTS. No offensive player may:

(a) pull or push a runner in any direction at any time

(b) use interlocking interference, by grasping a teammate or by using his hands or arms to encircle the body of a teammate

(c) trip an opponent

(d) push or throw his body against a teammate to aid him in an attempt to obstruct an opponent or to recover a loose ball.

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

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

(a) when he is defending himself against an obstructing opponent while attempting to reach the runner

(b) when an opponent is obviously attempting to block him

(c) in a personal attempt to reach a loose ball that has touched the ground during a backward pass, fumble, or kick

(d) during a forward pass that has crossed the neutral zone and has been touched by any player

Exceptions:

(1) An eligible receiver is considered to be an obstructing opponent only to a point five yards beyond the line of scrimmage unless the player who receives the snap demonstrates no further intention to pass the ball (including handing off the ball, pitching the ball, or moving out of the pocket). See 8-4-2-3 for rules applicable to Illegal Contact with an eligible receiver.

(2) See 8-4-5 for rules applicable for an Illegal Cut Block against an eligible receiver.

ARTICLE 6. DEFENSIVE HOLDING. It is a foul for defensive holding if: ***A defender is on a magnet when after a pass or hand off as occurred and the opposing player runs into a defender on a magnet and or the offensive surge pushes a defensive player on to another defender who is on a magnet. "excluding a defender on a magnet before a pass and a receiver unintentionally runs into that defender, No foul, defender has a right to that spot, adjust the opposing player but you can't throw to said player as it will become an offensive pass interferences for pushing off".***

(a) a defensive player tackles or holds any opponent other than a runner, except as permitted in **Article 5**

(b) during a punt, field goal attempt, or Try-kick attempt, B1 grabs and pulls an offensive player out of the way, allowing B2 to shoot the gap (pull-and-shoot) in an attempt to block the kick, except if B1 is advancing toward the kicker

Note: Any offensive player who pretends to possess the ball, and/or one to whom a teammate pretends to give the ball, may be tackled until he crosses the line of scrimmage between the tackles of a normal tight offensive line.

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

ARTICLE 7. ILLEGAL USE OF HANDS BY DEFENSE. It is a foul if a defensive player thrusts his hands or arms forward

above the frame of an opponent to contact him on the neck, face, or head.

Note: Contact in close-line play that is not direct and forcible is not a foul.

Penalty: For Illegal Use of Hands by the Defense: Loss of five yards and an automatic first down.

ARTICLE 8. TRIPPING BY DEFENSIVE PLAYER. A defensive player is prohibited from tripping an opponent, including the runner.

Penalty: For tripping by the defense: Loss of 10 yards and an automatic first down.

SECTION 2 PERSONAL FOULS

ARTICLE 1. CLIPPING. There shall be no clipping against a non-runner. This does not apply to offensive blocking in close-line play where it is legal to clip above the knee(s), but it is illegal to clip at or below the knee(s). If an offensive player's block (legal or illegal) is followed by the blocker rolling up on the back or side of the leg(s) of a defender, it is clipping, including in close-line play. Close-line play is that which occurs in an area extending laterally to the position originally occupied by the offensive tackles and longitudinally three yards on either side of the line of scrimmage. See 3-7, close-line play.

Exception: An offensive lineman may not clip a defender above the knees who, at the snap, is aligned on the line of scrimmage opposite another offensive lineman who is more than one position away, and the defender is responding to the flow of the ball away from the blocker.

Example: Tackle cannot clip nose tackle on a sweep away.

Note: If there is a block from the side, or if an opponent turns his back as the block is being made, it is not clipping if the opponent is able to see or ward off the block. Provided the blocker does not roll up on the back or side of the opponent's leg(s).

(a) When a blocker, who is moving in the same direction as an opponent, initially contacts the opponent on his side, and subsequently contacts the opponent below his waist from behind, it is not clipping if the contact is continuous.

Rule 12, Section 3

If the infraction is flagrant, the player is also disqualified. If the foul is by the defense, it is also an automatic first down. **ARTICLE 2. FOULS TO PREVENT SCORE.** The defense shall not commit successive or repeated fouls to prevent a score.

