

NCAA Football Rules and Interpretations 2008 Editorial Changes

Note: There were more than 300 editorial changes this year. Rules changes are outside the scope of this document; however, where a paragraph contains both a rule change and an editorial change, the rule change is shaded in gray and the editorial change is shaded in yellow.

Part I: The Rules

Rule	2008	2007
1-1-1-a FR-20	The game shall be played between two teams of not more than 11 players each ...	The game shall be played between two teams of no more than 11 players each ...
1-1-5-a FR-21	Each team shall designate to the referee not more than four players as its field captain(s) ... There shall be not more than four captains from each team at the coin toss.	Each team shall designate to the referee no more than four players as its field captain(s) ... There shall be no more than four captains from each team at the coin toss.
1-2-1-i FR-22	White field yard-line numbers not larger than 6 feet in height and 4 feet in width ...	White field yard-line numbers no larger than 6 feet in height and 4 feet in width ...
1-2-4-a FR-23	... (Rule 9-1- 6 -a) (Rule 9-1- 5 -a) ...
1-3-2-a FR-28	The game officials shall test and be sole judge of not more than six balls ...	The game officials shall test and be sole judge of no more than six balls ...
1-4-3-b FR-30	... A border not more than 1 inch wide around the collar and cuffs is permissible A border no more than 1 inch wide around the collar and cuffs is permissible ...
1-4-3-c FR-30	... a border not more than 1 inch wide around the collar and cuffs a border no more than 1 inch wide around the collar and cuffs ...
1-4-5-b FR-32	... closed-cell, slow-recovery foam padding not less than 1/2-inch thick closed-cell, slow-recovery foam padding no less than 1/2-inch thick ...
1-4-5-n FR-35	Gloves and hand pads that do not have a securely attached label or stamp ("NF/NCAA Specifications") indicating voluntary compliance with test specifications on file with the Sporting Goods Manufacturers Association. (Exception: Hand pads became subject to this rule in 2006.)	Gloves and hand pads that do not have a securely attached label or stamp ("NF/NCAA Specifications") indicating voluntary compliance with test specifications on file with the Sporting Goods Manufacturers Association, unless made of unaltered plain cloth . (Exception: Hand pads became subject to this rule in 2006.)
1-4-6-b FR-36	Officials should ascertain before the ball is ready for play if players are not wearing mandatory equipment or are wearing illegal equipment. Only in an emergency should the play clock be interrupted. ...	Officials should ascertain before the ready-for-play signal if players are not wearing mandatory equipment or are wearing illegal equipment. Only in an emergency should the 25-second clock be interrupted. ...
1-4-9-d FR-38	... They may be used only on referees for penalty or other game announcements. It is strongly recommended that they be lapel-type microphones. They must be controlled by the referee They may be used only on referees for penalty or other game announcements, if controlled by the referee ...
2-2-4 FR-41	A dead ball is ready for play when:	A dead ball is ready for play when the referee:
2-6-1 Exception FR-44	[Exception: The try is a scrimmage down that begins when the referee declares the ball ready for play (Rule 8-3-2-b).]	

