

# CANADIAN AMATEUR FOOTBALL CASE BOOK



## FOOTBALL CANADA®

PUBLISHED BY:

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### FOREWORD

This Case Book contains rulings for play situations under the Canadian Rule Book for Tackle Football.

Additional rulings on play situations, or information on those included, may be obtained from the Editor:

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**"The official who, through the influence of his presence, causes players to avoid rule violations has attained the perfect relationship to the game."**

T. H. Shouldice  
June,1969

### **METRIC**

Metric measurements have been introduced as an option since the 1982 Rule Book. The Case Book has not been changed to include the Metric options but it should be understood that the Case Situations may be read in either Metric or Imperial as appropriate.

### **PLAY NUMBERING**

Plays are numbered serially and refer to the Section and Article that is being clarified. For example, under Rule 1, the number 5-1-2 refers to Section 5, Article 1, Play number 2. In the event there are no articles within a section a "0" is used as a placeholder in the second position. So for example, in Rule 9, Section 3 has no articles and the first sample play is numbered 3-0-1.

The bracketed numbers at the end of the ruling denote the Rule, Section, and Article which applies e.g. at the end of 5-1-2, the number (1-5-1-e) refers to Rule 1 Section 5 Article 1 (e).

In addition, in the Rule Book for Amateur Football, articles "starred" denote that there is at least one Case Book play for reference purposes.

### **C.F.O.A.**

The Canadian Football Officials' Association was formed in 1969 with the general objective of improving the quality of the officiating for the benefit of the game of Canadian football.

The Rules' Committee for Amateur Football officially approved the Case Book as an official document with regard to rules. This means that the interpretations and rulings for all play situations have been approved and accepted by the Rules' Committee and are official. Questionable points may be referred to the Editor.

By the use of this Case Book, a common interpretation of various plays will be used throughout Canada. That should be beneficial to football teams, and to officials as well. The use of the Case Book as a supplement to the Rule Book during clinics and for study during the season is a very valuable aid in the improvement of rule knowledge and understanding.

J. T. Gurney  
June.1983

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## **RULE 1**

### **CONDUCT OF THE GAME**

**1-8-1 PLAY:** Team A has the ball, 3D. A1 punts the ball and it lands on Team B's 3-yard line, rolls to the goal line, hits the flag on goal line at the corner, rolls into end zone and out of bounds.

**RULING:** The flags are located out of bounds. The ball is dead before it crosses the goal line. (1-1-8)

**1-9-1 PLAY:** The officials arrive at a game site to find that the goal posts have not been padded.

**RULING:** The officials should not work the game until appropriate padding has been provided. In the event of player injury the **officials may be held liable for allowing the game to proceed in contravention of a rule designed for safety.** All Provincial Associations and Officials' Associations should notify their leagues of the mandatory requirement and that game officials have been instructed that they are not to work games unless the rules are enforced. (1-1-9)

**3-6-1 PLAY:** During the first half of an overtime period, Team A scrimmage as 1D on the Team B 35-yard line. They attempt a forward pass that is intercepted by B27 at the B 15-yard line. B27 runs the ball back to the B 30-yard line where he fumbles and the ball is recovered by A42 who runs to the B 8-yard line where he is tackled and downed.

**RULING:** Team A lost possession so the first half of the first overtime period is over with no score. Team B will scrimmage the ball as 1D on the same 35-yard line that Team A used to start the overtime period. (1-3-6)

**3-6-2 PLAY:** During the first half of an overtime period, Team A scrimmage as 1D on the Team B 35-yard line. They attempt a forward pass that is intercepted by B27 at the B 15-yard line. B27 runs the ball back to the B 30-yard line where he fumbles and the ball is recovered by A42 who runs the ball in to the end zone for a touchdown.

**RULING:** A touchdown is scored. After the Team A convert attempt Team B will scrimmage the ball at the 35-yard line to start their half of the first overtime period. (1-3-6)

**3-6-3 PLAY:** During the first half of an overtime period, Team A scrimmage as 1D on the Team B 35-yard line. They attempt a forward pass that is intercepted by B27 at the B 15-yard line. B27 runs the ball the length of the field and scores a touchdown.

**RULING:** The game is over. Team A lost possession on their attempt and Team B's defense has scored the winning points. (1-3-6)

**3-6-4 PLAY:** Team A score a touchdown on their possession during the first half of an overtime period. They attempt a 2-point convert by a forward pass. B32 intercepts the pass and starts to run toward the Team A goal area.

**RULING:** The play should be blown dead as soon as Team B takes possession. Other than for the exceptions noted in Rule 1-3-6, normal rules of Amateur Football apply.

**3-6-5 PLAY:** During the first series of an overtime period Team A attempt a field goal which is blocked by Team B. Team A recover the kick that never crossed the line of scrimmage and run for a touchdown.

**RULING:** Six points for Team A and Team B begins its series of the overtime period after the Team A convert attempt. (1-3-6, 5-3-1)

**3-6-6 PLAY:** During the first series of a period, B10 intercepts a forward pass on his own 3-yard line and runs back in to his own end zone to evade a potential tackler. He is tackled in the end zone.

**RULING:** Score two points for Team A. Team A's series is over. Team B will put the ball in play as 1D and 10 on the 35-yard line at the same end of the field. (1-3-6)

**3-6-7 PLAY:** During the first half of an overtime period Team A attempt a field goal from the B 32-yard line. During the play A67 is called for Unnecessary Roughness. The field goal is good.

**RULING:** Team B option: (a) apply the UR from PLS and have Team A replay the down from the B 47-yard line or (b) allow the FG to start and start their series from the B 20-yard line. (1-3-6, 8-5-1, 8-5-4, 9-4-2-(e))

**3-6-8 PLAY:** During the first half of an overtime period Team A attempt a field goal which is wide. B7 return kicks the ball out of the end zone to an A player in the field of play. B16 is guilty of No Yards and the ball is downed in A possession in the field of play.

**RULING:** The first half of the overtime period is over. Team A lost possession when they kicked the ball to B7. Since No Yards is **not a major foul** it will not be applied in this circumstance. Team B will scrimmage 1D and 10 at the 35-yard line in the same end of the field for their series of the overtime period. (1-3-6-(e))

**3-6-9 COMMENT:** The implication of PLAY 3-6-8 is that **after Team B takes possession**, only major fouls (Unnecessary Roughness, Rough Play or Objectionable Conduct) will be applied as yardage penalties.

**3-6-10 PLAY:** During the first half of an overtime period Team A scrimmage on the Team B 35-yard line as 1D. On the play the Team A ball carrier fumbles the ball, it is touched by B23 and recovered by A27 at the Team B 33-yard line. Following his recovery of the fumbled ball, A27 runs the ball in for a touchdown but A53 is called for holding while the ball is at the Team B 28-yard line.

**RULING:** Even though the ball has been loose and recovered by Team A, there has been no change of possession since the touching by B does not constitute possession. Normal rules of football apply. Team B are very unlikely to allow the touchdown to stand so the penalty will be applied at PLS (yards were not gained at PBH of the foul) resulting in Team A 1DR at the Team B 45-yard line.

**3-6-11 PLAY:** During the first half of an overtime period Team A scrimmage on the Team B 35-yard line as 1D. On the play the Team A ball carrier fumbles the ball, and it is recovered by a B player who runs it back for a touchdown. During the touchdown run, Team B is penalized for holding.

**RULING:** Team B has not legally scored. The penalty nullifies the score. Team A have lost possession so Team B will scrimmage as 1D at the appropriate 35-yard line to start the second half of the overtime period.

**3-6-12 PLAY:** After the game has ended in a tie, with overtime required, B1 commits UR.

**RULING:** This is a dead ball foul so the regular game is over. The penalty will be applied against B1's team on the first series of the first overtime period. (8-5-11)

**5-1-1 PLAY:** After the 3-minute warning Team A has 3D on the Team B 5-yard line. A1 scores but A52 is offside. What are Team B's options regarding ball positioning and the start of the clock?

**RULING:** Team B option: decline the penalty and allow the score; or accept the penalty and allow Team A 3DR. Team B may wish to decline the 5 yard penalty because it gives Team A a better angle for a field goal. This is permissible on any play. In this case Team B may accept the penalty and the yardage – Team A 3DR on the Team B 10-yard line, clock starts on the snap, or Team B may accept the penalty and decline the yardage – Team A 3DR on the Team B 5-yard line, clock will start on the snap. (1-5-1-h, 1-5-1-i, 8-1-4)

**5-1-2 PLAY:** After the 3-minute warning has been given in a period an inadvertent whistle is blown. When should the clock start on the next play?

**RULING:** The clock will start in the same way as if the whistle had been correct. If the ball is in possession of a player the clock will start on the Referee's signal as he leaves the ball. If the ball is in the air on a forward pass the whistle causes the pass to be incomplete so the clock will start on the snap. (1-5-1-e, 1-8-1 Note 4(4))

**5-1-3 PLAY:** After the 3-minute warning Team A are 2D and 5 on the Team A 35-yard line. A51 breaks his stance before the snap and the play is whistled dead.

**RULING:** Option to Team B: (1) L5, Team A 2D on the A 30-yard line, clock will start on the snap; (2) Decline the yardage, Team A 2D on the A 35-yard line, clock will start on the snap; (3) Decline the penalty, Team A 2D on the A 35-yard line, clock will start on the signal of the Referee when he leaves the ball. (1-5-1-i)

**5-2-1 PLAY:** On the last play of the game Team A concede a safety touch or has a safety touch scored against them. Does Team B have a choice regarding a kickoff or has the game ended with the 2 point score?

**RULING:** Game is over if playing time expired before whistle blew to signal the score. It is not a foul to concede or have a safety touch scored against a team. (1-5-2-g)

**5-4-1 PLAY:** Team A calls a time out. After 30 seconds Team A captain indicates he wishes to resume play.

**RULING:** Unless Team B indicates that they are also ready for play the Referee will allow the time out to continue for the full time and then begin play. (1-5-4)

**5-4-2 PLAY:** Captain A1 is given an option on a penalty and wishes to confer with the coach before deciding.

**RULING:** This is legal provided Team A calls one of the two time outs they are allowed in each half. There is no restriction on the purpose for which a time out is called. (1-5-4)

**5-4-3 PLAY:** After a time out A75 stays on the playing field near his bench sideline. Team A (a) runs for 1D (b) throws a pass to A25 on the opposite sideline from the Team A bench.

**RULING:** While neither play in (a) and (b) is a sleeper play and would be legal under 1-12-2-d, A75 is violating Rule 1-5-4 which requires a player to return to his huddle after a time out or coaches' conference. Team A is called for IP. (1-5-4)

**5-4-4 COMMENT:** If Team A has not been using a huddle during the game after a time out it is not necessary for all players to form a huddle to conform to 1-5-4. However all **Team A players must come well back into the field away from their bench area before**

**assuming their positions for the next play** to conform to the intent of the rule and avoid deceiving tactics. (1-5-4)

**5-5-1 PLAY:** Team A 1D and 10 on the A 53-yard line. The crowd noise is so great that QB A1, after 15 seconds have elapsed, appeals to Referee to stop the game since his signals are inaudible to his players.

**RULING:** The Referee will stop the clock and his time count and allow Team A to huddle again. He will start a new 20-second time count but the time clock will start on the snap of the ball. If this occurs 3 times the Referee will instruct the QB that, regardless of the noise level, he must put the ball into play on the 4th attempt. (1-5-5)

**5-6-1 COMMENT:** In any situation on the last play of the game where the ball is whistled dead before it is put into play the penalty shall be applied and the play repeated. There is no option to the offending team of refusing the penalty (except the yardage) to end the half. They cannot accept the play since a play has not taken place. The ball must have been put into play for this option to be given. (1-5-6)

**5-6-2 PLAY:** On the last play of the game Team A fail to get their field goal kicker into the game. QB A1 takes over 20 seconds and the Referee whistles the play dead. The field goal kicker A2 now substitutes.

**RULING:** Although A1 has taken advantage of the rule to accomplish the substitution of A2 there is no option to Team B to refuse the penalty and end the game. The penalty is applied and Team A will put the ball into play. (1-5-6, 4-2-4)

**5-6-3 PLAY:** On the last play of the game (a) Team A goes offside and makes contact or (b) Team B goes offside and makes contact. The play is whistled dead immediately.

**RULING:** In both (a) and (b) the non-offending team has 3 options: (1) accept the penalty L5 and the clock starts on the snap; (2) decline the yardage and have the clock start on the snap; (3) decline the penalty and have the clock start on the signal of the Referee as he leaves the ball. (1-5-6)

**5-6-4 PLAY:** Last play of game, Team A attempts a field goal from Team B's 45-yard line that is wide. B1 punts the ball out of the Team B end zone. A2 receives the ball on the Team B 20-yard line and punts it back into the end zone and out of bounds. During the sequence a holding penalty is called on A3. If the holding occurs:

1. While the ball is in the possession of B1 in the Team B end zone:

**RULING:** Team B option: allow 1 point score to A and the game is over; or accept the penalty for Team A holding, giving Team B the ball on the Team B 10-yard line. (1-5-6, 8-4-4)

2. While the ball is in the air on the return kick by B1:

**RULING:** Team B option: allow 1 point score to Team A and the game is over; or accept the penalty for the Team A holding, giving Team A the ball L10 from point of possession and 1 play to take place. (1-5-6, 5-5-1-a-2)

3. While the ball is in possession of A2 at the Team B 20-yard line and the infraction occurs in the Team B end zone or at the Team B 5-yard line:

**RULING:** Team B option: allow 1 point score to Team A and the game is over; or accept the penalty for the Team A holding, giving Team A the ball with L10, therefore Team A has a down at the Team B 30-yard line. (1-5-6, 8-2-3)

4. While the ball is in the air on the return kick by A2 and the infraction is in the Team B end zone or at the Team B 5-yard line:

**RULING:** Team B option: allow Team A a 1 point score and the game is over; or Team B takes the ball at the 10-yard line and 1 play (since the point of possession would be the end zone). (1-5-6, 5-5-1)

**5-6-5 PLAY:** On the last play of a half A1 punts into the Team B end zone. B2 holds tackler A2 in the end zone to allow punt receiver B1 to advance the ball to the B 10-yard line.

**RULING:** Option to Team A: (1) accept the penalty and a rouge (1 point) and allow Team B one play at the B 35-yard line; (2) accept the penalty and a rouge (1 point) and terminate the quarter; (3) decline the penalty, no score and terminate the quarter where the ball was dead at the B 20-yard line. (1-5-6, 8-4-1-(b)-1, 3-2-4).

**5-6-6 COMMENT:** On the last play of the game, where a penalty occurs which awards the ball, such as Illegal Interference on a loose ball, the ball is awarded to the non-offending team and they are entitled to one play unless the penalty is declined. (1-5-6)

**5-6-7 PLAY:** Last play of the game, Team A on 3D fail to gain yards and commits Unnecessary Roughness, Objectionable Conduct or Rough Play (a) before or (b) after the whistle.

**RULING:** In (a) if B chooses to accept the penalty they will have one play. In (b) the game is over and the penalty is applied at the beginning of the overtime if there is one. (1-5-6)

**5-6-8 PLAY:** Last play of the game. Team A ball carrier gains 40 yards to the B 10-yard line, sees that he is going to be tackled and commits UR on tackler B1. Is the UR penalty mandatory and if so, does Team A get another play.

**RULING:** The UR penalty is only mandatory to the extent that a non-offending team does not have to choose an option of play or penalty. Team B may refuse the UR penalty in order to terminate the game or B may accept the UR penalty and allow Team A another play. (1-5-6, 8-1-4)

**5-6-9 PLAY:** On the last play of the half A1 scores a touchdown. B1 is called for UR (a) during the play or (b) after the play but before the convert.

**RULING:** Team A has 3 choices in the application of the penalty in either (a) or (b). The penalty may be applied on the convert with the ball being placed on the 2 1/2 yard line (1/2 distance penalty); or the penalty may be applied on a kick off by Team A that will be the last play of the half; or Team A may choose to have the penalty applied on the opening play of the 2nd half. (1-5-6)

**5-6-10 COMMENT:** The question has been raised - why would Team A wish to have another play in the first half in order to have the penalty applied then. Wind conditions along with the penalty and a good kick off player might give them the opportunity to score a single point on the play without the concern of a long run back. This situation might not be available to Team A to start the 2nd half. The application of the penalty on the convert provides more incentive for a 2-point conversion since the attempt can be made from within the 5-yard line but not within the 1-yard line.

**5-6-11 PLAY:** Last play of (a) 1st quarter, (b) 2nd quarter, or (c) 4th quarter. A1 kneels to ground the ball and is called a second time for No Mouthguard.

**RULING:** In each case the quarter is over. In (a) the penalty is applied on the opening play of the 2nd quarter. In (b) the penalty is applied on the opening kick off of the 3rd quarter. In (c) the penalty is applied on the opening kick off for the 1st overtime or it is not applied at all if there is no overtime. (1-11-3, 1-5-6)

**6-4-1 PLAY:** Team A has 2D and 10 on the Team A 35-yard line. A1 fumbles the ball, B1 dribbles the ball and A2 recovers on the Team A 20-yard line.

**RULING:** The continuity of downs has been broken by the Team B dribble so Team A will have a 1D at the PBD if Team A retain possession. (1-6-4, 9-4-2)

**7-1-1 PLAY:** A1 punts from the A 5-yard line. Team B block the kick into the Team A goal post.

**RULING:** The ball remains alive and in play since it has touched a player before touching the goal post. (1-7-1-i)

**7-2-1 PLAY:** A75 has gone off the field bleeding. Team A requests the 2-minute time out. A75 returns after 1 1/2 minutes. B18 requests the full 2 minutes be taken.

**RULING:** No. The rule states a **maximum of 2 minutes for the player involved**. When he or his team is ready to resume the Referee will resume play. (1-7-2)

**7-2-2 PLAY:** A56 goes down with a knee injury. The Team A coach requests the 2-minute time out.

**RULING:** Team A may use a regular time out if they wish. However, the maximum 2-minute time out is exclusively for bleeding or blood saturated equipment. (1-7-2)

**7-2-3 COMMENT:** Should an official sustain a wound that is bleeding or have blood saturate some portion of his uniform the official must remain out of the game until such time as the bleeding has been treated or the uniform has been cleansed. If necessary the remaining members of the crew will adjust in his absence.

**8-1-1 PLAY:** Ball carrier A1 slips or is contacted by B1 so that he falls on top of prone A2. No part of A1 other than his hands or feet touches the ground. A1 rises from the body of A2 and advances the ball.

**RULING:** The ball should be whistled dead when A1 falls on top of A2. While the wording of Rule 1 Section 1 Article 1(h) states "touches the ground," the intent of the rule is to prevent injury to a player who, having fallen, is attempting to rise and is in danger of being hit while in an unprotected position. Declaring the play dead immediately protects A1. (1-8-1-h)

**8-1-2 PLAY:** Ball carrier A1 is attempting to score from the 1-yard line. The line players of both teams pile up in front of him so that as he attempts to advance he falls on the pile of bodies and his momentum carries him into the end zone.

**RULING:** Touchdown. This play differs from Play 8-1-1 in that A1 is not lying on top of a prone player but is still in motion on a group of bodies. In this case the necessity to protect A1 is not present. Where short yardage type plays are involved this situation may often happen and it would not be justifiable to take away a score or a 1D in such circumstances. (1-8-1-h)

**8-1-3 PLAY:** A1 is the holder for a FG. He receives the ball with one knee on the ground and then (a) throws a pass to A2 while still on one knee, or (b) stands up to throw a pass to A2,

or (c) fumbles the ball as he attempts to place it, recovers it and runs for a 1D, or (d) fumbles the ball as he attempts to place it, recovers it and sets it up for the FG.