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

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

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

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

Penalty: For a palpably unfair act: Offender may be disqualified. The Referee, after consulting the officiating crew, enforces any such distance penalty as they consider equitable and irrespective of any other specified code penalty. The Referee may award a score. See 15-1-3.

SECTION 4 AUTOMATIC DISQUALIFICATION

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

- (a) Throwing a punch, or a forearm, or kicking at an opponent, even though no contact is made.
- (b) Using abusive, threatening, or insulting language or gestures to opponents, teammates, officials, or representatives of the League.
- (c) Using baiting or taunting acts or words that may engender ill will between teams.

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

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

SECTION 5 ILLEGAL BATS AND KICKS

ARTICLE 1. ILLEGAL BAT. It is an illegal bat if:

- (a) any player bats or punches a loose ball in the field of play toward his opponent's goal line
- (b) any player bats or punches a loose ball (that has touched the ground) in any direction, if it is in either end zone
- (c) an offensive player bats a backward pass in flight toward his opponent's goal line

Exception: A forward pass in flight may be tipped, batted, or deflected in any direction by any eligible player at any time.

Note: If a forward pass that is controlled by a player prior to completing the catch is thrown forward, it is an illegal bat. If it is caught by a teammate or intercepted by an opponent, the ball remains alive. If it is not caught, the ball is dead when it hits the ground.

Penalty: For illegal batting or punching the ball: Loss of 10 yards. If the foul is by Team A before possession changes during a scrimmage down: Loss of down and loss of 10 yards except for a foul by Team A beyond the line of scrimmage during a scrimmage kick, in which case there is no loss of down.

Article 2. ILLEGALLY KICKING BALL. No player may deliberately kick a loose ball or a ball that is in a player's possession.

Penalty: For illegally kicking the ball: Loss of 10 yards. If the foul is by Team A before possession changes during a scrimmage down: Loss of down and loss of 10 yards except for a foul by Team A beyond the line of scrimmage during a scrimmage kick, in which case there is no loss of down.

Notes:

- (1) If a loose ball is unintentionally touched by any part of a player's leg (including the knee), it is not considered kicking and is treated as touching.
- (2) If the penalty for an illegal bat or kick is declined, the procedure is the same as though the ball had been muffed. However, if the act (impetus) sends the ball behind a goal line, 3-17 applies.
- (3) The penalty for Articles 1 and 3 does not preclude a penalty for a palpably unfair act. See Palpably Unfair Act (12-3-4).
- (4) The ball is not dead when an illegally kicked ball is recovered, unless another rule prescribes otherwise.

RULE 13 NON-PLAYER CONDUCT

SECTION 1 NON-PLAYER CONDUCT

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

Notes:

- (1) "Loudspeaker" coaching from the sidelines is not permissible.

(2) A player may communicate with a coach provided the coach is in his prescribed area during dead-ball periods.

(3) It is impermissible for the grounds crew or other team personnel to clear away snow for a Try kick, field goal, punt, or kickoff.

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

During any team timeout, all playing rules continue in force. Representatives of either team are prohibited from entering the field unless they are incoming substitutes, or team attendants or trainers entering to provide for the welfare of a player, and any game-type activities are prohibited on the field. The Head Coach may enter the field to check on the welfare of a player who is injured, but no assistant coach may enter the field.

ARTICLE 3. BENCH CREDENTIALS. With the exception of uniformed players eligible to participate in the game, all persons in a team's bench area must wear a visible credential clearly marked "BENCH." For all NFL games—pre-season, regular season, and post-season the home club will be issued a maximum of 27 credentials and the visiting club will be issued a maximum of 25 credentials for use in its bench area. Such credentials must be worn by coaches, players under contract to the applicable club but ineligible to participate in the game, and team support personnel (trainers, doctors, equipment men). From time to time, persons with game services credentials (e.g., oxygen technicians, ball boys/girls) and authorized club personnel not regularly assigned to the bench area may be in a team's bench area for a brief period without bench credentials. Clubs are prohibited from allowing into their bench areas any persons who are not officially affiliated with the club or otherwise serving a necessary game day function.