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2-8-2 FR-45	Forward progress is a term indicating the end of advancement by the ball carrier or airborne pass receiver of either team and applies to the position of the ball when it became dead by rule (Rules 4-1-3-a, b and p; Rules 4-2-1 and 4; and Rule 5-1-3-a Exception) (A.R. 5-1-3-I-VI and A.R.8-2-1-I-IV). (Exception: 8-5-1-a, A.R. 8-5-1-I)	Forward progress is a term indicating the end of advancement by the runner or airborne pass receiver of either team and applies to the position of the ball when it became dead by rule (Rules 4-1-3-a, b and p; Rules 4-2-1 and 4; and Rule 5-1-3-a Exception) (A.R. 5-1-3-I-VI and A.R. 8-2-1-I-IV).
2-9-1 FR-45	a. A foul is a rule infraction for which a penalty is prescribed. A flagrant personal foul is a rule infraction so extreme or deliberate that it places an opponent in danger of catastrophic injury. b. A violation is a rule infraction for which no penalty is prescribed; it does not offset a foul.	A foul is a rule infraction for which a penalty is prescribed. A flagrant personal foul is a rule infraction so extreme or deliberate that it places an opponent in danger of catastrophic injury. A violation is a rule infraction for which no penalty is prescribed and does not offset the penalty for a foul.
2-13-1 FR-47	A huddle is two or more players grouped together after the ball is ready for play ...	A huddle is two or more players grouped together after the ready-for-play signal ...
2-15-5 FR-48	a. A free kick is a kick by a player of the team in possession made under restrictions specified in Rules 4-1-4, 6-1-1 and 6-1-2. b. A free kick following a safety may be a punt, drop kick or place kick.	A free kick is a kick by a player of the team in possession made under restrictions specified in Rules 4-1-4, 6-1-1 and 6-1-2.
2-15-9 FR-49	A field goal attempt is a scrimmage kick. It may be a place kick or drop kick.	A field goal attempt is any place kick or drop kick from scrimmage.
2-15-10 FR-49	a. A scrimmage kick formation is a formation with at least one player seven yards or more behind the neutral zone, no player in position to receive a hand-to-hand snap from between the snapper's legs, and it is obvious that a kick may be attempted (A.R. 1-4-2-I and A.R. 9-1-2-XXII-XXIV). b. If Team A is in a scrimmage kick formation at the snap, any action by Team A during the down is deemed to be from a scrimmage kick formation.	A scrimmage kick formation is a formation with at least one player seven yards or more behind the neutral zone, no player in position to receive a hand-to-hand snap from between the snapper's legs, and it is obvious that a kick may be attempted (A.R. 1-4-2-I and A.R. 9-1-2-XXII-XXIV).
2-19-2-b FR-50	When a Team A player is holding the ball to pass it forward toward the neutral zone, any intentional forward movement of his hand or arm starts the forward pass.	When a Team A player is holding the ball to pass it forward toward the neutral zone, any intentional forward movement of his arm starts the forward pass.
2-19-3-b FR-51	A player has crossed the neutral zone if his entire body has been beyond the neutral zone.	A passer has crossed the neutral zone when any part of his body is beyond the neutral zone when the ball is released.
2-25-10-e FR-55	... (Rule 9-1- 4 -b on scrimmage kicks).	... (Rule 9-1- 3 -b on scrimmage kicks).
2-27-1 FR-56	Team A is the team that is designated to put the ball in play, and it retains that designation until the ball is next ready for play. ...	Team A is the team that is designated to put the ball in play, and it retains that designation until the ball is next declared ready for play. ...
2-27-6-c FR-57	A departing player is a player leaving the field, having been replaced by a substitute.	
2-27-7 FR-57	Runner and Ball Carrier a. The runner is a player in possession of a live ball or simulating possession of a live ball. b. A ball carrier is a runner in possession of a live ball.	Runner The runner is a player in possession of a live ball or simulating possession of a live ball. Rules 4-1-3-a, b, o and q apply only to a runner in possession of a live ball.

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2-29-2 FR-58	Play Clock Each stadium shall have a visual play clock at each end of the playing enclosure. ...	25-Second Clock [Visual 25-second clock requirements were part of Rule 3-2-4-b.]
2-30-3 FR-59	Scrimmage Kick Play A scrimmage kick play is the interval between the snap and when a scrimmage kick comes into player possession or the ball is declared dead by rule.	Scrimmage Kick Play and Field Goal Play A scrimmage kick play or field goal play is the interval between the snap and when a scrimmage kick comes into player possession or the ball is declared dead by rule.
2-30-4-a FR-59	a. A running play is any live-ball action other than that during a free kick play, a scrimmage kick play or a legal forward pass play.	A running play is any live-ball action other than that which occurs before player possession is reestablished during a free kick play, a scrimmage kick play or a legal forward pass play.
2-30-4-b FR-59	A run is that segment of a running play during which a ball carrier has possession.	A run is that segment of a running play before player possession is lost.
2-30-4-c FR-59	c. If a ball carrier loses possession by a fumble, backward pass, or illegal forward pass, the running play includes the spot where the run ends and the loose-ball interval before possession is regained or the ball is declared dead (AR 2-30-4-I and II).	a. A running play includes the spot where the run ends and the interval of any subsequent fumble or backward or illegal pass from the time the run ends until possession is gained or regained or the ball is declared dead by rule (A.R. 2-30-4-I and II).
2-30-4-d FR-59	d. A new running play begins when a player gains or regains possession.	1. There may be more than one running play during a down if player possession is gained or regained beyond the neutral zone. 2. There may not be more than one running play behind the neutral zone if no change of team possession occurs.
3-1-1 FR-61	... the referee shall toss a coin at midfield in the presence of not more than four field captains the referee shall toss a coin at midfield in the presence of no more than four field captains ...
3-1-3-b FR-62	... The referee shall toss a coin at midfield in the presence of not more than four field captains The referee shall toss a coin at midfield in the presence of no more than four field captains ...
3-1-3-g-1 FR-65	Distance penalties against either team are declined by rule in extra periods (Exceptions: Penalties for flagrant personal fouls , dead-ball fouls and live-ball fouls treated as dead-ball fouls are enforced on the succeeding play).	Distance penalties by either team are declined by rule in extra periods (Exceptions: Dead-ball fouls and live-ball fouls penalized as dead-ball fouls are enforced on the succeeding play).
3-1-3-g-3 FR-65	If both teams foul during the down and Team B had not fouled before the change of possession, the fouls offset and the down is not replayed.	If there are offsetting fouls, whether one or both occur after Team B possession, the down is not replayed.
3-1-3-g Example 4 FR-65	... RULING: Team B's score is canceled and Team B begins its series on the 40-yard line, first and 10 (Rules 3-1-3 and 3-1-3-g-1, 2).	... Ruling: Team B's score is canceled and Team B begins its series on the 40-yard line (Rules 3-1-3 and 3-1-3-g-1, 2).
3-2-1-b FR-66	b. The intermission between halves shall be 20 minutes, unless altered before the game by mutual agreement of the administrations of both schools. Immediately after the second period ends, the referee should begin the intermission by signaling to start the game clock [S2].	b. The intermission between halves, which begins when the field is clear of all players and coaches, shall be 20 minutes. The 20 minutes may be altered, before the game, by mutual agreement of the administration of both schools. c. The 20-minute intermission between halves may start immediately after the second period ends if dictated by conference policy when both teams are in the same conference, or by mutual agreement of the competing teams.