**RULING:** (a) Illegal play - the ball is alive with A's knee on the ground only for the attempted FG. When A1 throws the pass he makes the ball dead at that same instant and the play should be whistled dead at the point of the pass where the knee was down. (b) Legal play - A1 can throw a pass as long as his knee is off the ground, even a small amount, so that it is not touching the ground. (c) and (d) Legal play provided A1 recovers the ball without again touching the ground with any part of his body other than his hands and feet. In (d) he may again go to one knee to hold the ball for the FG. (1-8-1-h-1)

**8-1-4 PLAY:** Team A attempt a field goal. The snap is high and holder A, who is on one knee, stands up to catch it and drops to his knee again to hold the ball for the kick.

**RULING:** Legal play. Holder A may be on one knee, both knees, or crouched with neither knee on the ground and, after receiving the ball, go to one or both knees to hold for the place kick. (1-8-1)

**8-1-5 PLAY:** Team A attempts a field goal. The snap is high and holder A stands up to catch it, fumbles the attempted catch and falls on it. He then (a) sets it up for a field goal try or (b) attempts to run the ball.

**RULING:** The ball is dead when A falls on it for the purpose of recovery. It should be whistled dead immediately to prevent any further action. If a player has to fall on a ball to recover it he is in a vulnerable position in attempting to get up and therefore should be protected by whistling the play dead. If Team A can make the recovery without falling on the ball then a field goal attempt can be made. However, if the recovery is made with any part of the body other than the hands or feet touching the ground a running or passing play is not allowed. (1-8-1)

**8-1-6 PLAY:** A1 punts. Receiver B1 (a) drops to his knees before the ball reaches him and makes the catch while he is kneeling, or (b) catches the ball while standing, takes one step to his right and drops to one knee.

**RULING:** The ball is dead in both (a) and (b). The knee contact on the ground is not part of the attempt to catch the ball, but is a separate act - in (a) it occurs before the attempt to catch the ball and in (b) it occurs after the attempt to catch. (1-8-1-h-2)

**8-1-7 COMMENT:** It should be understood that a punt receiver may go to one or both knees as a result of the momentum involved in the act of catching a punt and is allowed to continue to advance the ball. If however, he drops to one or both knees **prior** to catching the ball, the play is dead.

**8-1-8 PLAY:** The ball is loose as a result of a snap from centre without being touched by another player. An inadvertent whistle is blown.

**RULING:** Team A retains possession at PLS DR. (1-8-1 NOTE 4-3)

**8-1-9 PLAY:** Team B attempt to receive a punt but fumble the catch and the ball goes loose. The Back Umpire blows the whistle in error.

**RULING:** Although B was not in possession of the ball treat the attempted catch as if possession had been gained and then lost. B 1D at the point of fumble of the catch. (1-8-1 NOTE 4-3)

**8-1-10 PLAY:** Team A attempt a FG. The ball is fumbled and, while it is rolling loose, A1 kicks the ball from the ground and it goes over the cross bar between the posts. The Back Umpire, who thinks it was a good FG attempt, whistles the play dead.

**RULING:** The ball has been whistled dead in the end zone. Team B option: allow Team A 1 point and Team B 1D at the B 35-yard line or PLS if the attempt was made from outside the 35-yard line; or Team A PLS DR. (1-8-1 NOTE 4-6)

**8-1-11 PLAY:** On the last play of the game an attempted field goal goes wide into the end zone. While the ball is in flight the whistle is blown in error.

**RULING:** Team B option: allow 1 point to Team A; or repeat the down by Team A at the PLS. Although this was the last play of the game and no foul occurred the official's error could have a serious effect on the outcome. Team B may be seriously affected by a 1 point score against them while Team A may have lost the chance to score 1 point. (1-8-1 NOTE 4-6)

**8-1-12 PLAY:** B1 receives a Team A punt in the Team B end zone. He carries the ball out of the end zone to the Team B 2-yard line where he is blocked heavily by A64 and knocked back into the Team B end zone (a) where he immediately falls to the ground (b) recovers his balance, breaks to his left and is subsequently tackled in the end zone (c) retains his balanced and runs the ball out of the end zone and is tackled on the Team B 4-yard line.

**RULING:** In (a) Rule as ball dead at the B 2-yard line (point of forward progress). Team B 1D and 10 at the B20 yard line. (b) Safety Touch (c) Team B 1D at the B 20-yard line. (1-8-1 - NOTE 3, 3-2-4)

**9-1-1 COMMENT:** Rule 1 Section 9 Article 1. By definition, if any part of the ball is on, over or behind the plane of the goal line, the ball is in the end zone, regardless of the direction traveled. Also by definition, the goal posts on the goal line are considered part of the end zone. (1-9-1)

**9-1-2 PLAY:** Goal posts are located on the goal line with padding that extends about 3 inches into the field of play. If A1 touches the padding of the B goal post with the ball has a touchdown been scored?

**RULING:** Yes. Padding is a part of the goal post. (1-9-1)

**10-1-1 PLAY:** Ball carrier A1, running near the sideline, touches tackler B1 who is standing on the sideline (a) with his arm to ward off B1, or (b) with the ball.

**RULING:** (a) The ball is still in bounds. The touching of player B1 by A1 does not cause A1 to be out of bounds. (1-10-1-(b) "...except...another player who is out of bounds..." (b) The ball is out of bounds because of touching a player who is out of bounds. (1-10-1)

**10-1-2 PLAY:** Team A's ball carrier fumbles the ball near the sideline. He falls and while he is lying across the sideline he recovers the ball that is in bounds. A player of Team B was the last man to touch it prior to the recovery.

**RULING:** Ball goes to Team B. Since the Team A player is out of bounds he cannot legally take possession of the ball. Team B was last to touch ball prior to this illegal recovery. (1-10-1, 1-10-5)

**10-1-3 PLAY:** A loose ball bounces in bounds at the Team A 40-yard line and crosses the sideline in the air. B1 leaps from in bounds and bats the ball back in bounds before the ball or B1 touches the ground or any object out of bounds. The ball lands at the Team A 45-yard line in bounds and B1 then lands out of bounds.

**RULING:** The ball has not been out of bounds and is alive and in play. (1-10-1)

**10-2-1 PLAY:** Ball carrier A1 is trying to make a 1D and dives forward as he goes out of bounds. He (a) lands on the boundary line with the ball on the 45-yard line and his feet on the 44-yard line or (b) crosses the boundary line in the air, with the ball at the 45-yard line and his feet drag across the boundary line at the 44-yard line.

**RULING:** The ball is awarded to A at the point where the ball, not the player, crossed the line. In each case the correct spot is the 45-yard line. (1-10-2)

**10-2-2 PLAY:** Team A kick off. The ball goes 12 yards and has crossed the sideline in the air when A1 leaps from in bounds and (a) bats the ball to out of bounds, or (b) catches the ball and lands out of bounds, or (c) bats the ball so it lands in bounds.

**RULING:** The ball is still in bounds until it touches OB. A1 retains in-bounds status until he touches OB. In (a) possession to A for last touching the ball before it went OB. In (b) possession to A for carrying the ball OB. In (c) the ball is alive and in play. (1-10-2, 1-10-5)

**10-3-1 PLAY:** A1 fumbles the ball from the B 2-yard line into the Team B end zone. B1 kicks the ball out of bounds in the end zone.

**RULING:** No score. Team B, 1D at the B 10-yard line. (1-10-3-b)

**10-3-2 PLAY:** A loose ball is dribbled by B1 from the A 2-yard line across the A goal line and out of bounds in the end zone.

**RULING:** Team B score 1 point. Team A 1D and 10 at the A 35-yard line. "Last touched" rule does not apply to a kicked ball. (1-10-3, 3-2-4)

**10-5-1 PLAY:** Team A 3D and 5 at the A 40-yard line. A1 gains 1 yard, fumbles, and the ball goes OB without touching any other player at the A 48-yard line.

**RULING:** Team B, 1D at the Team A 41-yard line. The ball is first returned to Team A at the A 41, which is the point of last touching, since this is the closest point to the goal line of the team entitled to possession - Team A. Now the decision is made about 1D. Team A has not made 1D at that point. The continuity of downs is broken and the ball is awarded to Team B at the A 41-yard line. (1-10-5)

**10-5-2 PLAY:** Ball carrier A1 fumbles the ball at the B 5-yard line. It strikes B1 at the B 2-yard line and rolls into the end zone and out of bounds.

**RULING:** No score. The ball is awarded to Team B at the B 2-yard line - the point of last touching on the field of play. It is not a safety touch because Team A is responsible for the ball going into the B end zone. (1-10-5, 3-2-3)

**10-6-1 PLAY:** Ball carrier A1 fumbles the ball at the B 2-yard line into the B end zone. Offside A2 (a) recovers the ball in the end zone or (b) touches it in the end zone and it goes OB.

**RULING:** In (a) Offside players may legally recover a fumble so touchdown to Team A. (6-3-5-1) In (b) the ball goes to Team A at the B 2-yard line and downs continue. (1-10-6-b)

**10-6-2 PLAY:** On 1D or 2D Team B block an A punt. The ball is rolling dead on the A 2-yard line. B1 dives at the ball and knocks it into the A end zone where it (a) goes directly OB, or (b) is touched by A1 and then goes OB.

**RULING:** No score because the ball did not go into the end zone as a direct result of the blocked kick. In (a) the ball is returned to Team B at the A 2-yard line, 1D and goal. In (b) the ball is awarded to Team A at the A 10-yard line. If the same play occurs on 3D the ball is awarded to B at the A2, 1D in either (a) or (b) since the required distance was not gained. (1-10-6, 5-3-4)

**10-7-1 PLAY:** On 1D, 2D, or 3D ball carrier A1, in his own end zone, fumbles the ball over the goal line to out of bounds at the A 3-yard line.

**RULING:** Team B option: on 1D or 2D accept 2 points for safety touch or allow Team A to scrimmage at the 3-yard line, downs continue. On 3D, a safety touch (2 points) is scored or Team B have the option of accepting the ball 1D at the Team A 3-yard line. (1-10-7)

**10-7-2 PLAY:** On (a) 2D and 10 to go or (b) 3D and 10 to go from the A 1-yard line ball carrier A1, in his own end zone, fumbles the ball over the goal line and out of bounds at the A 12-yard line.

**RULING:** In (a) Team B option: accept 2 points for safety touch or allow Team A to scrimmage at the 12-yard line, 1D. In (b) Team B option: accept the 2 points for safety touch or take possession of ball as Team B 1D at the Team A 12-yard line. (1-10-7-b)

**10-8-1 PLAY:** A1 punt. The ball bounces near B1. While trying to recover the ball B1 runs out of bounds. B1 turns to come back in bounds, reaches over the sideline, and falls on the ball while his feet are still out of bounds.

**RULING:** B1 must remain out of the play since he has gone out of bounds by misjudgment (1-10-8). When he touches the ball he causes the ball to become dead because it has gone out of bounds (1-10-1-a). The ball belongs to B since it went out of bounds from the kick by A (1-10-3-a). Team B is penalized 10 yards from PF for B1 taking part in the play after going out of bounds illegally. (1-10-8)

**10-8-2 PLAY:** A1 punt. B1 touches the ball, A2 touches the ball, and B1, while trying to recover the ball, runs out of bounds. B1 turns to come back in bounds, reaches over the sideline, and falls on the ball while his feet are still out of bounds.

**RULING:** B1 must remain out of the play (1-10-8). When he touches the ball he causes the ball to become dead because it has gone out of bounds (1-10-1-a). The ball belongs to Team A since A2 was the last player to touch it prior to the ball going OB (1-10-5). Team B is penalized 10 yards from PF (1-10-8) and Team A has a 1D and 10.

**10-8-3 PLAY:** The ball is scrimmaged on Team A's 35-yard line as 1D and a pass play develops. Eligible pass receiver A1 is running downfield along the sideline and unknowingly steps on the sideline for 4 or 5 yards. The pass is thrown and he very clearly catches the ball in the field of play and is tackled on Team B 40-yard line.

**RULING:** B option: allow play to stand or L10 PLS DR for Team A. (1-10-8)

**10-8-4 PLAY:** A1 kicks off. B1 backs up to catch the ball in flight and inadvertently steps out of bounds (a) and returns to the field of play to catch the ball or (b) just after he catches the ball.

**RULING:** In (a) Team B may catch the ball and legally advance it until is ruled dead. (1-10-8) In (b) Team B ball at the out-of-bounds point. (1-10-8)

**11-1-0 COMMENT:** Equipment designed to protect the player and reduce the risk of injuries has been clearly specified by the rules. Officials should immediately remove any player who is not properly equipped and not permit his re-entry until the situation has been corrected. Officials should be aware that no agreement between coaches or players will absolve them from liability in case of injury to a player who is allowed to play knowingly without the specific equipment. The coach is responsible for ensuring that his players are properly dressed. It is not intended that the officials should check all players before the game but at any time before or during the game, **if illegal or inadequate equipment is noticed, the player must be removed until**

**properly equipped.** To ignore the inadequate or illegal equipment may place the official in jeopardy of liability in case of player injury. (1-11-1)

**11-2-1 PLAY:** Team A line up in field goal formation. Holder A22 runs toward the bench calling for a kicking tee. As he nears the bench the ball is snapped and a forward pass is thrown to A22.

**RULING:** Illegal tactics to deceive opponents. While deception is an inherent part of the game of football, it is to be confined to legal types of formations, player skills in ball handling and play designs that deceive the opponents as to the direction or location of the ball. (1-11-2-c)

**11-2-2 PLAY:** Team A line up for a play and the coach from the sideline calls the backs to the sideline as if a time out were being called. The ball is snapped and a pass is thrown to one of these backs near the sideline.

**RULING:** Illegal Tactics (1-11-2-c)

**11-3-1 COMMENT:** The mandatory requirement of wearing a mouthguard is for the protection of the player. It has been definitely proven, through experience, that a properly fitted mouthguard, worn correctly, will eliminate both tooth and mouth damage and prevent cerebral concussion.

Coaches and team administrators should not try to avoid the use of the mouthguard by claiming breathing problems or mouth deformity and by obtaining a medical or dental certificate to allow the player to play without a mouthguard. This is not in the spirit of the rule and a coach should not jeopardize the safety of the athlete unless it is definitely a medical or dental necessity.

Officials' Associations should exert their influence on league convenors to adhere to all rules in the rule book that are designed to protect the player and avoid injury – specifically, mouthguards, footwear, mandatory equipment and playing and coaching tactics. Officials should also call the infraction when it is discovered, not wait for someone to call the infraction to their attention.

**11-5-1 COMMENT:** This rule requirement is to place the responsibility for proper equipment for the players on the Head Coach. Officials, particularly the Referee and Umpire, should ensure that this certification is provided during the pre-game conference with each coach. If formal score sheets, including player lists, are provided it is acceptable if the Head Coach initials or signs the score sheet as evidence of such certification. **Failure to obtain this certification may place the officials in a jeopardy position from a liability standpoint.** (1-11-5)

**12-2-1 COMMENT:** Rule 1-12-2 states that a player must leave the field by the most direct route and must go off on the side on which his bench is located. Here judgment is necessary to prevent such an infraction from occurring. The officials should not allow a player to leave the field on the opposite side from the bench. The official should avoid penalties for this type of infraction wherever possible through preventive action. (1-12-2)

**13-3-1 PLAY:** When may a player or players have a conference with the coaches?

**RULING:** During any official time out. This includes a team time out (1-5-4) or occasions when the clock is stopped by the officials for an injury, a measurement for 1D, etc, when a significant time delay occurs. (1-13-3)

**13-5-1 PLAY:** The game clock is stopped when the Referee calls for a measurement. A1 drops to one knee and asks for the trainer. The trainer is signalled to come in and checks A1 while the measurement is being taken. The trainer OKs A1 and leaves the field before the measurement is complete.

**RULING:** A1 may remain in the game. If the clock is stopped for player injury to allow examination by the trainer, the player must be removed. The safety of the player is the important item and adequate time must be allowed for a proper examination. In the play cited adequate time was available. If the examination had not been finished on completion of the measurement and time had remained out the player must be removed. In other situations where the clock is stopped for penalty applications, 1D, changing ends, etc., it is unlikely that enough time would be available for an adequate examination and the player must be removed. The two keys items are (1) an adequate assessment of the injury and (2) no stoppage or delay in starting the game clock because of the trainer activity without the removal of the player.

(1-5-2-f, 1-13-5)

## **RULE 2 OFFICIALS**

**1-3-1 COMMENT:** The Rules' Committee has given formal recognition to varying sizes of officiating crews by including 3, 4, 5 and 6 member crews in the Rule Book. The use of different numbers of officials is dependent on a number of factors - the availability of the requisite number of trained officials, the level of football being played and the financial ability of the league. For this reason, the number of officials to be used in a league should be in accordance with the needs of the league, especially in the 5 and 6 official crews. In the C.J.F.L. (Junior) and C.I.S level of football, the game has developed to the stage where less than 5 officials cannot provide adequate coverage and the use of 6 officials is beneficial. However, financial considerations must be kept in mind and only by agreement with the leagues should the numbers be increased. The CFOA/Football Canada training manual provides information on positioning, mechanics and responsibilities for different sizes of crews. (2-1-3)

**3-4-1 COMMENT:** The Rule Book places the prime responsibility for the count of downs and control of the Downsbox and distance chain on the Referee with assistance from the Head Linesman. (2-3-4) (2-6-4) This does not remove the responsibility from the other field officials to ensure that the down is correct and that the distance chain is placed correctly. (2-2-1) It is recommended that the following procedure should be used for moving the distance chain, the Downsbox, and for changing the Downsbox number displayed.

**THE REFEREE** - After each play the Referee shall signal the number of the next down and he shall visually check to assure that the Downsbox number indicates the correct number of the next down. Each time the distance chain should be moved the Referee shall signal it to be moved and he shall check to assure that it is stationed in the proper location before he signals "Time In" for the next play.

**THE HEAD LINESMAN** - After each play he shall repeat the Referee's signal of the number of the next down and shall check to assure that the Downsbox is placed in the proper location and that the Downsbox number indicates the correct number of the next down. If the Head Linesman does not agree with the down number as signalled by the Referee the Head Linesman must immediately check with the Referee to assure that any disagreement is solved before the ball is again put into play. Only on signal from the Referee shall the Head Linesman direct the distance chain to be moved and he then shall check to assure that it is stationed in the proper location.

**DOWNSMAN** - Only on signal from the Referee and the Head Linesman will the Downsman change the location of the Downsbox and/or the number of the next down. If the Downsman does not agree with the down number as signalled by the Referee and/or the Head Linesman the Downsman must immediately report any disagreement to the Referee before the ball is next put into play.

**LINESMAN** - will move the distance chain only on signal from the Referee and the Head Linesman.

**ALL FIELD OFFICIALS** - Prior to every down, check to assure that the Downsbox is displaying the correct number of the next down. If you are in disagreement immediately check with the Referee before the ball is again put into play.

WHEN THERE IS EVEN A REMOTE POSSIBILITY OF A MEASUREMENT BEING REQUIRED - When the ball becomes dead and there is a possibility of a measurement being required **DO NOT MOVE THE BALL** from where it becomes dead until the Referee checks to see if yards have been gained.