ARTICLE 4. RESTRICTED AREAS. All team personnel must observe the zone restrictions applicable to the bench area and the border rimming the playing field. The only persons permitted within the solid six-foot white border (1-1) while play is in progress on the field are game officials. For reasons involving the safety of participating players whose actions may carry them out of bounds, officials' unobstructed coverage of the game, and spectators' sightlines to the field, the border rules must be observed by all coaches and players in the bench area. Violators are subject to penalty by the officials.

ARTICLE 5. MOVEMENT ON SIDELINES. Coaches and other non-participating team personnel (including uniformed players not in the game at the time) are prohibited from moving laterally along the sidelines any further than the points that are 18 yards from the middle of the bench area (i.e., 32-yard lines to left and right of bench areas when benches are placed on opposite sides of the field). Lateral movement within the bench area must be behind the solid six-foot white border.

Note: The coach is always restricted to his sideline/side of the field.

Exception: When the ball is positioned near a goal line, a Head Coach may move laterally down the sideline outside the bench area to call a team timeout or challenge an on-field ruling.

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

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

Enforcement is from:

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

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

For a flagrant violation, the Referee may exclude the offender(s) from the playing field enclosure for the remainder of the game.

ARTICLE 7. PALPABLY UNFAIR ACT (NON-PLAYER). A non-player shall not commit any act which is palpably unfair. Penalty: For a palpably unfair act, see 12-3-4. The Referee, after consulting with the crew, shall make such ruling as

he/she considers equitable (15-1-3). (Unsportsmanlike Conduct.)

Note: Various actions involving a palpably unfair act may arise during a game. In such cases, the officials may award a distance penalty in accordance with 12-3-4, even when it does not involve disqualification of a player or substitute. 17-1.

ARTICLE 8. NON-PLAYER PERSONNEL. Non-player personnel of a club (e.g., management personnel, coaches, trainers, equipment personnel) are prohibited from making unnecessary physical contact with or directing abusive, threatening, or insulting language or gestures at opponents, game officials, or representatives of the League.

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

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

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

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

RULE 14 PENALTY ENFORCEMENT (Governing all cases not otherwise specifically provided for)

SECTION 1 GENERAL RULES

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

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

Exception: If there is a Double Foul, enforcement is pursuant to Section 5 below.

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

ARTICLE 2. NUMBER OF DOWN AFTER PENALTY.

Item 1. Foul by Team A. If the ball is behind the line to gain after the enforcement of a distance penalty for a foul by Team A that occurs prior to (between downs) or during a play from scrimmage, the number of the ensuing down remains the same, unless it is a combination penalty involving loss of down (see Item 2).

Item 2. Combination Penalty. A combination penalty involving both distance and loss of down is enforced for the following fouls:

(a) A forward pass from beyond the line (8-1-2-Pen. a)

(b) A forward pass that is intentionally grounded (8-2-1)

(c) Handing the ball forward beyond the line of scrimmage

(d) Kicking a Loose Ball (See 12-5-2-Pen.)

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

Item 3. Line to Gain and Change of Possession. If a change (or multiple changes) of possession is negated by enforcement of a penalty against Team A during a play from scrimmage, the line to gain for Team A remains the same.

Item 4. Ball in Advance of Line to Gain. If the ball is in advance of the line to gain after the enforcement of a distance penalty for a foul by Team A during a play from scrimmage, it is first-and-10 for Team A. It is also first-and-10 after enforcement for a Dead Ball Foul (Section 4, Article 9) by Team A at the end of a play from scrimmage when there has not been a change of possession.

Exception: A foul against an official, regardless of when it occurs, is always treated as a Foul Between Downs. See 12-3-1- g.

Item 5. Foul by Team B. After a penalty for a foul by Team B prior to (between downs) or during a play from scrimmage, the ensuing down is first-and-10 for Team A.