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3-2-2-d FR-67	Timing errors on a play clock may be corrected by the referee. The play clock shall start again (Rule 2-29-2).	Timing errors on a 25-second clock may be corrected by the referee. The 25-second clock shall start again.
3-2-2-e FR-67	When the play-clock count is interrupted by circumstances beyond the control of either team (without positive knowledge of game clock elapsed time), a new count shall be started and the game clock shall start per Rule 3-2-4-b .	When the 25-second count is interrupted by circumstances beyond the control of either team (without positive knowledge of game clock elapsed time), a new 25-second count shall be started and the game clock shall start on the snap .
3-2-2-f FR-67	The 40/25-second clock is not started when the game clock is running with fewer than 40 or 25 seconds, respectively , in a period.	The 25-second clock is not started when the game clock is running with fewer than 25 seconds in a period.
3-2-2-g FR-67	The game clock should not be stopped if the play clock is started in conflict with Rule 3-2-2-f.	The game clock should not be stopped if the 25-second clock is started in conflict with Rule 3-2-2-f.
3-2-4-a FR-67	Game Clock. Playing time shall be kept with a game clock ...	Playing time shall be kept with a game clock ...
3-2-4-d FR-68	d. Device Malfunction. If a visual 40/25-second timing device becomes inoperative, both coaches shall be notified by the referee immediately and both clocks shall be turned off.	c. If a visual 25-second timing device becomes inoperative, both coaches shall be notified by the referee immediately and both clocks shall be turned off.
3-2-5-a FR-69	When the clock has been stopped for any of the following incidents, it will start on the signal by the referee [S2] (A.R. 7-3-2-I and A.R. 7-3-7-II):	When the clock has been stopped, the referee shall declare the ball ready for play (Rule 11-2-1-c) and the clock shall start on the snap unless it was stopped because of one of the following situations (A.R. 7-3-2-I and A.R. 7-3-7-II):
3-2-5-a-1 FR-69	When Team A is awarded a first down either by penalty or as the result of the play (Exception: After a legal kick down).	When Team A is awarded a first down (Exception: After a legal kick).
3-2-5-a-11 FR-69	For a fumble out of bounds in advance of the spot of the fumble anytime during the game (Rule 3-2-5-a) .	For a fumble out of bounds in advance of the spot of the fumble (3-2-5-a).
3-2-5-a-12 FR-69	When a ball carrier, a fumble or a backward pass goes out of bounds (Exception: Within the last two minutes of each half, the clock starts on the snap unless incidents 8 or 11 above occur.) (A.R. 3-2-5-V).	
3-2-5-a-13 FR-69	When the referee interrupts the 40/25-second count.	
3-2-5-b FR-69	If the clock was stopped for incidents other than those in 1 through 13 above , it shall be started on the snap .	If the clock was stopped for incidents 1 through 11 , it shall be started on the ready-for-play signal .
3-2-5-c FR-69	If incidents 1 through 13 occur in conjunction with any other situation that starts the clock on the snap, the clock will start on the snap.	If incidents 1 through 11 occur in conjunction with any other situation that starts the clock on the snap, the clock will start on the snap.
3-2-5-e FR-70	When Team B is awarded a first down and will next snap the ball , the clock will be stopped and will start on the snap.	When Team B is awarded a first down, the clock will be stopped and will start on the snap.
3-3-2-11 FR-71	When there is a sideline infraction .	When there is a sideline warning .
3-3-2-18 FR-71	When the 40/25-second count is interrupted by circumstances beyond the control of either team.	When the 25-second count is interrupted by circumstances beyond the control of either team.