**3-9-1 PLAY:** Punter A1 kicks the ball directly out of bounds.

**RULING:** The Referee is responsible for marking a ball that leaves the field in flight on a punt. For this reason it is recommended that the Referee's position on a punt should be on the wide side of the kicker in order to line up the kicker and ball if it is punted directly out of bounds.

(2-3-9)

## **RULE 3 SCORING**

**2-1-1 PLAY:** Pass receiver A2 leaps to receive a pass at the Team B 3-yard line, gains possession in the air, crosses the Team B goal line in the air with the ball and lands on the end zone sideline 2 yards behind the goal line.

**RULING:** Incomplete pass - no score. Although the ball has crossed the plane of the goal line in the air the player has not established an in-bounds position to complete the pass and keep the ball alive. The same ruling would apply if the player was already in the end zone, leaped to gain possession of the pass in the air, and landed on the deadline. To score on a pass play, the pass must be legally completed which means the player must establish an in-bounds position. (3-2-1)

**2-1-2 PLAY:** Pass receiver A1, in the Team B end zone, leaps to receive a forward pass while moving toward the Team B goal line. Before he crosses the goal line in the air he clearly gets possession of the ball. A1 then lands (a) on the field of play at the Team B 1-yard line or (b) on the sideline on the 1.

**RULING:** A1 has gained possession of the ball in the Team B end zone so a touchdown is awarded provided the forward pass is complete. In (a) the pass is complete - touchdown scores. In (b) incomplete pass since A1 did not come down in bounds - no score. (3-2-1, 6-4-7)

**2-2-1 PLAY:** Team A attempt a field goal. The ball contacts (a) A1 or (b) B1, before it crosses the LS; or (c) B2 or (d) A2 after it crosses the LS. The ball continues in flight over the cross bar between the goal posts.

**RULING:** Field goal scored in (a), (b) and (c). In (d) a restraining zone foul by A2 has occurred.

**2-2-2 PLAY:** A2 is running with the ball. He drop kicks the ball over Team B crossbar and between the uprights.

**RULING:** Field Goal scored. (3-2-2)

**2-2-3 PLAY:** A1 attempts a field goal. The ball crosses the bar but is blown back into the field of play.

**RULING:** Field Goal scored. As soon as the ball crosses the bar, between the posts, a score has been made and the ball is dead. (3-2-2)

**2-3-1 PLAY:** Team A punt from their own 3-yard line and the kick is blocked in the field of play by either B1 or A2. The ball bounces into the end zone and goes dead in the end zone in possession of A1.

**RULING:** On 1D or 2D, a Safety Touch is scored - 2 points to Team B. Option to Team B - Team B will scrimmage at the Team B 35-yard line or kick off from the Team B 35-yard line or Team A will kick off from the Team A 35-yard line. On 3D, a Safety Touch is awarded to Team B or Team B may have possession at PLS. (3-2-3, 5-3-4-a)

**2-3-2 PLAY:** (a) QB A1 or (b) punt receiver B1 or A2, receiving a return punt in his own end zone, attempts to advance the ball out of the end zone and is tackled at the goal line. The ball goes dead with part of the ball lying on the goal line and part of it ahead of the goal line.

**RULING:** (a) Safety Touch. (b) Rouge. By definition the ball is in the end zone if it is touching the goal line or plane of the goal line (1-9-1). The forward point of the ball is significant only in the determination of 1D and not in determining its position with respect to the end zone. (3-2-3, 3-2-4)

**2-3-3 PLAY:** A1 kicks from his own end zone. The ball hits the goal post assembly and rebounds to go dead in Team A possession in the end zone.

**RULING:** Safety Touch. (3-2-3)

**2-3-4 PLAY:** Team A 2D on the Team A 15-yard line. A1 tries to pass but, while being sacked, fumbles the ball at the Team A 5-yard line. The ball rolls into the end zone where (a) A2 falls on the ball (b) A2 kicks the ball over the end zone sideline.

**RULING:** In (a) Safety Touch to Team B (2 points). Team A caused the ball to go into their own end zone even though the contact by Team B during the sack caused the fumble (3-2-3). In (b) Safety Touch - A2 kicking the ball out of bounds in the end zone is the same as falling on the ball. (3-2-3, 1-10-3-b)

**2-4-1 PLAY:** A1 fumbles the ball into the Team B end zone. B1 touches it, then A2 touches it and the ball goes out of bounds.

**RULING:** No score. The ball is awarded to A1 at the point of fumble. (3-2-4, 1-10-6)

**2-4-2 PLAY:** Punter A1 punts into a short end zone. The ball (a) strikes the ground in the end zone and bounces out of bounds in the end zone (b) strikes receiver B1 and bounces out of bounds in the end zone (c) lands outside the end zone without touching the ground or a player within bounds.

**RULING:** In (a), (b) and (c) Team A has scored a rouge, Team B 1D at the B 35-yard line. (3-2-4)

**2-4-3 PLAY:** A1 fumbles the ball at the Team B 5-yard line. It hits B1 at the B 2-yard line and then goes into the Team B end zone and out of bounds.

**RULING:** No score. The ball is awarded to Team B at the 2-yard line. (3-2-4, 1-10-5)

**2-4-4 PLAY:** A1 fumbles the ball at the Team A 2-yard line. It hits B1 at the Team A 3-yard line, rebounds into the Team A end zone, and goes dead in Team A possession.

**RULING:** No score. Ball is awarded to Team A at the Team A 10-yard line. The ball has not been kicked into the Team A end zone by Team B. Treatment is the same as a fumble into the end zone. (3-2-4, 1-10-6)

**2-4-5 PLAY:** B1 receives a punt, fumbles the ball from the end zone over the goal line where it hits A1, rebounds into the end zone and goes dead in B possession.

**RULING:** No score. The ball is awarded to Team B at the B 10-yard line. The ball has not been kicked into the end zone by A1. Therefore it is treated in the same way as a fumble, or a batted ball by A1. (3-2-4, 1-10-6)

**2-4-6 PLAY:** Ball carrier A1 fumbles the ball at the Team A 5-yard line. B1 kicks the ball into the end zone where B1 touches it before it goes OB.

**RULING:** Rouge - the ball was kicked into the Team A end zone. Team A 1D at the Team A 35-yard line. (3-2-4, 6-3-5)

**2-4-7 PLAY:** Ball carrier A1 fumbles the ball at the Team A 5-yard line. B1 dribbles the ball into the end zone where B2 (a) touches it before it goes OB or (b) recovers the ball.

**RULING:** Offside pass B1 to B2. In (a) Team A option - to allow a rouge to Team B or to accept the penalty and give Team B the ball at the Team A 5-yard line. In (b) No score - the ball is awarded to Team B at the Team A 5-yard line. (3-2-4, 6-3-1, 6-3-5)

**2-4-8 PLAY:** A1 punts the ball into the Team B end zone. Onside A2 bats the ball out of bounds in the end zone.

**RULING:** A rouge (1 point) has been scored by Team A. Team B will then have 1D at the Team B 35-yard line.

(3-2-4)

**2-4-9 PLAY:** On 3D Team A attempt a field goal from the Team B 20-yard line. They fumble the snap and it rolls free on the ground. The kicker, in desperation, kicks the loose ball and it rolls over the line of scrimmage and into the end zone. One of Team A is very clearly within the 5-yard restraining zone when a Team B man falls on the ball.

**RULING:** No penalty for restraining zone violation on the dribbled ball. A rouge has been scored by Team A. (3-2-4, 5-4-1)

**2-4-10 PLAY:** B1 receives a punt at the Team B 3-yard line while moving quickly toward the Team B goal line. His momentum carries him into the Team B end zone where he is ultimately tackled by A2.

**RULING:** A rouge is scored. Possession is considered to be obtained in the end zone when the momentum of B1 causes him to enter the end zone. (3-2-4)

**2-4-11 PLAY:** B1 receives a punt at the Team B 3-yard line. He begins to run sideways and turns into the end zone where he is ultimately tackled by A2.

**RULING:** Safety Touch. The momentum of B1 while making the catch was not the cause of B1 entering the end zone. (3-2-4)

**2-4-12 PLAY:** B1 attempts to catch a punt in the field of play. He fumbles the ball and it rolls into his end zone where it goes dead in Team B possession.

**RULING:** Rouge is scored -- 1 point. The ball is considered to have been kicked into the end zone. (3-2-4)

**2-4-13 PLAY:** Team A punt into Team B end zone. B1 returns the punt, it strikes the goal post assembly and then goes dead in the Team B end zone in Team B legal possession.

**RULING:** Rouge is scored -- 1 point since Team A kicked the ball into the end zone. (3-2-4)

**2-5-0 COMMENT:** The change in penalty application on converts has been initiated to prevent intentional fouls, primarily by the defences, that were normally declined by Team A on successful converts. Offside where Team B attempt to time a rush and fail often results in very heavy contact since Team A linemen are unprepared. However, such contact does not fit into the UR category and hence can go unpenalized. Holding, offside and other such fouls that are declined often lead to situations of retaliation to the detriment of the play.

It was felt that, to be equitable, all penalties by either team should be treated in the same way in order to eliminate the intentional aspect.

**2-5-1 PLAY:** When does a convert end?

**RULING:** A convert ends when the ball becomes dead as follows: (3-2-5)

- (a) KICK
  - when the ball crosses the bar
  - when the kick is unsuccessful
- (b) BALL FUMBLED OR DRIBBLED

- when possession of the ball is obtained by Team A and the ball goes dead or possession is gained by Team B or the ball goes out of bounds
- (c) ON TEAM A RUNNING PLAY
- when the ball goes dead in possession of Team A outside the goal line
  - when the ball in possession of an Team A player is in the end zone or touches the plane of the goal line to score the successful convert
  - when possession is obtained by Team B, such as an intercepted pass
  - when the ball goes dead because of an incomplete pass

**2-5-2 PLAY:** On a successful convert by Team A from the Team B 5-yard line A1 is called for offside and A2 is called for UR (a) during the play or (b) after the play is completed.

**RULING:**

- (a) Team B option: (1) decline the score, apply the penalties (5 + 15) and repeat the convert; (2) decline the score, apply the offside, repeat the convert at 10, apply the UR on the kick off; (3) decline the score, repeat convert at PLS, apply the penalties (5 + 15) on the kick off; or (4) allow the score, and apply the penalties (5 + 15) on the kick off. (3-2-5, 8-5-1, 8-5-9, 8-6-12)
- (b) Team B option: (1) allow score, apply the penalties (5 + 15) on the kick off; (2) decline score, apply the penalty (L5) and retry the convert, apply the UR on the kick off; or (3) decline score, retry the convert, and apply the penalties (5 + 15) on the kick off. (3-2-5, 8-5-1, 8-5-9, 8-6-12)

**2-5-3 PLAY:** Team A attempt a convert from the 5-yard line. During the convert (a) A1 or (b) B1 is called for Objectionable Conduct, or No Mouthguard for the 2nd time.

**RULING:** Objectionable Conduct or No Mouthguard fouls are administered as per 7-4 and 1-11-3. Neither type of foul changes the result of the play and the distance penalty is applied at the point where the ball would have been put into play if no foul had occurred. In either (a) or (b) the play stands and it will not be repeated. The penalty will be applied on the subsequent kick off. (3-2-5)

## **RULE 4**

### **SCRIMMAGE**

**2-1-1 PLAY:** Team A attempt to punt on 3D on the A 40-yard line. The ball slips from the hands of the centre and rolls 3 yards back of the line of scrimmage: a) The centre turns and falls on the ball or b) picks up the ball and laterals it back to kicker A1 who punts the ball.

**RULING:** Both (a) & (b) constitute illegal action by the centre since another player has not been in possession of the ball prior to the centre handling it a second time. Team B option to accept L5 or the play. (4-2-1)

**2-1-2 PLAY:** The centre of Team A snaps the ball back between his legs but doesn't release the ball, holding it between his legs. The QB fakes taking the ball. The centre stands still and a halfback takes the ball from the centre and advances the ball.

**RULING:** Legal play. There is no limit to the time that the centre holds the ball before another player takes it to complete the "snap" process. (4-2-1)

**2-1-3 PLAY:** The centre of Team A snaps the ball back between his legs but doesn't release the ball, holding it between his legs. The QB fakes taking the ball. The centre, still holding the ball, moves forward or backward or laterally before the halfback takes the ball.

**RULING:** Illegal. The centre has become a ball carrier without completing the snap and should be flagged for Illegal Procedure. (4-2-1)

**2-2-1 PLAY:** QB A1 sets Team A, voices "ready" and then leaves his position. Halfback A2 begins to call the rest of the signals, receives the snap and throws a FP to A1. Lineman B1 (a) does not move (b) goes offside when A1 moves away from the centre.

**RULING:** (a) Legal Play. If B1 does not go offside there is no penalty to either team. (b) Penalty either for offside by Team B or misleading tactics by A1. If A1 makes a quick movement toward the centre or assumes stance with his hands under the centre without the ball being snapped, the foul is against A1. If any other action by A1 is judged by the Referee to be an attempt to draw Team B offside, the foul is against A1. The intent of A1 may be judged in a number of ways - did A1 leave his position quickly as if he had possession of the ball; had A1 used a similar formation where the snap had been made on "ready" to precondition Team B to this type of snap, etc. (4-2-2, 4-2-3)

**2-2-2 PLAY:** QB A1 sets Team A and takes his position behind guard A52 with his hands under A52. He realizes his mistake and withdraws his hands to move behind centre A41. Wide defensive end B72 sees the movement by A1 as he withdraws from behind A52 and breaks across the LS.

**RULING:** Illegal play. Team A should be penalized for Illegal Procedure. (4-2-2)

**2-4-1 COMMENT:** Team A exceeds the 20-seconds in putting the ball in play. This is a whistle play. To administer otherwise, e.g. to flag the play after the snap, might lead to other infractions by either team and result in dual and/or double penalties. Also, unless the clock is stopped by the whistle and signal of the Referee, additional time would be wasted. (4-2-4)

**3-1-1 PLAY:** A75 reports in as an ineligible receiver and lines up at right guard on a 2D and 4. The play is stopped. A75 stays in at the same position for the next play.

**RULING:** Illegal play. Inappropriately numbered players must report in to the Referee on **every play**. (4-3-1)

**3-1-2 PLAY:** Team A sends in three inappropriately numbered players on a short yardage play. They report to the Referee

**RULING:** Legal Play. There is no limit to the number of inappropriately numbered players who may report in for a play. (4-3-1)

**3-2-1 PLAY:** Team A has 10 players on the field. They line up with (a) 6 men on the line (b) 5 men on the line (c) 4 men on the line. In each case there is an eligible receiver on the end of the line.

**RULING:** Legal in (a) and (b) illegal in (c). The reduction in line players cannot be greater than the number of players short. (4-3-2)

**3-3-1 COMMENT:** Rule 4 Section 3 Article 3. This rule states that on all scrimmage plays at least 5 interior line players must be identified as ineligible receivers and that one player must be identified as an eligible receiver at each end of the line.

Please note that there are no restrictions to exceeding these limits nor is there any restriction on the numbering of the backfield. The restriction may come with the eligibility to receive a pass.

To exaggerate, look at the following formation

75	25	65	55	45	54	64	24	74	Line
	61	12	62	Backfield					

This formation is legal. It has 5 interior linemen identified as ineligible receivers 65, 55, 45, 54, 64.

It has an eligible receiver at each end of line (75 and 74) but 25 and 24, although wearing eligible receiver numbers are ineligible pass receivers because of position in the line; and 61 and 62, although in the backfield are ineligible pass receivers because of numbering.

**3-3-2 PLAY:** Team A line up with A64 in the backfield. A2 takes a long snap from the centre and hands the ball forward to A64 who is 2 yards behind the LS. A64 gains 30 yards on the play.

**RULING:** Legal play. The hand off pass from A2 to A64 is legal (6-2) and A64 may be a ball carrier. (4-3-3, 4-3-1)

**3-3-3 PLAY:** Formation:

77	73	55	45	54	64	44	
			26				30
	23		28		29		

A passing play develops as follows: as signals are being called, 77 moves back into the backfield and 30 moves up on the line. The ball is then snapped.

**RULING:** Legal play. The shift created a proper alignment with five ineligible in the middle and an eligible receiver at each end of the line. (4-3-3)

**3-4-1 COMMENT:** Section 3 Article 4. This rule also states that a line player, **AFTER** assuming a 3- or 4-point stance, may not move. It does **NOT** state that a line player must take

such a stance. A 2-point stance is legal and a line player may move in this stance, provided he is stationary for 1 full second immediately prior to the snap. Exception 4.3.2 (B)

**3-4-2 PLAY:** Centre A42 goes over the ball and places his hands on the ball ready for the snap. As the QB comes up behind him A42 takes his hands off the ball to stand up and speak to the QB. Is this illegal procedure?

**RULING:** The centre may break his stance under such a situation provided that he takes his hands off the ball in a way that is not designed to mislead the other team in order to draw Team B offside. (4-3-4)

**3-4-3 PLAY:** Tackle A62 comes up to the line of scrimmage in a 2-point stance. Just at the count of 3, as the ball is being snapped, he drops into a 3-point stance and drives forward across the line.

**RULING:** Illegal procedure. A62 did not maintain a stationary position for 1 full second just prior to the ball being snapped - L 5. (4-3-4)

**3-4-4 PLAY:** On a punt, in order to snap the ball the distance required, the centre "bobs" his rear as part of the snapping motion.

**RULING:** The centre is allowed some movement during the snap. (4-3-4) If the motion as described is part of the action of snapping the ball and is done each time, it is legal. If the centre makes the bobbing motion and does not snap the ball and Team B go offside, it should be interpreted as misleading tactics designed to draw the defense offside. (4-2-2)

**5-1-1 PLAY:** Blocker A1 has his hands cupped with elbows outside his shoulders and forearms parallel to the ground in a legal position. As he makes the block he changes the position of his arms to perpendicular to the ground and contacts B1.

**RULING:** Legal block. (4-5-1)

**5-1-2 PLAY:** In blocking, A52 positions his hands so that his forearms are perpendicular to the ground with his elbows at his sides. He drives his closed hands into B1 in making the block.

**RULING:** The block is illegal - driving the hands into B1 in a punching manner is illegal. If the action of delivering the blow is overly severe it may also be ruled as Unnecessary Roughness. (4-5-1)

**5-1-3 PLAY:** Blocker A1 sets his hands and forearms in a legal position to block and as B1, in an upright position, attempts to penetrate the block (a) A1 contacts B1 above the shoulders with his forearm or (b) as B1 ducks, A1 contacts B1 above the shoulders.

**RULING:** In (a) the block is illegal. The contact was made above the shoulders with B1 in a normal upright position. In (b) the responsibility for contact is on B1 since he ducked to avoid the block that would have contacted B1 legally if he had not taken the evasive action. (4-5-1-f)

**5-1-4 PLAY:** Blocker A1 contacts B1 across the LS with his hands (a) while his arms are parallel to the ground, his forearms extended at about 45 degrees from his body (a half extension) and the palms of his hands toward B1 or (b) in a striking action when extending his arms to the half extension.

**RULING:** Legal block in (a). In (b) any striking action is illegal. (4-5-1)

**5-1-5 PLAY:** On a "drive block" the final arm position is concave with the hands slightly behind the arms and elbows forming a "hollow" in front of the body.