Exceptions:

- (1) Offside
- (2) Encroachment
- (3) Neutral zone infraction
- (4) Delay of game
- (5) Illegal substitution
- (6) Excess time out
- (7) Running into the kicker
- (8) More than 11 players on the field at the snap
- (9) More than 11 players in the formation prior to the snap
- (10) Illegal formation by the defense during a scrimmage kick play

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

Item 6. Foul After Change of Possession. If there is a foul, including a dead-ball foul, after team possession has changed during a down, following enforcement of a distance penalty, it is first-and-10 for the team that was in possession at the time of the foul.

Item 7. Foul Between Downs. If there is a Foul Between Downs, the down remains the same, unless enforcement of the foul results in a first down.

Item 8. Double Fouls. If there is a Double Foul during the down, and the fouls offset, the down is replayed, and the number of the down remains the same.

ARTICLE 3. CHOICE OF PENALTIES (MULTIPLE FOULS). If there is a Multiple Foul (3-14-1-d) during the down, only one penalty may be enforced after the Referee has explained the alternatives to the offended team.

Exceptions:

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

Rule 15 Officials

Section 1 Officials

Article 1

Officials are the third or more parties at a game and are responsible for the following

- (a) Interpretation of all action and events in the field during the game.
- (b) Running of the game and play clock.
- (c) Calling and Enforcement of all rules and penalties.
- (d) Protection of the Integrity of the Rules, Laws and DNA of Football.
- (e) Communicate with coaches to give them information and instructions if and when needed.
Example: Informing the coaches of the ball location down and distance and making sure it's marked properly to include the Pass Placement Sideline Chart.
- (f) To keep the game moving.
- (g) Inspections of players, field and other equipment before the game. Example: Make sure the goal post are up and in place chain crew in place footballs and magnets are in place for both teams, pass placement sticks etc
- (h) All other duties that may be required as that of what a real official would do and be accountable and responsible for.
- (I) If at all possible be dressed in official shirt

Article 2 Penalties

Section 1 Five yard Penalties

In keeping true to the NFL Established Penalties

- (a) Delay of game
- (b) Illegal Substitutions Offense/defense change bases after the snap plus loss of down
- (c) Neutral Zone Infraction
- (e) Illegal Formation
- (f) Not Reporting as Eligible
- (g) Forward Pass Beyond the LOS and HB pass less than 6 yards behind the LOS
- (h) Ineligible player down field (to avoid turn said player back towards the LOS and out of the way)
- (i) More than one forward pass from behind the LOS
- (j) Ineligible player catching a pass replay down or result of the play
- (k) Illegal contact down field
- (l) Offside
- (m) Applying any NFL rules that are required

Section 2 10 yard Penalties

- (a) Assisting the Runner
- (b) Clipping : Intentionally directing a player to block or impede another player from behind
- (c) Holding If any player intentionally is directed to impede another player by exposed appendage, impeded by a magnet on offense
- (d) Offense and Defense in a unrecognizable formation, stacking players,
- (e) An eligible player going out of the field of play on their own and first to touch the ball
- (f) Intentional Grounding plus loss of down
- (g) Offensive Pass Interference
- (h) Minor Misconduct Piling up players to block a kick or punt, use of magnets after the snap except the QB, changing the board speed after the start of the game, miss handling of yard markers,

- (l) Major Misconduct turning a covered player
- (j) Turning a player on a Referee stoppage/pause
- (k) Yelling
- (l) Applying any NFL rules that are required

Section 3 15 yards or more and loss of down DQ

- (a) Flagrant Misconduct Profanity 1st infraction loss of 15 and loss of down, 2nd infraction loss of 35 yards and loss of down, 3rd infraction Disqualification/Forfeiture
- (b) Taunting loss of 20 yards and loss of down
- (c) Disqualification Threats
- (d) use of a disqualified player/base 1st infraction loss of 15 yards loss of down/ automatic first down, 2nd infraction loss of 35 yards and loss of down/automatic first down, 3rd infraction Disqualification/Forfeiture.
- (e) Applying any NFL rules that are required

Important (Any action or conduct that can be viewed or deemed unsportsmanlike, flagrant, cheating, immoral and unethical) are grounds for these penalties and or Disqualification and Forfeiture. "There is a Zero Tolerance for this!"