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3-3-2-19 FR-71	When the ball carrier 's helmet comes completely off.	When the runner 's helmet comes completely off.
3-3-3-c FR-71	... If no conference policy is applicable to both teams, the directors of athletics at the participating institutions or their designees , in consultation with the coaches, shall determine whether the game will be resumed at a later date, terminated or forfeited (and the final score if the game is terminated) (Rule 8-1-2).	... If no conference policy is applicable to both teams, the directors of athletics at the participating institutions or designates , in consultation with the coaches, shall determine whether the game will be resumed at a later date, terminated or forfeited (and the final score).
3-3-5-a-4 FR-73	Whenever a participant suffers a laceration or wound from which oozing or bleeding occurs ...	Whenever a participant suffers a laceration or wound where oozing or bleeding occurs ...
3-3-7-d FR-74	Other timeouts shall be not longer than the referee deems necessary ...	Other timeouts shall be no longer than the referee deems necessary ...
3-3-7-h FR-74	The intermission after a safety, try or successful field goal shall be not more than one minute. ...	The intermission after a safety, try or successful field goal shall be no more than one minute. ...
3-3-8-b-1 FR-75	The play-clock count is not interrupted.	The 25-second count is not interrupted.
3-4-2-a FR-75	The officials shall make the ball ready for play consistently throughout the game. Consuming more than 40 seconds or 25 seconds to put the ball in play (Rule 3-2-4) after it is made ready for play is an illegal delay.	The ball shall be declared ready for play consistently throughout the game by the referee when the officials are in position . Consuming more than 25 seconds to put the ball in play after it is declared ready for play is an illegal delay.
3-4-2-b-6 FR-75	Putting the ball in play before it is ready for play (Rule 4-1-4).	
3-4-2-b-7 FR-75	Sideline interference (Rule 9-1-6).	
3-4-2-b Penalty FR-75	Dead-ball foul. Five yards from the succeeding spot [S7 and S21].	Five yards from the succeeding spot [S7 and S21].
3-4-3 FR-75	The clock will start on the ready-for-play signal after Team A throws an illegal forward or backward pass to conserve time (Rule 3-2-5-a-8) (A.R. 3-4-3-I-IV).	The clock will start on the ready-for-play signal after an illegal forward or backward pass that conserves time for Team A (A.R. 3-4-3-I-IV).
3-5-2-c FR-77	An incoming legal substitute must enter the field of play directly from his team area, and a substitute, player or departing player must depart at the sideline nearest his team area and proceed to his team area. A departing player must immediately leave the field of play, including the end zones. A departing player who leaves the huddle or his position within three seconds, after a substitute becomes a player, is considered to have left immediately. Team A may not break its huddle with 12 or more players (A.R. 3-5-2-II-VIII, A.R. 9-1-5-VI-VIII and A.R. 9-2-2-IV) (dead-ball foul) [S7 and S22].	An incoming legal substitute must enter the field of play directly from his team area, and a substitute, player or replaced player leaving must depart at the sideline nearest his team area and proceed to his team area. A player who is replaced must immediately leave the field of play, including the end zones. A departing player who leaves the huddle or his position within three seconds, after a substitute becomes a player, is considered to have left immediately. Team A may not break its huddle with 12 or more players (A.R. 3-5-2-II-VIII, A.R. 9-1-4-VI-VIII and A.R. 9-2-2-IV) (dead-ball foul) [S7 and S22].
3-5-2-e FR-77	... If the ball is ready for play, the game officials will not If the ball has been declared ready for play, the game officials will not ...
3-5-2-e Penalty FR-77	... delay of game on Team A for causing the play clock to expire. delay of game on Team A for causing the 25-second clock to expire. ...