**RULING:** Legal position. The hands may be ahead of, even with or slightly behind the elbows in making contact for the block. (4-5-1)

**5-1-6 PLAY:** Blocker A51 makes the initial block across the LS with his arms extended to a half extension away from his body. The contact drives B50 back so that the arms of A51 extend to a full extension. A51 recoils, the contact is broken and A51 (a) pulls back his arms and makes another block with his arms at a half extension, or (b) does not pull his arms back and blocks B50 with his arms still fully extended.

**RULING:** The block is legal. The extension of the arms of A51 is a normal reflex action as B50 is driven back. In (a) the block is again legal since the initial contact is made with the arms at a half extension. In (b) the block is legal. The arms may be fully extended. (4-5-1)

**5-1-7 PLAY:** In pass blocking behind the LS Team A Linemen have their arms in the "A" position with hands cupped or closed and arms extended only a half extension in blocking, or hands open with palms facing the opponent.

**RULING:** Legal block. (4-5-1)

**5-1-8 PLAY:** Tackle A65 retreats from the LS and stops to contact B1 with his arms fully extended and his palms forward.

**RULING:** Legal block. (4-5-1)

**5-1-9 PLAY:** Defensive B1 gets past tackle A65 to rush the passer. A65 pursues B1 and blocks him from side as he moves toward B1 (a) with hands and arms parallel to the ground and hands closed or (b) with arms at full extension and palms facing B1 or (c) with arms at full extension and hands closed.

**RULING:** In (a), (b) and (c), legal block. (4-5-1)

**5-1-10 PLAY:** Defensive player B1 evades contact by tackle A65 who has dropped back to protect the passer. A65 extends the arm fully to his right to prevent B1 from passing him.

**RULING:** Illegal use of hands. This is hooking. There is also the danger that such a tactic could lead to clotheslining if the arm made contact above the shoulders. (4-5-1)

**5-1-11 PLAY:** Defensive player B1 crosses the LS in a wide sweep to avoid blockers and rush the QB. Tackle A65 turns and runs back toward the passer to protect him. A65 gets into position between B1 and the QB and then blocks B1 with palms open and arms extended.

**RULING:** Legal block. (4-5-1)

**5-1-12 PLAY:** Team A run a sweep to the right. A26 blocks behind the line of scrimmage while moving forward ahead of the ball carrier with his arms fully extended, hands open and palms facing B65.

**RULING:** Legal block. (4-5-1)

**5-1-13 PLAY:** On a punt, B12 catches the ball and starts to advance. B18 and B19 interfere with Team A tacklers by blocking ahead of B12 with arms extended, hands open and palms facing the Team A tacklers.

**RULING:** Legal Blocking. (4-5-1)

**6-2-1 COMMENT:** Rule 4 Section 6 Article 2 Measurements. The Rule Book states that the ball shall be rotated so that its long axis is parallel to the sideline and that a touchdown cannot be scored as a result of such rotation.

For measurement purposes, the important part of the ball is the forward point. The rotation of a ball that is not parallel to the sideline should NOT move the nose of the ball beyond the forward point of the ball when it is whistled dead.

For example, the ball goes dead lying parallel to the goal line with the side of the ball as the most forward point on the inside edge of the Team A 45-yard line. Proper rotation of the ball will put the nose of the ball at the inside edge of the Team A 45-yard line. Improper rotation around the centre of the ball could gain 5 to 5½ inches, or half the length, that might be enough to gain a first down.

The proper procedure as outlined in paragraph 2 will ensure that an unintentional advantage is not given to a team.

## **RULE 5 KICKING**

**1-1 PLAY:** Team A on (a) 2D or (b) 3D attempt a punt by A1 who is positioned about 3 yards behind the centre in what appears to be a normal scrimmage formation.

**RULING:** Quick kick formation - A1 does not get the normal protection provided to a kicker nor is he protected from interference before he has crossed the LS. (5-1-(g), 5-5-1-(b), 7-1-5-(b))

**2-3-1 PLAY:** Team A kick off less than 10 yards. A1 touches the ball, B1 touches it, A2 recovers and advances the ball to the Team B 25-yard line where he fumbles. B2 recovers the fumble and runs the ball to the Team A 10-yard line.

**RULING:** Option is to Team B to allow the play to stand and decline the penalty for the infraction by Team A or to accept the penalty and have Team A repeat the kick off with L5 from previous line of kick off or take possession of the ball at the point of illegal recovery by A. (5-2-3-a)

**2-5-1 PLAY:** On a kick off Team B is called for holding on the B 40-yard line before gaining possession in the end zone. B1 returns the ball to the Team B 6-yard line.

**RULING:** Team A option - accept penalty from B 10 - Team B 1D at B 5; or decline penalty and Team B 1D at the 6-yard line. (5-2-5-b-2)

**2-5-2 PLAY:** On a short kick off (a) B1 – a member of the receiving team - interferes above the waist with A1 who is attempting to recover the ball or (b) A1 – a member of the kicking team - interferes with B1 who is attempting to recover the ball.

**RULING:** (a) Legal interference by B1 since he is a member of the receiving team. (5-2-5-a) (b) Illegal interference by A1 – a member of the kicking team. Possession awarded to Team B at point of foul or option. (5-2-5-c)

**2-5-3 PLAY:** On a short kick off that is dropping toward the east side of the field a member of the kicking team, A1, interferes with B1 (a) **near** the area to which the ball will drop or (b) on the **opposite side of the field** from the ball. A2 recovers the ball.

**RULING:** In (a) award the ball to Team B at PF. In (b) Team A retains possession. Since the foul had no bearing on the attempt to recover the ball there should be no infraction unless the interference was UR or RP. (5-2-5-c)

**2-5-4 PLAY:** A1 punts. B1 obtains possession, advances the ball and fumbles. A2 recovers the fumble and is advancing the ball when A3 blocks B2 below the waist.

**RULING:** Illegal block. Blocking by either team during a kicking play is restricted to at or above the waist during the entire play until it is whistled dead, regardless of how possession is gained. (5-2-5, 5-5-1, 5-5-2, 9-2-1)

**3-1-1 PLAY:** Team A punt from the Team B 30-yard line. B1 touches the ball before it crosses the line of scrimmage and the ball continues across the line of scrimmage to strike the goal post in flight.

**RULING:** The ball is dead with the touching by Team B disregarded. (5-3-1)

**3-2-1 PLAY:** B2 blocks a punt and A1 recovers the ball. A2 blocks B3 below the waist as A1 advances the ball.

**RULING:** Legal play. Since the ball did not cross the line of scrimmage and there was no change of possession the play following recovery is treated as any other play from scrimmage. (5-3-2)

**3-2-2 PLAY:** B1 blocks a Team A punt and recovers the ball. B2 then blocks A1 below the waist.

**RULING:** Illegal block. On any play on which there is a change of possession both teams are restricted to blocking at or above the waist on any player except the ball carrier. (5-3-2)

**3-4-1 COMMENT:** Rule 5 Section 3 Article 4. The intent of this rule is to give adequate credit to the B Team for blocking the Team A kick provided there is no foul by Team B on the play.

Under the definition of a safety touch - Rule 3-2-3 - the rule states that a safety touch is scored "as a DIRECT result of a kick being blocked in the field of play."

When the ball is touched after the blocked kick and before the ball is in the end zone, judgment is required by the official to determine the cause of the ball entering the end zone.

If it is apparent that the ball would have gone into the end zone without being touched by B the safety touch definition is satisfied and 2 points can result.

If the official judges that Team B deflected or directed the ball into the end zone and that the ball would not have entered the end zone if Team B had not touched it, then the ball did not enter "as a DIRECT result" of the blocked kick and no score is indicated. The last touching by Team B will be treated as an offside pass. (5-3-4-c, 5-3-4-d, 1-10-6)

If Team B kick the ball into the E.Z it may result in:

- (a) Recovered by A
  - dead in E.Z - rouge to B
  - dead on Field of Play - 1D to A.
- (b) Recovered by Team B in the E.Z,
  - legally by onside player-T.D. to Team B
  - illegally by offside player - 1st D to Team B at the point of the O.P.

**3-4-2 PLAY:** Team A punt on 3D at the Team A 5-yard line. B1 blocks the kick at the Team A 3-yard line and (a) the ball goes directly into the end zone or (b) onside B2 touches the ball at the Team A 2-yard line and it goes into the end zone. A1 recovers the ball that goes dead in the Team A end zone.

**RULING:** Option to Team B: 2 points for safety touch; or, since Team A has not gained the required distance, possession as 1D in (a) at the Team A 5-yard line and in (b) at the Team A 2-yard line. (5-3-4)

**4-1-1 PLAY:** Team A is 2D and 10 on the Team B 50-yard line. A1 throws a FP to A2 at the Team B 45-yard line. A2 catches the pass, turns and punts the ball to the Team B 5-yard line.

**RULING:** Legal play. A2, or any onside player, may legally recover the ball. It will be 1D for Team A if the original 10 yards have been gained since this play does not break the continuity of downs unless the yardage is gained. Offside players to A2 must allow Team B receivers 5 yards to recover the ball. (5-4-1, 9-4-2)

**4-1-2 PLAY:** On the last play of a half A1 punts from Team B 30-yard line into the Team B end zone. B1 return kicks the punt. Lineman B42 catches the punt at the Team B 30-yard line and advances the ball to the Team B 43-yard line where it goes dead in Team B possession.

**RULING:** Restraining zone foul against B42 at the Team B 30-yard line. Team A option - accept the penalty that gives Team A 1D at the Team B 15-yard line and 1 play or decline the penalty which terminates the period. (5-4-1)

**4-1-3 PLAY:** A1 punts, B1 deflects the ball toward the sideline; it then crosses the line of scrimmage and offside A2 falls on the ball 3 yards in advance of PLS. No other player is within 5 yards of the ball.

**RULING:** Restraining zone foul against A2 for touching the ball first. (5-4-1-a) This should not be whistled dead as a short kick since it did not drop into a group of players as covered in 5-4-3-b. (5-4-1-(a), 5-3-1, 5-4-3-(b))

**4-3-1 PLAY:** A1 punts into the Team B end zone. B1 attempts to make a return kick that does not leave the end zone. Offside B2 falls on the ball in the end zone to prevent A2, who is attempting to gain possession, from scoring a touchdown.

**RULING:** Restraining zone foul. Team A option: accept 1 point and Team B 1D at B 35; or Team A possession 1D at the B 10-yard line. (5-4-3-d)

**4-3-2 PLAY:** A1 punts. The ball is lying still on the B 40-yard line and no B player is within the 5-yard zone. Offside A2 is within 2 yards of the ball when A1 enters the 5-yard zone and recovers the ball.

**RULING:** Legal play. Unless Team B has a player within the 5-yard restraining zone there is no penalty for A2 being within the restraining zone and it is legal for the kicker A1 to recover the ball under these conditions. If B1 was within the 5-yard restraining zone A1 would be unable to recover the ball legally with offside A2 within the zone. (5-4-3-g)

**4-3-3 PLAY:** A1 punts to the 30-yard line where B1 return kicks. The return kick is short and the ball drops into a group of Team A and Team B players about 15 yards ahead of B1 at the 45-yard line.

**RULING:** The nearest official will whistle the play dead and the ball will be awarded to Team A at the 45-yard line without penalty for the restraining zone foul. (5-4-3-c)

**4-3-4 PLAY:** A9 quick kicks with A39 and A26 both onside. The ball crosses the line of scrimmage and is rolling loose at the Team A 50-yard line. A39 – a member of the kicking team - blocks B1 who is attempting to recover the punt and A26 recovers the ball.

**RULING:** Illegal interference by A39. Team B will be 1D at PF. (5-4-3-f)

**4-3-5 PLAY:** A1 punts. The ball lands 30 yards across the LS and bounces back towards the Team A players who are following the kick downfield. Receiver B1 catches the ball with A2 and A3 within the restraining zone. A2 and A3 were caught within the restraining zone by the ball bouncing back and (a) are trying to withdraw from the zone or (b) move ahead to make the tackle.

**RULING:** When a punt bounces back so that offside players have no chance to give the required distance and are trying to withdraw the distance penalty for the violation may be eliminated. (a) The **flag** signaling the restraining zone infraction **should be thrown** and Team B will be given the option of 1D at the point of foul (whether or not they retain possession) or at PBD. **Both benches should be advised as to the reason for waiving the distance penalty.** (b) With no effort by A2 and A3 to withdraw, the "No Yards" should be flagged and the distance penalty should be applied at the option of B. (5-4-3-b)

**5-1-1 PLAY:** Team A, 3D and 10 at the Team A 30-yard line, punt. The ball has been kicked, is in the air and crosses the LS when - (a) B1 blocks the kicker before he crosses the line of scrimmage or (b) B2 blocks lineman A46 below the waist at the Team A 40-yard line or (c) B3 commits UR on A52 at the Team A 40-yard line.

**RULING:** (a) and (b) Ball is "in flight." Penalty will be applied at PP L10 Team B 1D and 10. (c) Ball is "in flight." The UR penalty may be applied at PP or PBD at the option of Team A. (5-5-1-a-Note 1)

**5-1-2 COMMENT:** Only the kicker is entitled to protection behind the LS. Onside players are excluded from the protection of 5-5-1-(b).

**5-1-3 PLAY:** The centre is unable to snap the ball far enough for a punt. The QB takes the hand off from the centre and laterals the ball back to the kicker who maintains a normal kicking position.

**RULING:** The kicker is entitled to the normal protection as in any other punt. If he leaves the normal kicking position the normal ruling applies. (5-5-1-b, 7-1-5, 7-3-3)

**5-1-4 PLAY:** Punter A1 shanks a punt that does not cross the LS. B1 blocks A1 above the waist about 10 yards from the ball before the ball is recovered by B2.

**RULING:** Interference during a loose ball. It is not a punt since the ball did not cross the LS - therefore the kicker does not get any protection from being blocked up to the LS. But if the B1 block was to prevent A1 from recovery it is Illegal Interference and the ball is awarded to Team A as 1D. If B1 is carrying out a normal blocking assignment, without any idea of the ball location, then no foul has occurred. The judgment of the official is critical in this type of a situation. For example, if A1 was 10 yards from the ball and B2 was 1 yard away, ready to recover, no foul should be called because there was no effect on the ball recovery. (5-5-1-b, 9-3-a)

**5-1-5 PLAY:** Team A punt. Defensive back B1 blocks tackle A52 5 yards across the line of scrimmage by making initial contact above the waist and his momentum, combined with the reaction of A52, causes him to slide down the body of A52 so that his final contact is below the waist of A52.

**RULING:** Legal block. The initial contact was above the waist and the subsequent action was part of the same block. An official must see the whole play from its inception to ensure that he rules on the entire action and not on the final position of the players. (5-5-1, 4-5-1)

**5-1-6 PLAY:** Team A punt. Defensive back B1 blocks tackle A52 5 yards across the line of scrimmage. He makes initial contact above the waist, loses the contact and then blocks A52 with a diving block below the waist.

**RULING:** Illegal block. This is in effect 2 separate blocks with the first one above the waist and legal and a new block whose initial contact was below the waist and illegal. (5-5-1, 4-5-1)

**5-1-7 PLAY:** Team A punt. Defensive back B1 blocks tackle A52 5 yards across the line of scrimmage. He attempts to block above the waist but contacts the hands of A52 who is attempting to ward off the block and the block is completed below the waist.

**RULING:** Legal block. A player who contacts the hands of the defensive player first, or is caused by defensive action to block below the waist when the attempt was initiated above the waist, shall not be penalized. (5-5-1)

**5-3-1 PLAY:** B1 receives a Team A punt or intercepts a Team A forward pass. A2 attempts to break up the interference for B1 by blocking B2 and B3, who are ahead of B1, below the waist.

**RULING:** Illegal block by A2. After any change of possession any blocking to assist the ball carrier or any attempt to "strip" the blocking from the ball carrier must be made at or above the waist. (5-5-3, 4-5-4)

**5-4-1 PLAY:** On 3D and 20 at the Team A 35-yard line, A1 punts and recovers the ball legally at the Team A 45-yard line and advances it. A52 holds or blocks below the waist (a) with the ball at the Team A 50-yard line. Ball goes dead at the Team A 52-yard line (b) with the ball at the Team A 50-yard line. Ball goes dead at the Team B 50-yard line (c) with the ball at the B 40-yard line. Ball goes dead at the Team B 35-yard line.

**RULING:** (a) Team A must gain yards to retain possession (9-4-2-f). Because DNG-LB PBD. Team B 1D at Team A 52-yard line. (b) DG after the foul so L10 PLS DR. Team A 3D at Team A 25-yard line. (c) DG before foul. Team B option: L10 PBH-Team A 1D at Team B 50, or Team A 1D PBD -Team A 1D at Team B 35-yard line. (5-5-4, 8-2-1, 8-2-2, 9-4-2)

**5-5-1 PLAY:** Team A punt into the Team B end zone and while the ball is in flight A2 blocks B2 below the waist. The ball is caught in the Team B end zone by B1 and goes dead on the B 2-yard line.

**RULING:** In flight fouls are applied at PPG. In this case, the PPG is in the Team B end zone so the point of penalty application is the Team B 10-yard line. After the penalty Team B may scrimmage at any point between the hash marks on the B 10-yard line. If the penalty is declined Team B will scrimmage 1D and 10 at B 20-yard line. (5-5-1-(a)- Note 2, 5-5-5)

## **RULE 6 PASSING**

**1-0-1 PLAY:** Team A scrimmage, 2D and 1 on the Team B 50-yard line. A1 throws a lateral pass from the B 51-yard line that lands on the B 52-yard line, takes a reverse bounce and goes OB on the B 48-yard line.

**RULING:** Team A 3D and 2 at the B 51-yard line. The ball goes to the OB point or the POP, whichever is closer to the Team A dead line. (6-1)

**2-0-1 PLAY:** Guard A50 retreats after the snap on a scrimmage play and QB A1 hands the ball forward to him 3 yards behind the Line of Scrimmage.

**RULING:** This is a legal hand-off pass that meets the definition of Rule 6 Section 2 since: (1) it occurs on a scrimmage play; (2) the ball is handed from A1 to A50, behind the LS; (3) A50 is not occupying the position of a lineman that, by definition, is a player within 1 yard of the LS. (6-2, 4-1-4)

**3-3-1 PLAY:** A1 throws a forward pass to A2. A2 tips the ball at the Team A 30-yard line in an offside direction to ineligible receiver A42 who catches it at the Team A 34-yard line.

**RULING:** Offside pass to A42. If Team A retains possession the forward pass is ruled complete at the Team A 30-yard line. (6-3-3-3)

**3-4-1 PLAY:** A1 throws a forward pass to A2. A2 tips the ball at the Team A 30-yard line to eligible receiver A3 who catches it at the (a) Team A 28-yard line (b) Team A 35-yard line.

**RULING:** Legal play in either case. Completed forward pass at either point and A3 may advance the ball without penalty. (6-3-4-2)

**3-4-2 PLAY:** Pass thrown by A1 across the line of scrimmage. B1 deflects the ball in an offside direction to B2 who catches it.

**RULING:** Completed pass. (6-3-4)

**3-4-3 PLAY:** On the last play of the 2nd period, Team A is 3D and 5 and attempt a forward pass. Passer A1 (a) crosses LS and throws a forward pass incomplete or (b) intentionally grounds the ball.

**RULING:** If Team B accepts the penalty 1 more play will take place. In (a) the application results in Team A L10 and 3DR. In (b) the penalty on 3D is LB at POP so Team B 1D at POP. If the penalty is declined the period is over. (6-3-4, 6-4-8)

**3-5-1 PLAY:** On last play of the game A1 fumbles the ball forward from the B 3-yard line into the Team B end zone where (a) B1 recovers the ball and is downed in the end zone or (b) offside A2 recovers the ball in the end zone.

**RULING:** In (a) there is no score and the game is over. The play is ruled as an Intercepted Pass in the end zone (6-4-11-a). In (b) a touchdown is scored by A2. Following the convert the game is over. Any player may recover a fumble without penalty. (6-3-5)

**3-5-2 COMMENT:** An offside pass is determined by the direction in which the ball is propelled and by the point of termination (6-1) (6-3-1). After an offside pass has been made the team making the pass, under certain specific conditions, may legally recover it. These are:

- a) from a fumble - as covered in 6-3-5-1
- b) by blocking a kick - as covered in 6-3-5-2
- c) by deflecting a forward pass - as covered in 6-3-3, 6-3-4

- d) on a dribbled ball - as covered in 6-3-5-3
- e) by blocking a lateral or offside pass - as covered in 6-3-5-1

It is legal for the non-offending team to recover the offside pass. There is an option to the non-offending team to accept the play or, accept the penalty for the offside pass, leaving possession with the team making the pass at point of origin. (6-3-5-6)

**3-5-3 PLAY:** On a running play, A1 throws a lateral pass to A2 (a) behind the line of scrimmage or (b) after crossing the line of scrimmage. B1 breaks between A1 and A2 and knocks the ball down in his attempt to catch it. The ball bounces forward and is recovered by B1, onside B2 or offside B3.

**RULING:** Legal recovery in any case and B1, B2 or B3 may advance the ball without penalty. (6-3-5-1)

**3-5-4 PLAY:** Team A punt into the Team B end zone. Receiver B1 advances the ball, fumbles it from the end zone across the goal line where it (a) touches B2 at the B 3-yard line and goes out of bounds, or (b) is recovered by B2 at the Team B 3-yard line.

**RULING:** In each case the ball is awarded to Team B since any player can legally recover a fumbled ball. (6-3-5-(1)). To rule as a rouge on this play, the offside pass must be the type of pass that would be subject to penalty (6-3-9) or be fumbled directly out of bounds (1-10-7).

**3-8-1 PLAY:** Team A 3D and 25 on Team A 30-yard line. Punter A is trapped, begins to run the ball, crosses the LS, sees he is about to be tackled at the Team A 40-yard line and throws the ball forward to the Team B 20-yard line where B1 falls on it.

**RULING:** Team B may take possession of the ball at the B 20-yard line or accept the penalty for the OP. The ball is returned to Team A at the point of origin of the OP - the Team A 40-yard line. Since Team A has not made 1D, the ball reverts to Team B at that point. (6-3-8)

**3-8-2 PLAY:** A1 punts into the Team B end zone (a) during the 1st quarter (b) on last play of the game. B1 receives the ball and throws the ball out of the end zone to the B 12-yard line where A2 falls on the ball.

**RULING:** Options to Team A in each situation. In (a) accept the penalty for the offside pass made by Team B in the end zone, score 1 point and Team B 1D at B 35-yard line, or allow the play to stand with Team A 1D and 10 on the Team B 20-yard line. In (b) accept the penalty for the offside pass in the end zone and score 1 point or allow the play to stand. In either case the game is over. An offside pass is not a foul and therefore does not call for another play. (6-3-8, 6-3-9)

**3-8-3 PLAY:** Team A punt into the Team B end zone on the last play of the game. B1 receives the ball, sees that he cannot get out of the end zone and (a) fumbles the ball forward across the goal line or (b) throws the ball forward where it is recovered by B2 or A2.

**RULING:** (a) Possession to the team recovering the ball and the game is over. (b) The game is over and Team A score a single point. (6-3-8)

**3-9-1 PLAY:** Team A throw a forward pass into the Team B end zone. B1 leaps to intercept the ball in the end zone, tips it in an offside direction and offside B2 catches it before it touches the ground (a) in the end zone (b) outside the end zone at the B 1-yard line.

**RULING:** Intercepted pass in the end zone in (a) and at the Team B 1-yard line in (b). The ball is alive and in play. If Team B retains possession it will be Team B 1D at the PBD or at the 10-yard line in (a) with no score and Team B ball at the PBD in (b). (6-3-9-2b)

**3-9-2 PLAY:** Team A has the ball on their 4-yard line. On 3D with 7 yards to go Team A snap the ball to the kicker who fumbles it in the end zone. While the ball is loose and lying on the ground the kicker kicks the ball to the 3-yard line where it is recovered by lineman A42 of Team A. It has not been touched by any other player of either side.

**RULING:** Option to Team B. The dribbled ball is an offside pass from the end zone and Team B may take 2 points with the ball put into play as chosen by Team B; or Team B may allow the play to stand and, since Team A has not gained yards, Team B take the ball as 1D on the Team A 3-yard line. (6-3-9, 3-2-3)

**4-1-0 COMMENT:** A forward pass by definition is one thrown from behind the LS toward the opponent's dead line. It can be thrown in **any manner** (overhand, underhand, shoveled, etc.) and it is still a Forward Pass if it originates behind the LS. (6-4-1)

**4-1-1 PLAY:** Team A scrimmage at the Team A 35-yard line, 1D. Passer A1 crosses the line of scrimmage to the Team A 37-yard line inadvertently or deliberately and then retreats to the Team A 32-yard line. He then throws a forward pass to eligible receiver A2 at the Team A 50-yard line.

**RULING:** Completed pass thrown by a player from behind the line of scrimmage. (6-4-1)

**4-2-1 PLAY:** QB A1 throws what is intended to be a lateral pass to A2 but it is a forward pass. A2 then throws a forward pass to A3.

**RULING:** Illegal forward pass. Option to B, L10 and DR, or allow the play to stand. In the event of an incomplete pass or a very short gain Team B may decline the penalty in order to use the down. (6-4-2)

**4-4-1 PLAY:** A player wearing the number of an eligible pass receiver, positioned as the outside man on the scrimmage line, snaps the ball.

**RULING:** Legal play. The player is also an eligible receiver. (6-4-4)

**4-4-2 PLAY:** Team A throws a forward pass that is touched by a Team B player before it crosses the line of scrimmage.

**RULING:** Only the original eligible receivers may complete the pass. (6-4-4-(d))

**4-4-3 PLAY:** Team A throws a forward pass that is touched by a Team B player after it crosses the line of scrimmage.

**RULING:** All Team A players, including previously ineligible receivers, may legally complete the pass. (6-4-4)

**4-5-1 PLAY:** Ineligible receiver A52 makes initial contact with a Team B player in the neutral zone, maintains the contact downfield and then loses the contact 5 yards in advance in the neutral zone.

**RULING:** Legal play. A52 shall not be penalized as an ineligible receiver downfield, provided he does not proceed further downfield until the pass is thrown, nor participate further in the play until the pass has been touched by a receiver for either team. (6-4-9)

**4-7-1 PLAY:** Team A 1D and 10 on the Team A 30-yard line. A1 throws a forward pass that strikes ineligible A40 on the back of the helmet and rebounds to (a) eligible A2 or (b) linebacker B28. The ball is blown dead at the Team A 50-yard line.

**RULING:** (a) Incomplete pass or option to B. Team A will scrimmage at PLS or PBD at option of Team B. (6-4-7-c) (b) Interception by B, who has the option of retaining possession at PBD. (6-4-7-c)

**4-8-1 PLAY:** On 2D and 10 at Team A 30-yard line, QB A1 throws a FP to A2 on the Team A 28-yard line. A2 prepares to throw a 2nd forward pass, sees no receiver and deliberately throws the ball out of bounds at the Team A 35-yard line.

**RULING:** Double penalty for illegal FP and intentional grounding. Team B option: accept the penalty for the illegal FP, Team A 2DR and 20 at Team A 20-yard line or accept the penalty for the intentional grounding, Team A 3D & 12 at Team A 28-yard line. (6-4-2, 6-4-8-a). The fact that the 2nd FP is illegal does not change the IG foul – Team A has in fact saved a loss of yardage by intentionally grounding the ball. The 2nd pass could be intercepted, there could be Illegal Interference called, producing a dual foul, or other such situations that are not cancelled because the 2nd FP is illegal. (6-4-2, 6-4-8-a)

**4-9-1 COMMENT:** Forward Pass Interference is one of the most difficult judgment calls for an official. There are a number of criteria that can be used to help to establish whether or not a foul has been committed and by which player.

1. Every eligible receiver is entitled to the opportunity to complete the pass legally. This includes both offense and defense.
2. Every player has the right to take a position on the field or take a line of motion provided that he does not interfere with an opponent who has the same position or line of motion.
3. The responsibility for causing contact is on the player who attempts to take the position or line of motion too late to allow the opponent to stop or change direction.
4. A player who attempts to play the ball from an unfavorable position places himself in jeopardy unless he contacts the ball before he contacts the opponent.
5. It is the responsibility of offensive pass receivers to avoid contact with defensive players during a forward pass. The offensive player is guilty of pass interference if he causes the contact that interferes in any way with the defensive player. This applies particularly during the so-called "pick" plays where intentional interference is used to prevent adequate coverage by the defense. (6-4-9)
6. Interference on a forward pass occurs (a) only after the pass is thrown (b) in the target area and (c) if the pass is deemed catchable.
7. During an obvious passing play illegal contact that occurs before the ball is thrown will not be penalized as Illegal Interference on a forward pass but will be penalized for Illegal Contact With An Eligible Receiver. This penalty will be called whether the ball is thrown or not and may be charged against either the defence or the offence.

**4-9-2 PLAY:** With the ball in the air receiver A1 is running a path straight down the field. Defender B1 is backing up in front of him and then stops directly in the path of A1 so that contact results.

**RULING:** Each player is entitled to his position on the field provided that he takes it in sufficient time to allow another player who is moving towards that position or in that path to stop or change direction without contact.

If B1 stops in the path of A1 so quickly that A1 has no chance to stop then B1 is guilty of interference if contact occurs.

If B1 stops in the path of A1 so that A1 could stop if he knew B1 was there the onus of responsibility is on A1. As an eligible receiver A1 must expect to be closely guarded and must be

aware of such defensive tactics. If A1 moves close enough to B1 to threaten the position of B1, B1 may use his hands to protect his position prior to the ball being thrown. (6-4-9-a, b and c)

**4-9-3 PLAY:** Receivers A1 and A2 run a criss-cross pattern so that A2 crosses behind A1. A1 contacts defensive back B2 who is trying to cover A2 to whom the pass is thrown.

**RULING:** If the contact by A1 could have been avoided, he is responsible. Illegal Interference by A1. (6-4-9)

**4-9-4 PLAY:** Receivers A1 and A2 run a criss-cross pattern so that A2 crosses behind A1. A1 stops to allow A2 to cross behind him to catch the pass so closely in front of B2 that contact is unavoidable.

**RULING:** A1 caused the contact by stopping in the path of B1 so that B1 could not stop or change direction. Illegal Interference by A1. (6-4-9)

**4-9-5 PLAY:** Receiver A1 runs straight down the field and stops at the Team A 40-yard line. A2 cuts laterally to the Team A 39-yard line behind A1. The ball is thrown to A2. Defender B2, who is on the Team A 44-yard line, attempts to cover A2 and to do so has to go around A1.

**RULING:** Legal position by A1, who stopped at the Team A 40-yard line, without contacting or interfering with B2 who is at the Team A 44-yard line. A1 may legally maintain the position when A2 cuts to the Team A 39-yard line. (6-4-9)

**4-9-6 PLAY:** A1 is running an obvious pass pattern when defensive back B1 uses his hands or body to knock A1 over. A1 was not threatening the position of B1. The QB subsequently runs with the ball or is sacked behind the line of scrimmage.

**RULING:** Illegal play by B1 - and should be ruled and signalled as Illegal Contact With An Eligible Receiver. Since a pass has not been thrown pass interference cannot be called although "an eligible receiver has been contacted before the ball was touched by the receiver."

(6-4-9-b, 6-4-10-b)

It is obvious that if these tactics were allowed every Team A receiver could be knocked over and a pass would seldom be completed.

**4-9-7 PLAY:** Team A completes a forward pass behind the line of scrimmage. What interference is legal by Team A?

**RULING:** There is no difference in the rulings applicable, whether the pass is complete behind or across the line of scrimmage. Specifically, (1) Linemen may not leave the line of scrimmage before the ball is thrown, (2) no interference across the neutral zone is permitted until the ball is touched and (3) all Team A players may interfere at will after the ball has been touched by an eligible receiver. (6-4-9)

**4-9-8 PLAY:** Defensive Back B1 runs stride for stride with eligible receiver A75 without looking at the ball. By watching the eyes of A75, B1 judges when the ball is in flight and while still running (a) turns his head toward the ball and brings his arms up to try to intercept or knock the ball down or, (b) without looking back toward the ball thrusts his hands forward across the hands of A75 when he judges that A75 is about to attempt the catch.

**RULING:** In (a) Legal Play, provided that B1 does not raise his arms before he turns his face toward the ball (that would be screening) and provided that B1 does not cause illegal contact because of his "shadowing" tactics on A75. Skillful tactics on the part of the defense should not be unjustly penalized and should be recognized, as well, as skillful tactics by the offense to get

open. In (b) this is a form of Illegal Interference in that he has prevented the receiver from using his hands to attempt to catch the ball. (6-4-9-(c) and (d))

**4-9-9 PLAY:** A2 and B2 are running downfield, shoulder-to-shoulder. The pass is thrown to A2 and both players leap to make the catch with both having an equally favourable position to do so. Heavy contact results between them and both players fall to the ground. The pass is incomplete.

**RULING:** Both players were in an equally good position to attempt to make the catch and both were playing the ball. Even though the contact caused both players to be knocked over, such contact is legal. No penalty should be called. (6-4-9-c)

**4-9-10 PLAY:** Team A, 2D and 10 on the Team A 30-yard line, attempt a FP. A2 and A3 are running to the right behind the LS within 3 yards of each other. A1 throws the FP towards A2 who is on the Team A 27-yard line and B1 blocks A3 while the ball is in the air.

**RULING:** Legal play. Team B players may interfere behind the LS with Team A players who are protecting the passer but not with the Team A player to whom the pass is thrown. Any interference with A2 in his attempt to catch the pass would be illegal. (6-4-9-b)

**4-9-11 PLAY:** Team A throw a forward pass that is completed behind the line of scrimmage. Is it legal for Linemen of Team A to block downfield across the line of scrimmage, before completion of the pass?

**RULING:** No. Team A may legally interfere up to the limit of the neutral zone. After an eligible receiver has touched the pass Team A may interfere at will. (6-4-9-(a))

**4-9-12 PLAY:** Ineligible receiver A44 is downfield illegally and the forward pass is thrown to him. Before he touches the ball B1 contacts A44.

**RULING:** Illegal Interference applies **only against an eligible receiver**. A44 may be penalized for being downfield illegally or as an ineligible receiver of a forward pass if he is the first player to touch the ball in an attempt to catch the ball. (6-4-9-b, 6-4-5)

**4-9-13 PLAY:** End A72 is made ineligible because A27 steps up on the line before the snap. A72 goes downfield on the forward pass and B1 interferes with him while the ball is in the air.

**RULING:** A72 was made ineligible to go downfield and to catch the pass by the action of A27 even though this was unknown to A72. A72 was made ineligible and therefore pass interference cannot be committed against him. Penalize as an ineligible receiver downfield. (6-4-9, 8-6-3, 6-4-4)

**4-9-14 PLAY:** A1 throws a forward pass to A2 that is tipped by rushing Lineman B42 just as A1 releases the ball. The ball continues in its flight toward A2. B2 contacts A2 before he can attempt to catch the ball.

**RULING:** Illegal interference by B2. When a pass rusher tips the ball just after it is thrown, interference is still illegal. (6-4-4-(d), 6-4-9)

**4-9-15 PLAY:** Receiver A74 and defender B20 are moving downfield on a pass play. The pass is thrown short and A74 slows up to be in position. B20 is between A74 and the passer. There is no contact between A74 and B20 but the under thrown ball strikes B20 in the back.

**RULING:** B20 is entitled to his position on the field. There was no interference from contact and screening requires some type of positive action such as raising the arms or hands while not looking for the ball. If B20 moved in such a way to prevent A74 from moving to the ball,

interference could be called. In this play there was no deliberate action by B20 and with the ball striking him on the back, there should be no call. (6-4-9)

**4-10-1 PLAY:** A1 prepares to throw a forward pass. Defensive Back B1 pushes eligible receiver A2 to the ground at the B 30-yard line. A1 then throws the ball toward the B 30-yard line where it strikes the ground. A2 is still lying on the ground.

**RULING:** Illegal contact with an eligible receiver. L10 to Team B and Team A has the down repeated or 1D if the penalty gains the necessary distance. (6-4-10-(b))

**4-10-2 PLAY:** Team A throws a FP to the B 30-yard line hash mark. Receiver A2 and defensive B2 are (a) on the B 30-yard line hash mark (b) running in full stride at the B 35-yard line hash mark, or (c) running in full stride at the B 45-yard line hash mark - as the ball is coming down at the B 30-yard line. B2 pushes A2, after which the ball strikes the ground.

**RULING:** In (a) and (b) Illegal Interference on a Forward Pass. Team A 1D plus 15, if applicable, from PLS. (6-4-10), (c) Ball was not catchable so no foul.

**4-10-3 PLAY:** Team A, 3D and 10 on the Team A 15-yard line, throw a forward pass. A2 interferes with B2 in the target area at the (a) Team A 25-yard line (b) Team A 40-yard line. B2 intercepts the pass and the ball goes dead at the Team A 20-yard line.

**RULING:** Option to Team B - decline the penalty and have Team B 1D at Team A 20-yard line or accept the penalty, L15 DR. Team A 3D at the Team A 1-yard line. (6-4-10-Penalty-Note 1)

**4-10-4 PLAY:** Team A, 2D and 10 on the Team A 40-yard line, throw a long forward pass. A2 interferes with B2 at the Team B 10-yard line and the pass (a) is incomplete (b) is completed by A2 or (c) is completed by B1.

**RULING:** In (a) option to Team B - accept penalty Team A 2DR and 25, or decline penalty and Team A 3D and 10. In (b) option to Team B - accept the penalty resulting in Team A 2D and 25 at the Team A 25-yard line, or allow the play to stand with Team A 1D at PBD (not a likely choice). In (c) option to Team B - Team A 2D at the Team A 25-yard line or Team B 1D at PBD. (6-4-10)

**4-10-5 PLAY:** On 2D and 10 at the Team A 45-yard line, Team A attempt a forward pass behind the line of scrimmage. There is Illegal Interference at the A 40-yard line by (a) B1 against A1 or (b) A1 against B1.

**RULING:** In (a) Team A is awarded 1D at the PLS. In (b) L15 DR from PLS, Team A 2D and 25 at A 30-yard line. (6-4-10)

**4-10-6 PLAY:** A1 throws a forward pass on 2D at the A 12-yard line from his own end zone, to A2 on the A 5-yard line. B1 is about to intercept the pass when A2 interferes with him and the pass goes incomplete.

**RULING:** Option to Team B - L15 from PLS and DR - Team A 2D on 1-yard line or decline penalty and have Team A 3D at the PLS (the Team A 12-yard line). (6-4-10-Penalty-Note 1)

**4-10-7 PLAY:** Team A, 2D and 10, on the A 30-yard line, throw a forward pass. B2 interferes with A2 at the (a) A 38-yard line (b) A 50-yard line (c) B 40-yard line.

**RULING:** In (a) Team A 1D and 10 at the A 38-yard line. In (b) and (c) Team A is awarded 15 from PLS and 1D. In both cases, Team A will have 1D and 10 at the A 45-yard line. (6-4-10-Penalty -2b)

**4-10-8 PLAY:** A1 throws a pass that is too far for A2 to reach. After the ball has passed A2 defender B2 pushes A2 roughly from behind causing him to fall.

**RULING:** Depending on the severity of the push Unnecessary Roughness or Objectionable Conduct should be called. This is not pass interference. (6-4-10)

**4-10-9 PLAY:** On 2D A1 throws a forward pass from the Team A end zone to A2 in the Team A end zone. B1 is about to intercept the pass when A2 interferes with him in the end zone and the pass goes incomplete.

**RULING:** Option to Team B - accept a safety touch - or decline the penalty and have Team A 3D at the PLS. (6-4-10, 8-4-1)

**4-10-10 PLAY:** A75 runs a "down and out" pattern. As he makes his cut he pushes off B80 and makes a catch about 10 yards laterally from the point of contact.

**RULING:** If the contact was caused by A75 there are 2 situations: (1) If the ball is not in the air at the time of the contact A75 is guilty of illegal contact with an eligible receiver or (2) If the ball is in the air A75 is guilty of pass interference. (6-4-10)

**4-11-1 PLAY:** On 1D and 10 at the Team B 20-yard line, A1 throws a forward pass into the Team B end zone that is intercepted by B1. B2 is called for blocking from rear and B1 is downed (a) in the end zone, or (b) at the 6-yard line.

**RULING:** No score. In (a) penalty will be applied from the 10-yard line, Team B 1D at the B 5-yard line. In (b) Team A option - apply penalty at Team B 10-yard line, Team B 1D at the B 5-yard line, or allow the play to stand, Team B 1D at B 6-yard line. (6-4-11-(c)-3)

**4-11-2 PLAY:** B1 intercepts a FP in the Team B end zone. While the ball is in the Team B end zone A1 commits UR on B2 (a) in the Team B end zone or (b) at the B 5-yard line. The ball goes dead (1) in the end zone, (2) at the B 4-yard line or (3) at the B 20-yard line.

**RULING:** 1D for Team B with a penalty of 15 in either (a) or (b). In (1) and (2) the penalty is applied at the B 10-yard line with Team B 1D at the B 25-yard line. In (3) it will be Team B 1D at the B 35-yard line. (6-4-11-(c))

## **RULE 7**

### **FOULS AND PENALTIES**

**1-2-1 PLAY:** Guard A57 is attempting to block B1 5 yards across the LS when B2 (a) pushes A57 from behind with extended arms or (b) blocks A57 from rear.

**RULING:** Illegal play by B2 in each situation. In (a) L10 PLS and in (b) L15 PLS - option to Team A in each case. The rules state, "blocking an opponent" and does not differentiate between offense and defense. (7-1-2, 7-1-3)

**1-2-2 PLAY:** Nose guard B42 is blocked from the rear on the LS by (a) guard A52 (b) flanker A26, who was outside the end when the ball was snapped (c) fullback A25 who was 4 yards behind the LS when the ball was snapped.

**RULING:** (a) Legal block if it occurs between offensive tackles within 2 yards on either side of the LS. In (b) and (c) illegal block - neither A26 nor A25 were in the 4-yard area when the ball was snapped. (7-1-2)

**1-3-1 PLAY:** On a punt A2 is attempting to tackle receiver B1 when he is pushed from behind by B2.

**RULING:** Pushing from the rear is illegal use of hands not blocking from the rear. The penalty is L10 for the illegal block. (7-1-3)

**1-5-1 PLAY:** A1 attempts a punt on 3D and 15 at the A 40-yard line. B1 attempts to block the punt, misses the ball, and his momentum carries him into the kicker who is knocked off balance.

**RULING:** Contacting the kicker - L10 PLS. If the penalty is accepted by Team A it will result in 3D and 5 at the A 50-yard line. In determining whether the flag is for Contacting or Roughing the Kicker, the criteria used is whether the contact is the product of misjudgment or could have been avoided. If the kicker is hit in a manner that warrants a flag, it is contact as a minimum – **how** he is hit determines whether or not it will be applied as Unnecessary Roughness or Rough Play. (7-1-5)

**2-4-1 PLAY:** B2 grasps the facemask of ball carrier A2, swings him around using the facemask as a lever to throw A2 heavily to the ground.

**RULING:** Rough play. Disqualification and 25 yard penalty. (7-2-4)

**2-6-1 PLAY:** A26 fakes a play through the line and then veers off his line of motion to deliberately charge into the Umpire.

**RULING:** A26 should be disqualified for physical abuse of the official – L25. (7-2-6)

**3-1-1 PLAY:** Ball carrier A1 slips and falls to the ground. Before the official can blow the whistle B2 throws himself heavily on A1.

**RULING:** Piling on by B2. Even if the whistle has not been blown, players are expected to know that the ball is dead in this situation and to avoid heavy contact. If B2 stopped and merely held A1 down to ensure that he did not get up and run because the official had missed the contact with the ground there would be no call. The danger of player injury in such situations takes precedence over the whistle being blown in the obvious case where the ball is dead. (7-3-1)

**3-2-1 PLAY:** A1 throws a pass. B1 is in the air to block the pass, misses it, and lands on A1 as he comes down. B1 does not use his forearms to punish the passer.

**RULING:** Legal play. The Referee must judge whether the contact by B1 is part of his action to block the pass and hence is unavoidable when he lands, or if B1 uses his arms, body, etc. to add unnecessary power to the severity of the contact - to "shake up" the passer - that is Unnecessary Roughness. (7-3-2)

**3-7-1 COMMENT:** Spearing may occur before the whistle or after the whistle. The fact that a player has committed himself before the whistle has no bearing on the Spearing actions. Spearing is dangerous to both players and should not be condoned by officials or coaches. It is the responsibility of both to eliminate this tactic. **The use of the helmet is illegal whether the player committed himself before or after the whistle.** (7-3-7)

**3-8-1 COMMENT:** Butt Blocking, Butt Tackling, Spearing

All of these infractions are similar in nature in that all of them involve the **deliberate use of the helmet as the primary or sole point of force in the contact with an opponent.** Spearing is normally applied to the action against a player who is unable to protect himself; butt blocking and butt tackling are applicable to action against any player.

The facemask is considered to be a part of the helmet. The use of the top or front of the helmet, or the use of the facemask, to deliver a blow to an opponent is an act that puts the player in danger of serious injury since the player's neck is either in the position of acute flexion or hyper-extension when the force is applied and it is under these circumstances that fractures of the vertebrae occur. (7-3-8)

The use of the head to lead in blocking or tackling is necessary and legal when it is used to centre on an opponent, maintain balance and observation and then counteract the movements of an opponent. If the head hits the opponent first, follows through and is followed by shoulder, arm or body contact, the head action should NOT be construed as illegal.

In the same way, a ball carrier running with the head down through the line may unavoidably strike an opponent in his path and follow through with his body to gain more yardage. This should also be ruled as legal.

A ball carrier is forbidden to use his head or helmet **deliberately** as the prime point of force in breaking a tackle. Coaches are reminded of the danger to their ball carrier in using such tactics and should not teach techniques that may lead to injury. As noted above, this does not prevent the short yardage type of play where the head is not used deliberately. However, when the ball carrier is aware of opponents in his path and deliberately uses the head or helmet in order to prevent or break a tackle, a foul for butt tactics should be called.

The head may slide to the side and the primary force of the block or tackle is the shoulder and arms. The **deliberate** use of the top, front or facemask portion of the helmet to butt or ram an opponent is illegal and dangerous and should be called strictly. The following plays will illustrate the principles that should be used to decide the legality of the action.

**3-8-2 PLAY:** Ball carrier A1 attempts to score from the Team B 3-yard line. He takes the hand off from the QB and (a) drives into the line with head down striking B62 with his helmet and driving him back into the end zone or (b) runs toward the line with head up, turns toward an opening, sees B62 moving up to tackle and lowers his head to contact B62 with his helmet.

**RULING:** In (a) legal play. A1 did not deliberately use his helmet to contact B62. In (b) the use of the helmet was deliberate. A1 could see B62 preparing to make the tackle and used the helmet to prevent it. A Butt Block foul must be called. (7-3-8)

**3-8-3 PLAY:** Ball carrier A1 gains 8 yards and sees B24 preparing to make a tackle. He drops his head and rams B24 (a) with his helmet or (b) with his shoulder into the chest of B24 and his helmet at the side of B24.

**RULING:** In (a) rule as a Butt Block. A1 used the helmet as the prime point of force to break a tackle. In (b) this is a legal play. The prime point of force is the shoulder of A1. The helmet may be touching the side of B24 but the force is applied to the chest of B24 by the shoulder of A1. (7-3-8)

**3-8-4 PLAY:** Interior lineman A1 contacts defensive B1 by (a) driving his face mask deliberately into B1's number or (b) driving his shoulder into B1 so his helmet is contacting the side of B1's body or (c) attempting to block B1 with his shoulder but because of a defensive slant by B1 the primary contact is made with the helmet.

**RULING:** (a) Illegal - butt blocking. (b) Legal block - even though there is contact with the helmet at the side of the body of B1, the helmet or facemask was not used as the primary force of the block. (c) Legal block - the official must see the whole play in order to call the play correctly and must be able to read intent on the part of A1 in making a correct judgment. There will be a number of such situations where the blocker attempts a legal block but unintentionally contacts the opponent with the helmet or facemask due to the defensive maneuver. When this is the case the contact will probably not result in a direct blow. Butt blocking is an **intentional** act that is dangerous to both blocker and opponent. (7-3-8)

**3-8-5 PLAY:** QB A1 drops back to pass. Blocker A2 takes a step backward maintaining a squared off position to protect the passer. Rusher B1 crosses the line and forcefully drives into the head of A2 with his body. A2 does not drive forward but maintains his position.

**RULING:** Legal block. The fact that A2 is passive in his blocking and that the action of the rusher is the cause for the contact with the helmet of A2 removes this from the category of an illegal block. (7-3-8)

**3-8-6 PLAY:** Runner A1 breaks into the open and safety B1 tackles A1 by (a) driving his helmet or face mask into A1 and then uses his arms to pull A1 down or (b) wrapping his arms around A1 and simultaneously making contact with A1's body with his helmet.

**RULING:** In (a) the action is illegal - butt tackle. In (b) the primary point of the force should be the arms and shoulder of B1 and the contact with the helmet is incidental with the tackle. The tackle is legal. However, the official covering the play must be sure that the helmet was not the primary point of force. (7-3-8)

**3-8-7 PLAY:** Runner A1 breaks into the open. B1 keeps his head upright with his eyes on A1's numbers and drives into A1 to make the tackle. (a) He moves his head at the last moment so that he contacts A1 with his shoulder, or (b) he moves his head at the last moment to attempt a shoulder tackle, but because of a cut by A1 there is contact with the side or top of the helmet of B1.

**RULING:** In both (a) and (b) Legal Tackle. In (b) the fact that there was contact with the helmet of B1 was partially caused by the movement of A1 and therefore should not be considered to be an infraction since there was no intent by B1. (7-3-8)

**3-8-8 COMMENT:** As mentioned earlier, officials must use good judgment in their rulings. The plays illustrate the necessity of seeing the whole play in order to judge correctly the cause of the contact by the helmet or the intent and also whether the helmet was the primary point of force.

Two questions should be asked on each such block. (1) Was it a deliberate attempt by the blocker and not caused by actions of the opponent? (2) Was the helmet used as the primary point of force against the opponent?

If both questions are answered YES - the block is illegal. If either question is answered NO - the block is legal. **The same principles apply to the action of tackling.** (7-3-8)

**3-10-1 COMMENT:** Crack-Back Blocking. There are 4 elements in this rule - **position**, **direction** of motion, **zone** and **point of contact**. By asking the following questions about each element it can easily be determined whether the block is legal or illegal.

**POSITION** - Is the player -

- (a) positioned (standing or in motion) 3 or more yards outside the close line play area when the ball is snapped or
- (b) initially positioned 3 or more yards outside the close line play area but has moved to less than 3 yards from the area when the ball is snapped or
- (c) initially positioned less than 3 yards from the close line play area but moves to a position 3 or more yards outside the area and then moves back to less than 3 yards from the close line play area, either before or after the snap of the ball.

**MOTION** - Does the player move toward the point from which the ball was snapped (that is the definition of "moving in the direction of the ball")?

**ZONE** - Does the block occur on or behind a line 5 yards ahead of the LS in the area from 5 yards ahead of the LS back to the Team A dead line?

**CONTACT** - Is the block made below the waist by the action of the blocker?

**If the answer to all 4 questions is YES - the block is illegal.** (7-3-10)

The **intent** is to prevent a blocker who is outside the normal field of vision of a defender, or who leaves the normal field of vision and then returns, from blocking low, thus creating the danger of knee and ankle injury.

**3-10-2 PLAY:** Flanker A1 is stationed on the right hash mark, 8 yards outside the right tackle, with the ball snapped at the centre of the field. A1 blocks the corner back between the hash mark and the sideline, 2 yards across the LS, with a rolling cross body block across the front of the knees.

**RULING:** Legal block. A1 moved **away** from the direction of the ball to block. Only 3 elements are satisfied - position, zone and contact. His motion is **away** from the ball and therefore the block is legal. (7-3-10)

**3-10-3 PLAY:** Flanker back A1 lines up 8 yards outside the tackle. At the count of 1, he moves toward the tackle so that at the count of 2 he is only 2 yards from the tackle. The ball is snapped and A1 blocks the middle linebacker in the 5 yard restricted area below the waist.

**RULING:** Illegal block. All 4 elements receive a yes answer. The **position** is that in Comment 3-10-1 - position (b) the **motion** was toward the ball, the block was in the **restricted area** and the block was **below** the waist. (7-3-10)

**3-10-4 COMMENT:** Who is responsible for calling "crack-back" blocking violations? The sideline officials have the primary responsibility for the ends and flankers and have this responsibility. The Umpire can assist by spotting the numbers of wide players before the snap and if he sees those numbers block below the waist, in the close line play area, or in the restricted 5 yard zone between the tackles, he can call the infraction since the motion must have been in the direction of the ball to bring the players between the tackles. (7-3-10)

In addition the Back Umpire and Back Judge should watch the initial movements of the wide receivers and slot backs to assist the side officials.

**3-10-5 PLAY:** Flanker A26 is standing 4 yards outside the tackle when the ball is snapped. B42 rushes the passer and A26 blocks him below the waist 6 yards behind the LS.

**RULING:** Crack-back block. A26 was more than 3 yards from the Close Line Play area, moved toward the ball, blocked in the restricted area and blocked below the waist. All 4 questions are answered "yes" - the block is illegal. (7-3-10)

**3-11-1 COMMENT:** A blocking technique that has appeared in amateur football has been declared illegal. A "delayed knee block" is a blocking tactic carried out by 2 players. The first blocker will engage the opponent to try to straighten him up and hold his attention and his actions. The teammate (2nd blocker) will delay and then block the opponent at or below the knee while he is unable to protect himself. The delayed block occurs while the first blocker is still in contact with the opponent.

The delayed knee block restriction does not prohibit double team blocking unless one block is delayed and this block is at or below the knee. The foul is classified as UR because of the injury-causing implication. (7-3-11)

**3-11-2 PLAY:** A1 and A2 combine in blocking B1 as follows: (a) both block B1 simultaneously with A1 making contact above the waist and A2 at the knee. (b) A1 blocks B1 above the waist and while A1 is still contacting B1 A2 makes a delayed block at the knee. (c) A1 blocks B1 above the waist and while A1 is still in contact with B1 A2 makes a delayed block above the waist.

**RULING:** Legal Blocks in (a). This is a double team block with no discernible delay between the block by A1 and A2. In (b) the block by A2 is an illegal delayed knee block. In (c) the blocks are legal. (7-3-11)

**4-0-1 PLAY:** Team A scores a touchdown and A1, in exuberance, throws the ball high in the air over the deadline.

**RULING:** Objectionable Conduct - apply penalty on the convert or the subsequent kick off. (7-4-c)

**4-0-2 PLAY:** A1 attempts a punch at B1 but misses. What procedure should the official follow?

**RULING:** There can be no call for UR since there was no contact. The call is Objectionable Conduct. (7-4-a) Under extreme conditions A1 may be disqualified. (7-2-5)

**4-0-3 PLAY:** On the last play of the half Team A score a touchdown. On the unsuccessful convert B1 commits UR and B2 OC. Team A chooses to apply the penalties on the kick off. On the repeated convert B3 commits UR. Team A chooses to apply this penalty also on the kick off.  
**RULING:** OC is applied after the other penalties. If Team A kick off, it will be from the Team B 25-yard line (Team A 45-yard line + 15 + 15 + 10). If Team B kick off, it will be from the Team B 7½-yard line. (Team B 45-yard line – 15 – 15 - 10, restricted to half the distance - 7½ yards). (7-4, 5-2-1-(d))

**4-0-4 PLAY:** Team A 2D and goal on the Team B 4-yard line. B1 goes offside and the play gains 1 yard. A2 is called for OC after the play is blown dead.  
**RULING:** Offside penalty moves the ball to Team B 2-yard line and 1D. The OC penalty is now applied. Team A 1D and 10 from Team B 12-yard line. The distance chains are moved as long as the OC occurred before the Referee has whistled time in for the next play. (7-4)

**4-0-5 COMMENT:** Paragraph (d). The purpose of this is to emphasize that officials are NOT to be considered as merely a part of the field but must be given consideration during play.

It is recognized that there are occasions when an official will get run over during a play. The Umpire particularly will be caught in a line surge and be unable to avoid contact. Other officials may move too late into the path of a player so that the player has no chance to avoid the official.

At other times, when an official is either stationary or moving and can be easily seen and avoided by a player, the player must not attempt to make a tackle or a block or any other play by "going through" the official. The official has no protective equipment and is in a position vulnerable to injury.

Avoidable contact, if it occurs, should be penalized by distance penalty and/or disqualification dependent on severity of the contact. (7-4)

**4-0-6 PLAY:** On 2D and 10, Team A substitute 4 players - A7, A8, A9 and A10. As they line up for the snap the Referee notes that none of these players are wearing tailbone protectors. He whistles the play dead before the snap.  
**RULING:** L5 to Team A - 2D and 15. All 4 players must be removed with immediate substitution so the game is not delayed. Each of the players may enter the game legally only after they are properly equipped. (7-4)

## **RULE 8**

### **APPLICATION OF PENALTIES**

**1-4-1 PLAY:** Team A punt into the Team B end zone and is called for (a) Restraining zone foul in the end zone or (b) UR in the end zone. The ball goes dead in Team B possession in the end zone.

**RULING:** In (a) Team B option: to accept the penalty, no score, Team B 1D at the 15-yard line or decline the penalty and allow 1 point to Team A and Team B 1D at the 35-yard line. In (b) Team B option: accept the penalty, no score, Team B 1D at the 10 plus the UR 15-yard penalty for 1D at the B 25-yard line, or accept the penalty, allow the score, Team B 1D at the 35 plus the UR 15-yard penalty for 1D at the B 50-yard line. (8-1-4-a, 8-4-2-a, 8-5-6-a)

**1-4-2 COMMENT: Penalty Applications Without The Necessity Of An Option.**

Unnecessary Roughness or Rough Play - the non-offending team normally has a choice of 2 points at which the yardage penalty is applied - PBD or one of PLS DR, PBH, etc.

Objectionable Conduct or No Mouthguard - the non-offending team does not have any choice of the point of application of the penalty. The yardage penalty is applied from the point where the ball would have been put in play if the objectionable conduct or no mouthguard foul had not occurred. Where these types of fouls occur on a touchdown the penalty will be applied on the convert or subsequent kickoff.

The meaning of "without the necessity of an option" is that the non-offending team does not have to make a choice between the penalty or the result of the play but is entitled to both if it so chooses. A non-offending team may always refuse a yardage penalty if it feels that the application of the penalty would affect it adversely. Likewise it may also refuse a penalty on the last play of the period in order to terminate the period. If the foul is UR or RP the non-offending team may choose to have the penalty applied immediately and another play will take place or, have the penalty applied on the first play of the next period in order to terminate the current period.

**1-4-3 PLAY:** Team A is called for holding and a second time for no mouthguard and gain one yard on 1D.

**RULING:** Team B option - accept the holding penalty L10 DR. The 5-yard penalty will then be applied - 1D 25 DR or decline the holding making it 2D and 14 to go. (8-1-4-b)

**1-4-4 COMMENT: Rule 8 Section 1 Article 4.** When a foul is called what options are available to the non-offending team?

**RULING:** On most plays the non-offending team has a choice of two options.

Option 1 - to decline the penalty and accept the play as it terminated.

Option 2 - to accept a yardage penalty and allow the play to be repeated.

In some cases, where specifically stated there is no option such as in 4-1-5 where no play has taken place and in other cases both the play and the penalty may be accepted as in 8-1-4-b for UR, etc.

The intent of the option is to give the non-offending team either the penalty or any advantage that they might gain from possession of the ball or better field position by declining the penalty and allowing play to continue as if no foul had occurred.

**1-4-5 PLAY:** Team A scrimmage 1D at the A 50-yard line. Passer A1 is chased back to the A 25-yard line where A2 is called for blocking from the rear at the 25-yard line. A1 is downed at the 25-yard line and B1 is called for piling on.

**RULING:** Not a dual penalty since the piling on is a dead ball foul. Team B option to accept or decline the penalty for blocking from the rear. Then the penalty for piling on would be applied. Assuming Team B would decline the penalty it would be 2D at the A 25-yard line, the penalty of 15 yards and the automatic 1D for piling on would then be applied. Team A 1D at the A 40-yard line 10 yards to go. (8-1-4, 8-5-11, 8-6-1)

**2-4-1 PLAY:** A1 punts. With the ball "in flight" B1 holds. The ball hits B2 at the B 30-yard line and (a) bounces forward to the B 35-yard line where B2 recovers it or, (b) bounces backward to the B 25-yard line where B1 or B2 recovers it or, (c) bounces forward to the B 35-yard line where offside B3 recovers it. What is the PP for application of the holding penalty?

**RULING:** The PP is the closest point to the goal line of the team entitled to possession of either the point of touching or the point of actual possession. In (a) and (c) the PP is the point of first touching the B 30-yard line. In (b) the PP is the B 25-yard line. (8-2-4, 6-3-1)

**2-4-2 PLAY:** Same as PLAY 2-4-2 but Team A recover the ball at the B 35-yard line and advance it to the Team B 20-yard line.

**RULING:** Option to Team A to accept the penalty from PP L10 from the B 35-yard line, Team A 1D on Team B's 25-yard line, or take the play at PBD at the Team B 20-yard line and decline the penalty. See PLAY 2-4-3 for matrix of penalty application.

**2-4-3 COMMENT: Fouls With The Ball "In Flight" - Rule 8-2-4-a and 8-5-4-b**

Both of these articles specify that, once the ball is "in flight" on a kick, a foul by **either team** will be applied at the point of possession by the team that legally gains possession (with the exception of a UR foul against the kicker that may be applied at PLS).

This approach is consistent and logical. If a Team B foul occurs "in flight" and possession is still retained by B, with the penalty applied, it seems reasonable that if a Team A foul occurs "in flight" and possession is legally gained by A, Team A should be allowed to retain possession with the penalty applied. Each team would be treated in the same way on a similar situation and all similar penalties would be subject to the same options and application point.

The following matrix shows the application for the variety of penalty occurrences.

FOUL	POSSESSION BY B	POSSESSION BY A
1. Holding - Team B (Note 1)	Option to Team A 1. L10 PP by Team B - 1D B or 2. Decline penalty - Team B 1D at PBD	Option to Team A 1. 1D Team A plus 10 PP or 2. Decline penalty - Team A 1D at PBD

2. Holding - Team A (Note 1)	Option to Team B 1. 1D Team B plus 10 PP or 2. Decline penalty - Team B 1D at PBD	Option to Team B 1. L10 PP by Team A-1D A or 2. Decline penalty - Team A 1D at PBD
3. Unnecessary Roughness - Team B	Option to Team A Team A L15 PP or PBD - 1D to Team B	Option to Team A 1D Team A plus 15 PP or PBD
4. Unnecessary Roughness - Team A	Option to Team B 1D Team B plus 15 PP or PBD	Option to Team B L15 PP or PBD - 1D to Team A

Note 1: Holding and other fouls, except UR or RP, will be administered in the same way with the appropriate yardage applied. In the case of UR or RP, the yardage will be applied at the appropriate point as selected by the non-offending team.

**2-4-4 PLAY:** Team A 3D and 10 on the B 30-yard line and punt. With the ball in flight Team A commits UR. B1 gains possession in the end zone and is tackled and held.

**RULING:** Team B option: (a) to allow Team A score 1 point and then apply the penalty at the 35-yard line; or (b) accept the penalty at PP. Since this is the end zone the penalty will be applied at the 10-yard line with no score to A. (8-2-4, 5-5-3)

**2-4-5 PLAY:** Team A is 3D and 20 on the Team B 35-yard line and punt. Team B commits UR after the ball is in flight. The punt receiver is tackled in the end zone.

**RULING:** Team A option: (a) accept 1 point and apply penalty at 35-yard line, Team B 1D and 10 on the B 20-yard line; or (b) decline the point and apply the penalty at the Team B 10-yard line, Team B 1D and 10 on the B 5-yard line. (8-2-4, 5-5-1-a-2 and Note 2)

**2-4-6 PLAY:** Team A scrimmage, 1D at the B 1-yard line. QB A1 fumbles the ball, it rolls loose at the B 5-yard line and B1 holds A1 at the B 5-yard line to allow B2 to recover the ball.

**RULING:** The foul directly affected recovery of the ball - Team A 1D at the B 5-yard line. The foul is not one for which a distance penalty is applied so Team A gets possession at the PF. (8-2-4-b, 8-3-4)

**2-5-1 PLAY:** On the last play of the 3rd period, Team A on 2D and 8 at the A 30-yard line, gain 5 yards. The ball is whistled dead. B1 piles on.

**RULING:** The period ends when the ball is whistled dead with Team A 3D and 3 at the A 35-yard line. The piling on is a dead ball foul and will be administered on the first play of period 4. The teams change ends and Team A will scrimmage 1D and 10 at the A 50-yard line. (8-2-5-1)

**3-1-1 PLAY:** Team A is 2D and 10 on the Team B 15-yard line. Team A is called for offside and Team B is called for holding and UR.

**RULING:** Dual foul of which 1 part is a double foul by B. The penalties will be adjusted at the PLS assuming all are accepted. Holding and offside are balanced to put the ball at the B 10-yard line. The UR is then added - with the restricted half distance to move the ball to the Team B 5-yard line and 1D. (8-3-1)

**3-1-2 PLAY:** Team A, 2D and 10 on the Team B 21-yard line, throw a forward pass. B2 interferes with A2 on the B 2-yard line and B2 also commits UR.

**RULING:** Double penalty. L15 for the interference moves the ball to the B 6-yard line. The UR penalty is now applied – ½ distance - Team A 1D at the Team B 3-yard line. (8-3-1, 8-6-4)

**3-4-1 PLAY:** Team A, 1D and 10 on their own 1-yard line, is called for holding and the ball goes dead in the end zone.

**RULING:** Team B option: accept the penalty of LD and Team A will be 2D and 10 at the Team A 1-yard line; or decline the penalty and accept 2 points for the safety touch. (8-3-4)

**4-1-1 PLAY:** B1 receives a punt in the Team B end zone. B2 (a) holds in the end zone or (b) commits UR on A2 in the end zone. The ball goes dead at the B 4-yard line.

**RULING:** Team A option in each case - accept the penalty and score 1 point with the ball put into play at the Team B 35-yard line. In (a) no distance applied - Team B 1D and 10 at the 35-yard line. In (b) the 15-yard penalty is applied - Team B 1D and 10 at the B 20-yard line. The option to Team A is to decline the penalty and let the play stand as it finished - in (a) Team B 1D and 10 on the B 20-yard line; in (b) the penalty is applied on a restricted basis (L15) - Team B 1D and 10 on the B 10-yard line. (8-4-1-b, 8-5-6-b)

**4-1-2 PLAY:** Team B fumble a punt in the Team B end zone. While the ball is loose (a) A1 holds B1 to allow A2 to recover; (b) B1 holds A1 to allow B2 to recover.

**RULING:** (a) Ball awarded to Team B at B 10-yard line - 1D - no score. (8-4-2-a-3) (b) Team A option: 1D at B 10-yard line - Team B 1D at PBD - accept score if Team A scores on play - accept 1 point and Team B 1D at 35-yard line. (8-4-1-b-5)

**4-1-3 PLAY:** Team A scrimmages on their own 5-yard line. A1 is trapped in the end zone and A2 holds B1 in the end zone to allow A1 to get out. B2 tackles A2 at the 5-yard line by the facemask.

**RULING:** Option to B. Accept the penalty for Team A holding and a safety touch (2 points). L15 to Team B from the point selected by Team B for the next play. Or decline the penalty with no score that would allow Team A 1D and 10 from the A 20-yard line after the 15-yard penalty from the 5-yard line. (8-4-1)

**4-2-1 PLAY:** A1 fumbles the ball in his own end zone on 2D and 15 from the A 5-yard line. While the ball is loose: (a) A1 holds B1 and allows A2 to recover the ball (b) B1 holds A1 and allows B2 to recover the ball.

**RULING:** (a) Option to Team B – accept 2 points or have Team B 1D at the A 5-yard line. (8-4-1-a-4) (b) Team A 1D at the PLS or at the A 10-yard line. (8-4-2-b-2)

**4-2-2 PLAY:** Team A scrimmage (a) on their own 3-yard line, 2D or, (b) on their 12-yard line. QB A1 runs into the end zone and fumbles. B1 holds A2 in his attempt to recover and B2 recovers the ball in the end zone.

**RULING:** No score. In (a) Team A will be 1D at the A 10-yard line. In (b) Team A will be 1D at the A 12-yard line. (8-4-2-b-2)

**4-4-1 PLAY:** Team A punt to B1 in the Team B end zone. While the ball is in Team B possession in the end zone, A1 blocks B2 from the rear at the B 5-yard line. The ball goes dead (a) at the B 2-yard line or (b) at the B 25-yard line.

**RULING:** In (a) Team B would accept the penalty and 1D at 20-yard line. In (b) Team B would decline the penalty and take the play, giving Team B a 1D at the B 25-yard line. (8-4-4)

**4-4-2 PLAY:** Team A 2D and 5 at the A 8-yard line. Passer A1 is in the end zone when B1 (a) holds A2 or (b) commits UR. A1 is sacked at the A 2-yard line.

**RULING:** If Team A accepts the penalty it is applied at PLS. In (a) L10 - Team A 1D at the A 18-yard line. In (b) L15 - Team A 1D at the A 23-yard line. The 1D is automatic in this case, regardless of yardage required. (8-4-4)

**5-1-1 PLAY:** Team A are 2D and 25 at the A 30-yard line. During the play, and before the distance is gained, A2 and B2 are both called for UR and B3 is also called for UR.

**RULING:** Dual foul, a part of which is a double foul against B. All penalties are adjusted at PLS. No 1D is awarded for the Team B UR since the Team A foul is also UR. Team A 2D and 10 at the A 45-yard line. (8-5-1, 8-6-2-g)

**5-1-2 PLAY:** Team A kick a successful convert from the 5-yard line. A1 is called for holding and A2 for UR on the play.

**RULING:** Option to Team B: accept the double penalty and allow Team A to attempt the convert from the 30-yard line; accept the holding penalty and allow the convert to be repeated L10 PLS and apply UR on the K.O.; allow the convert to be repeated PLS and apply both the holding and the UR on the K.O.; allow the convert to score and apply both the holding and the UR on the KO. This is an unusual situation and actually combines the 3 options available to Team B under 8-5 and 3-2-5. (8-5-1, 3-2-5)

**5-2-1 COMMENT: Applying Unnecessary Roughness and Rough Play Penalties:**

(a) YNG - All UR/RP fouls from scrimmage have the following two options: (1) L15/L25 PBD downs continue or (2) L15/L25 PLS DR. (b) After YG or after a change of possession – L15/L25 at PBH or PBD. (c) In flight – L15/L25 PPG or PBD. The exception to these three generalizations is UR/RP on the kicker/holder on a kick from scrimmage that may be applied at PLS, PPG or PBD.

**5-6-1 PLAY:** Team A punt into the Team B end zone. A2 commits (a) a restraining zone violation or (b) UR in the end zone. The ball goes dead in Team B possession in the end zone.

**RULING:** Option to Team B, in each case, to allow the score or not. In (a) Team B may accept the penalty and 1D at the 15; or decline the penalty, allow the score and have 1D at the 35-yard line. In (b) Team B may accept the penalty and 1D at the 25-yard line (10 + 15) or allow the score and have 1D at the 50 (35 + 15). (8-5-6, 8-1-4)

**5-7-1 PLAY:** Team A, 2D and 10 on A 35-yard line, fumble the ball. B1 prevents A1 from recovering the ball at the A 25-yard line by grasping the facemask. Ball goes dead at the Team A 20-yard line in Team A possession.

**RULING:** Team A option (a): plus 15 PF, Team A 1D at the A 40-yard line, 10 to go; (b) plus 15 PBD Team A 1D at the A 35-yard line, 10 to go; or (c) decline interference penalty, Team A 1D at the A 50-yard line, 10 to go (apply UR, PLS). (8-5-7)

**5-7-2 PLAY:** Team A 2D and 10 on the A 35-yard line, fumble the ball. A1 prevents B1 from recovering the ball at the A 24-yard line by grasping the facemask. Ball goes dead at the Team A 20-yard line in Team A possession.

**RULING:** Team B option: plus 15 PF (Restricted) Team B 1D and 10 at A 12-yard line; or L15 PBD (restricted) Team A 3D and 35 at the A 10-yard line. The option of penalty application at the PBD and Team B 1D would only apply if Team B recovered the ball. (8-5-7)

**5-8-1 PLAY:** Team A, 2D and 10 on A 20-yard line, throw a forward pass. B1 commits UR on A2 as part of Illegal Interference on the A 40-yard line.

**RULING:** L15 for Illegal Interference plus L15 for UR. The ball is advanced 30 yards, Team A 1D and 10 on the A 50-yard line. (8-5-8)

**5-8-2 PLAY:** On a convert attempt by forward pass B1 commits UR on A2 as part of a pass interference foul. The attempt is (a) successful (b) unsuccessful.

**RULING:** Team A has a number of options. In (a) since the 2 points have scored the penalty of 15 for Illegal Interference plus 15 for UR will be applied on the kick off. Assuming Team A will kick off the kick off will be at the Team B 35-yard line. In (b) Team A has the option of applying both penalties on the kick off or the Illegal Interference on the convert and the UR on the kick off, that is:

(1) Repeat convert at the Team B 5-yard line and kick off at the B 35-yard line (Ill. Int. and UR)

(2) Repeat convert at the Team B 1-yard line and kick off at the B 50-yard line (UR). (8-5-8)

**5-9-1 PLAY:** On the last play of half B1 returns a Team A punt for a touchdown. A1 commits RP after the score. Team B decline the yardage penalty on the convert. During the convert, the team scored against (previous A) commits UR.

**RULING:** Double penalty, A1 is disqualified and a 25-yard penalty applied on the kick off. An additional 15-yard UR penalty is also applied on the kickoff. Since this occurred after the last play of the half but before the convert is complete the 2 penalties may be applied on a kick off in the 1st half or they may be applied on the opening kick off of the 2nd half. The offending team will kick off at their 10-yard line ( $45 - 25 - \frac{1}{2}$  distance = 10-yard line) or will receive at their own 15-yard line (line of kick off is 25-yard line ( $45 + 25 + 15 = 25$ )). This is assuming that Team B does not choose to apply one of the penalties on a repeated convert. (8-5-9-b-1)

**5-9-2 PLAY:** On a successful convert by Team A from the B 5-yard line B1 is called for offside and B2 for UR (a) during the play and (b) after the play.

**RULING:** In (a) Team A may: accept the score and have a 20-yard penalty on the kick off; or may decline the score, accept the offside penalty and repeat the convert at the  $2\frac{1}{2}$ -yard line with the UR penalty applied on the kick off; or accept both penalties on the convert and repeat the convert at the  $1\frac{1}{4}$ -yard line. In (b) if Team A accepts the score both the offside and the UR penalty are applied on the kick off. Team A may decline the score, accept the penalty to repeat the convert at the  $2\frac{1}{2}$ -yard line and apply the UR penalty on the kick off. (8-5-9)

**5-10-1 PLAY:** The ball is punted by Team A into Team B's end zone. After the ball has been caught legally, B1 blocks A2 above the waist while the ball is still in the end zone. Punt receiver B2 intentionally kneels on the ground in the end zone and, while B2 is kneeling, A3 clearly hits B2 in a manner that is construed as piling on (Dead Ball Foul).

**RULING:** The ball is punted into EZ by Team A, setting up a 1-point situation. The block by Team B is legal. The 1-point is then conceded making the ball dead. The piling on penalty is awarded from the 35-yard line. Team B will put the ball into play at the B 50-yard line. (8-5-10-c)

**5-11-1 PLAY:** Team A, 1D and 10 on the A 40-yard line, gain 15 yards and the play is whistled dead. A1 commits UR on B1 after the whistle (a) before the Downsbox has been moved or (b) after the Downsbox has been moved but before the Referee has whistled time in for the 1D.

**RULING:** In both (a) & (b) L15 PBD 1D and 10 at the A 40-yard line. (8-5-11)

**5-11-2 PLAY:** After the game has ended in a tie, with overtime required, B1 commits UR.  
**RULING:** A 15-yard penalty is applied on the first play of the overtime. (8-5-11)

**5-11-3 PLAY:** Team A, 3D and 5 on the A 30-yard line, gain 3 yards. B2 is called for piling on.

**RULING:** Since Team A did not gain yards on the play; Team B takes possession of the ball. The UR by Team B does not return the possession to Team A since piling on is a dead ball foul occurring after possession is lost. L15 to B, Team B 1D at the A 48-yard line. (8-5-11-Note)

**6-2-1 PLAY:** On a kick off A1 is offside. After receiving the ball, B1 holds with the ball at the B 30-yard line and A2 commits UR with ball at the B 35-yard line. Ball goes dead at the B 40-yard line.

**RULING:** Team B option. (a) Accept the penalty for the Team A offside. All yardage penalties will be adjusted at the original line of kick off. Team A penalty 20 yards, Team B penalty 10 yards Team A re-kick at the A 35-yard line. (b) Refuse the Offside penalty. The Team B Holding penalty and the Team A UR penalty will be adjusted at the B 30-yard line. Team B 1D and 10 at B 35-yard line. (8-6-2)

**6-2-2 PLAY:** Team A is 1D and 10. Team B is Offside and Team A commit Pass Interference 30 yards in advance of the PLS.

**RULING:** On a dual penalty, Pass Interference, more than 15 ahead of the PLS is applied as L15. Balance the penalties at the PLS and Team A will be 1D and 20. (8-6-2, 8-6-3)

**6-2-3 PLAY:** Team A are 3D and 15 on the A 15-yard line. Team A are offside and Team B commits Pass Interference at the A 40-yard line.

**RULING:** Balance penalties at PLS Team A, 3DR at 25-yard line. The automatic 1D provision does not apply in this situation. (8-6-2-f, 8-6-3)

**6-2-4 PLAY:** Team A are 2D and 5 at the A 30-yard line. B1 goes offside and A1 intentionally grounds the FP.

**RULING:** If both penalties are accepted, L5 for Offside and L10 for Intentional Grounding, are adjusted at the PLS. Team A will be 2DR and 10 at the A 25-yard line. (8-6-2-d, 8-6-3)

**6-2-5 PLAY:** Team A are 2D and 10 at the A 25-yard line. Team B is called for UR. Team A gain 15 yards to the A 40-yard line and Team A hold. The ball goes dead at the A 50-yard line.

**RULING:** Team A is entitled to the gain to the A 40-yard line. Balance the Team B UR and the Team A Holding. Team A will be 1D and 10 at the A 45-yard line. (8-6-2-b)

**6-3-1 PLAY:** Team A scrimmage 1D down and 10 on the A 30-yard line. B1 goes offside, A1 gains 25 yards and A2 is called for holding with the ball at the 55-yard line.

**RULING:** Dual penalty situation. Team A has first choice. If both penalties are accepted, Team A scrimmage 1D and 15 on the A 25-yard line. (8-6-3). If Team A decline the offside penalty and Team B accepts the holding, Team A will scrimmage 1D and 10 on the A 45-yard line. (L-10 PBH). (8-2-1, 8-6-3)

**6-3-2 PLAY:** The three-minute signal has been given in the fourth quarter. On 2D, Team A is called for Offside and Team B declines the penalty. On the next play, both teams are called for offside. The captain of Team B now requests that the Referee signal time in when the ball is snapped since the previous penalty was against Team A.

**RULING:** Team B has no option. Time starts on the snap of the ball. (8-6-3, 1-5-1-h)

**6-3-3 PLAY:** Team A is 2D and 5 yards to go on their own 45-yard line. The QB drops back to throw a forward pass. Team B commits UR along the line. The passer throws the ball and a Team A eligible receiver downfield commits Illegal Interference against Team B while the ball is in the air.

**RULING:** In the dual penalty situation, when one of the penalties is "pass interference," if the pass interference penalty is against Team A, the penalty for this foul shall be the loss of 15 yards. Balance Team A Illegal Interference L15 against Team B UR L15. Team A 1D at A 45-yard line. The automatic 1D provision for the Team B UR also applies since there is no loss of downs for the Team A interference. (8-6-3, 8-6-1)

**6-3-4 PLAY:** Team A, 2D and 5 yards to go on own 45-yard line, attempt a forward pass. Tackle A2 commits UR on the line of scrimmage. B1 commits Illegal Interference on eligible receiver A1 at the 55-yard line.

**RULING:** Penalties are balanced and the down repeated with L5 resulting in Team A 2D on their 40-yard line. (8-6-2-d, 8-6-3)

**6-3-5 PLAY:** Team A is 1D and 10 on the Team B 10-yard line. A1 is offside, B1 commits UR and B2 commits RP before the ball is dead.

**RULING:** Dual foul situation of which one part is a double foul by B. Penalties are adjusted at the PLS, recognizing that UR and RP are applied in sequence in the restricted area near the goal line. The offside at the LS and the UR 15-yard penalty results in a net gain of 10, restricted to the 5-yard line. Then the RP is applied to the 2½-yard line. (8-6-3, 8-3-1)

**6-3-6 PLAY:** Team A on 1D and 10 on the A 30-yard line throw a FP. Team B intercept the pass and Team A are called for holding before the pass is thrown. Team B commits UR after the pass interception with ball at the B 50-yard line.

**RULING:** Option to B: balance penalties at the PLS - with Team A 1D and 10 on the A 35-yard line; or decline the penalty and retain possession with L15 from PBH - Team B 1D and 10 at the B 35-yard line. (8-6-3)

**6-3-7 PLAY:** Team A are 2D and 15. B1 commits UR on the line, A1 gains 12 yards and A2 is called for Blocking From the Rear.

**RULING:** Since Team A has not gained yards before the Team A foul the penalties will be adjusted at the PLS. Team A 1D and 10 at the PLS (Team A gets 1D for the Team B UR foul since Blocking From The Rear is **not classified as UR**). (8-6-3)

**6-3-8 PLAY:** Team A punt. B1 makes a return punt and the ball rolls loose at the B 40-yard line. Offside B2 kicks the loose ball at the B 40-yard line and A1 holds B3 who is trying to recover the loose ball at the B 50-yard line.

**RULING:** Dual foul. Balance the penalties at the point of the first foul (the B 40-yard line). Team A will be 1D at the B 35-yard line. (8-6-2-d, 8-6-2-e, 8-6-3)

**6-3-9 PLAY:** Team A, 3D and 10 on the B 30-yard line, punt on the last play of game. Team A is offside. B1 returns the punt and it is caught by A2 at the B 15-yard line. Team B is called for a restraining zone foul. The ball goes dead with A2 at the B 10-yard line.

**RULING:** Dual penalty. Team B option: (a) adjust the penalties at the PLS - L5 for the Team A offside and L15 for the Team B restraining zone foul. This gives Team A 1D on the B 20-yard line; or (b) Decline the penalty for the Team A offside and Team A will have possession. The L15 will apply for the restraining zone foul at the B 5-yard line. That gives Team A 1D at the B 7½-yard line. In either case Team A will have 1 play. (8-6-3). This play is complicated by the fact

that the Team B foul occurs after Team B has actually gained possession and then given it up again so that it is an "in flight" foul for the restraining zone violation by B.

**6-3-10 PLAY:** Team A has 3D and 9 on B's 27-yard line. Team A punt the ball into B's end zone. A2 is called for a restraining zone foul in the end zone. B1, who received the punted ball, return kicks it out of the end zone. A3 is at B's 20-yard line when he received the "returned kick". B2 and B3 are called for a restraining zone foul on the returned kick. A3 is unable to make any run back and the play is ruled dead at B's 20-yard line.

**RULING:** Dual penalty. No score and the ball is awarded to Team B at the 15-yard line for A2 restraining zone foul, the penalty for the B2 and B3 restraining zone foul is applied and Team B scrimmage 1D and 10 on the B 7½-yard line. (8-6-3)

**6-3-11 PLAY:** Team A is 3D on their 45-yard line. A player of Team B commits UR against the kicker. Team B receives the ball on their 35-yard line and the ball carrier is held on his own 40-yard line. After the whistle is blown the Umpire calls UR against Team A.

**RULING:** Team A option: Apply the penalty for UR against the kicker at the PLS, PP, or at PBD. This will be balanced by the UR penalty against A. (8-6-3, 8-2-3, 6-3-1)

**6-3-12 PLAY:** Team A 3D with 4 yards to go on Team B's 30-yard line. A kicking formation is set up and the kick is blocked. While the ball is rolling loose on the ground there is simultaneous interference between two opposing players. Team A recovers the ball on the Team B 45-yard line.

**RULING:** Cancel the play and repeat the 3D at the B 30-yard line. (8-6-3)

**6-3-13 PLAY:** Team A punt from the A 40-yard line, 3D and 10. B1 is called for (a) Contacting The Kicker or (b) UR on the kicker during his act of kicking. A2 is called for a restraining zone foul on the punt receiver B2 who is downed.

**RULING:** This is a dual penalty situation - in (a) if Team A accept the penalty for the Team B infraction, Team A will scrimmage 3D and 15 at the A 35-yard line; in (b) if Team A accept the penalty for Team B infraction, Team A will scrimmage 1D and 10 at the 40-yard line. Penalty yardages are balanced and the automatic 1D for the Team B UR is applied. (8-6-3)

**6-3-14 PLAY:** Team B intercepts a FP in the Team B end zone. B1 is called for Blocking From The Rear in the end zone and ball carrier B2 is downed at the B 5-yard line by A1 grasping the facemask of B2.

**RULING:** Dual penalties. No score. If both are accepted, Team B scrimmage at the B 10-yard line. If Team A refuses the Team B penalty, Team B scrimmage at the 20-yard line (5-yard line + 15 for UR). (8-6-3)

**6-3-15 PLAY:** B1 receives a kick off at the B 20-yard line and advances to the B 25-yard line and throws the ball ahead to B2 at the B 30-yard line. With the ball at the B 40-yard line, A1 holds and the ball is dead at the B 50-yard line.

**RULING:** An offside pass is not a foul so this is not a dual penalty situation. Team A option: return ball to the point of origin of the offside pass (the B 25-yard line) and Team B 1D and 10 at the B 25-yard line. If Team A choose to ignore the offside pass then the Team A holding penalty would be applied at PBH resulting in Team B 1D and 10 at the B 50-yard line. (8-6-3, 8-2-3, 6-3-1)

**6-3-16 PLAY:** B1 receives a punt in the Team B end zone. B2 blocks A1 from the rear at the B 15-yard line. A2 grasps the facemask of B1 at the B 12-yard line.

**RULING:** The Team B foul on the field of play with the ball in the end zone does not award a score. The 2 penalties are adjusted at the B 10-yard line, resulting in Team B 1D and 10 at the B 10-yard line. (8-6-3)

**6-3-17 PLAY:** Last play of half. A1 is holding during the play and B1 piles on.

**RULING:** Not a dual penalty. If Team B declines the holding penalty the half is over and the Team B penalty is applied on the opening kick off of 2nd half. If Team B accepts the holding and Team A accepts the Piling On penalty, the penalties are adjusted at the appropriate spot and another play will take place. (8-6-3)

**6-3-18 PLAY:** Team A is 1D and 10 their 40-yard line. Team A goes offside and is then chased back to the Team A 5-yard line where B1 is called for Piling On.

**RULING:** Not a dual penalty. Option to B: accept the penalty for Team A offside that is balanced by Team B UR at PLS - Team A 1D and 10 at the A 50-yard line (after - L10 to B); or decline the penalty and have a 15 yard penalty for piling applied at PBD that results in Team A 1D at the Team A 20-yard line. Piling On penalty occurs after the ball is dead. The Team B UR gives Team A an automatic 1D since they are still in possession. (8-6-3)

**6-3-19 PLAY:** Team A scrimmage 1D and 10 at their 20-yard line. B1 commits UR at the LS. Team A gain 15 yards and are called for Holding. The ball goes dead after a gain of 30 yards.

**RULING:** Dual penalty. Penalties may be adjusted at PLS or Team A may choose to have the UR penalty adjusted at the PBH at the time of the Team A holding in order to take advantage of distance gained. In that case, the 15-yard and 10-yard penalties would be adjusted at the 35-yard line with 1D to Team A at the A 40-yard line. (8-6-3)

**6-4-1 PLAY:** Team A is 1D and 10 on the B 40-yard line. A1 is offside. B1 commits UR during the play. After the ball goes dead, B2 commits RP.

**RULING:** Dual foul followed by a dead ball foul. The dual fouls are adjusted at the PLS - offside L5 and UR L15 - Team A 1D at the B 30-yard line. (8-6-3). Now the RP is administered - B2 is disqualified with L25 subject to restrictions. Team A 1D at the Team B 15-yard line. (8-6-3, 8-3-1, 8-6-4)

**6-4-2 PLAY:** Team A punt on 3D and 5. A1 commits Illegal Procedure, B2 goes Offside at the opposite end of the line from A1 and A3 commits a restraining zone foul.

**RULING:** Dual foul of which part is a double penalty by A. Team B has first option: to accept the Team A Illegal Procedure foul or to decline it; or to accept the Team A restraining zone foul. Then Team A can accept or decline the Team B Offside. Assuming that Team B decline the Illegal Procedure and accepts the restraining zone foul and that Team A accepts the Offside, it will be Team A 3D and 15 after the penalties (L5 and L15) are adjusted at the PLS. This will require a clear explanation to the Team B captain so that he does choose the restraining zone foul rather than the Illegal Procedure that would result in 3DR and 5 at the PLS. (8-6-3, 8-6-4)

**6-4-3 PLAY:** Team A are 2D on the A 32-yard line. A1 holds on the line and A2 commits UR at the Team A 45-yard line. There is no gain on the play.

**RULING:** Option to Team B: accept both penalties and it will be Team A 2D at the Team A 11-yard line; or decline the holding penalty to accept the play with no gain and the UR penalty will be applied, Team A 3D on the A 17-yard line. (8-6-4, 8-1-4)

**6-4-4 PLAY:** Team A punt and B1 is called for UR while the ball is in flight. B2 receives the punt and on the run back B3 is called for UR. Ball goes dead in possession of B2.

**RULING:** Penalties are applied at PPG or at the PBD at Team A option as there were two consecutive 15-yard penalties. (8-2-4-a, 8-6-4) Application of the yardage may be subject to the restricted penalty rule. (8-3-1, 8-3-2)

**6-4-5 PLAY:** Team A scrimmage at the A 40-yard line. A1 throws a FP; B1 is called for UR against A1. B2 intercepts the FP and B3 is called for blocking from the rear with the ball at the Team B 40-yard line. The ball goes dead in Team B possession at the Team A 45-yard line.

**RULING:** Team A option: (a) accept the penalty for UR and regain possession of the ball. The Blocking From The Rear penalty is not additive to the UR so the ball will be advanced 15 and Team A awarded 1D; or (b) accept the penalty for the Team B blocking from the rear which will leave the ball in Team B possession. The UR penalty is always added to any other penalty so L15 and L15 from the B 40 would give Team B 1D at their 12½-yard line. (8-6-4)

**6-4-6 PLAY:** B64 goes offside and contacts A63. The play is whistled dead before the snap. Team B had 13 players on the field.

**RULING:** Team B penalty for offside only. The excess player penalty cannot be called since the ball was not snapped. This is not a double foul. (8-6-4)

## **RULE 9 MISCELLANEOUS**

**1-3-1 PLAY:** Team A attempt a field goal which is short. A2, who held the ball on the attempt, recovers the ball on the B 15-yard line.

**RULING:** Illegal recovery by A2 who, by rule, is offside on the play. (5-1-(c), 9-1-3)

**1-3-2 PLAY:** Team A has punted the ball downfield and it bounces backwards. The kicker A1, coming downfield, clearly enters the 5-yard circle before any of his teammates. A2, who is behind A1 and also inside the 5-yard circle, does not try to withdraw and falls on the ball on the Team B 25-yard line.

**RULING:** Team B 1D and 10 on the B 40-yard line. (5-4-1). Players are not put onside by being passed by the kicker. The recovery by offside A2 is illegal and a 15-yard penalty is applied against A2 since A2 made no effort to get out of the play. (9-1-3, 5-4-3-b)

**1-3-3 PLAY:** A1 punts on 3D and 10. B1 blocks the kick directly into the hands of offside A2 who gains 15 yards.

**RULING:** Team A will be 1D and 10 at PBD. When a kick is blocked any player may recover it so the recovery is legal. Continuity of downs is broken when A2 gained the yardage for 1D. (9-1-3, 9-4-2-(a))

**1-3-4 PLAY:** Team A punt from scrimmage and the ball fails to cross the line of scrimmage. An offside Team A player touches or recovers the ball.

**RULING:** Rule as an Offside pass. (9-1-3)

**1-3-5 PLAY:** A1 punts on 3D. The ball crosses the LS in the air but is blown back by the wind and is caught by (a) A1 or (b) offside A2 behind the LS.

**RULING:** Continuity of downs is not broken. In (a) recovery is legal and A must make yards or lose the ball at PBD. (9-4-2). Situation (b) is ruled as an Offside Pass by Team A resulting in Team B possession at point of origin of offside pass or at PBD. (9-1-3)

**3-0-1 PLAY:** Players A1 and B1 are contending for a loose ball. A1 holds B1 just as he reaches the ball. B1 then kicks (dribbles) the ball into touch.

**RULING:** The option is to Team B: accept the penalty to A, which gives B possession, 1D at PF; or decline the penalty, which gives A possession, 1D at point where ball is kicked out of bounds. (9-3, 1-10-3)

**3-0-2 PLAY:** The ball is loose on the A 30-yard line at the hash mark. Holding is committed by (a) A65 or (b) B26 at the A 40-yard line, and is called.

**RULING:** Where Illegal Interference such as holding occurs in an area remote from the ball and, in the opinion of the official, the player was unaware that the ball was loose and was not trying to prevent possession being gained **no call** should be made as the infraction had no bearing on the play. (9-3)

**3-0-3 PLAY:** A1 fumbles the ball behind the LS. Tackle A65, 1 yard in advance of the ball, blocks B6 just across the LS, while the ball is loose.

**RULING:** No penalty. Team A blockers, unaware of the fumble, may continue to carry out the normal blocking assignments which they would have legally carried out if the ball had not been fumbled. (9-3)

**4-1-1 PLAY:** Team A are 3D and 10 on the A 30-yard line. Punter A1 fumbles the ball and dribbles it from the A 25-yard line to the (a) A 35-yard line or (b) A 50-yard line, where B1 falls on it.

**RULING:** In each case, A1 has made an offside pass (6-3-1). The continuity of downs is not broken. An offside pass may be legally recovered by Team B, or the penalty for the Offside Pass may be applied, returning the ball to Team A at the point of origin of pass - the A 25-yard line. Since 1D had not been made at that point, Team B takes possession of the ball at the A 25-yard line. (9-4-1, 6-3-5-7).

**4-2-1 PLAY:** Team A, 3D and 10 on the A 40-yard line, punt. The punt is poor and lands behind the LS but bounces forward across the LS to the A 43-yard line, where punter A1 (a) recovers the ball and advances it to the A 52-yard line, or (b) recovers the ball and advances it to the A 48-yard line, or (c) recovers the ball on his knees at the A 43-yard line.

**RULING:** Legal recovery by A1 in each case. In (a) Team A 1D and 10 at the A 52-yard line since A has gained the required distance. In (b) Team B 1D and 10 at the A 48-yard line since A has not gained the required distance. In (c) the ball is dead at the A 43-yard line with distance not gained so Team B will get possession 1D and 10 at the A 43-yard line. (9-4-2)

**4-2-2 PLAY:** A punt by A1 on 2D fails to cross the line of scrimmage and is (a) recovered by onside A2 or (b) touched by B1 and recovered by offside A3.

**RULING:** Legal recovery by A2 or A3. Continuity of downs is not broken, either by the B1 touching or the ball not crossing the LS. Unless A now gains the required distance it will be A 3D. (9-4-2)

**4-2-3 PLAY:** A ball kicked from scrimmage, fails to cross the line of scrimmage, is legally touched by a Team A player and then goes out of bounds.

**RULING:** 1.2D - Downs continue at the hash mark at the point where the ball was last touched or at the out of bounds spot. 3D - LB to Team B at either of those two points, whichever is closer to the Team A goal line. (9-4-2)