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4-1-1 FR-78	After a dead ball is ready for play, it becomes a live ball when it is legally snapped or legally free-kicked. A ball snapped or free-kicked before it is ready for play remains dead ...	After a dead ball has been declared ready for play, it becomes a live ball when it is legally snapped or legally free-kicked. A ball snapped or free-kicked before the ready for play remains dead ...
4-1-2-a FR-78	... or otherwise signals the ball dead (Rule 3-2-2-i) (A.R. 4-2-1-II and A.R. 4-2-4-I).	... or otherwise signals the ball dead (A.R. 4-2-1-II and A.R. 4-2-4-I). (3-2-2-i)
4-1-3-a FR-79	... when a ball carrier is out of bounds, or when a ball carrier is so held when a runner is out of bounds, or when a runner is so held ...
4-1-3-b FR-79	When any part of the ball carrier's body, except his hand or foot, touches the ground or when the ball carrier is tackled ...	When any part of the runner's body, except his hand or foot, touches the ground or when the runner is tackled ...
4-1-3-o FR-80	When a ball carrier simulates placing his knee on the ground.	When a runner simulates placing his knee on the ground.
4-1-3-q FR-80	When a ball carrier's helmet comes completely off. The ball belongs to the ball carrier's team at that spot.	When a runner's helmet comes completely off. The ball belongs to the runner's team at that spot.
4-1-4 FR-80	No player shall put the ball in play before it is ready for play (A.R. 4-1-4-I and II). PENALTY—Dead-ball foul for delay of game . Five yards from the succeeding spot [S7 and S21].	No player shall put the ball in play until it is declared ready for play (A.R. 4-1-4-I and II). PENALTY—Dead-ball foul. Five yards from the succeeding spot [S7 and S21].
4-1-5 FR-80	Play-Clock Count ARTICLE 5. The ball shall be put in play within 40 or 25 seconds after it is made ready for play (Rule 3-2-4) , unless, during that interval, play is suspended. If play is suspended, the play-clock count will start again.	25-Second Count ARTICLE 5. The ball shall be put in play within 25 seconds after it is declared ready for play, unless, during that interval, play is suspended. If play is suspended, the 25-second count will start again.
4-1-5 Penalty FR-80	Dead-ball foul for delay of game . Five yards from the succeeding spot [S7 and S21].	Dead-ball foul. Five yards from the succeeding spot [S7 and S21].
4-2-4-a FR-81	... when it was declared dead (A.R. 4-2-4-I) (Exception: Rule 8-5-1-a, A.R. 8-5-1-I) when it was declared dead (A.R. 4-2-4-I).
5-1-3-c FR-83	No request for a measurement shall be granted after the ball is ready for play.	No request for a measurement shall be granted after the ball is declared ready for play.
5-2-3 FR-84	... (Exceptions: Rules 8-3-3-b-1 , 10-2-2-e Exception 3, 10-2-2-e Exception 6 and 10-2-2-g- 1-a).	... (Exceptions: Rules 10-2-2-e Exception 3, 10-2-2-e Exception 6 and 10-2-2-g).
5-2-4 FR-84	... (Exception: Rule 10-2-2-g- 1-a) (A.R. 5-2-4-I).	... (Exception: Rule 10-2-2-g-1) (A.R. 5-2-4-I).
5-2-7 FR-85	... before the ball is ready for play ... after the ball is ready for play before the next ready-for-play signal ... after the ready-for-play signal ...
6-1-2 FR-86	... The referee will declare the ball ready for play when the officials are in position after the kicker has received the ball The referee will declare the ball ready for play when the umpire hands the ball to the kicker. ...

6-1-3 FR-87	<p>Touching and Recovery of a Free Kick</p> <p>a. No Team A player may touch a free-kicked ball until after:</p> <ol style="list-style-type: none"> 1. It touches a Team B player (Exception: Rules 6-1-4 and 6-5-1-b); or 2. It breaks the plane of and remains beyond Team B's restraining line (Exception: Rule 6-4-1) (A.R. 2-11-2-I); or 3. It touches any player, the ground, an official or anything beyond Team B's restraining line. Thereafter, all players of Team A become eligible to touch, recover or catch the kick. <p>b. Any other touching by Team A is illegal touching, a violation that, when the ball becomes dead, gives the receiving team the privilege of taking the ball at the spot of the violation.</p> <p>c. If a penalty incurred by either team before the ball becomes dead is enforced or if there are offsetting fouls, the illegal-touching privilege is canceled (A.R. 6-1-3-I).</p> <p>d. Illegal touching in Team A's end zone is ignored.</p>	<p>Free Kick Recovery</p> <p>A Team A player may touch a free-kicked ball:</p> <ol style="list-style-type: none"> a. After it touches a Team B player (Exception: Rule 6-1-4). b. After it breaks the plane of and remains beyond Team B's restraining line (Exception: Rule 6-4-1) (A.R. 2-11-2-I). c. After it touches any player, the ground, an official or anything beyond Team B's restraining line. Thereafter, all players of Team A become eligible to touch, recover or catch the kick. Illegal touching of a free kick is a violation that, when the ball becomes dead, gives the receiving team the privilege of taking the ball at the spot of the violation. However, if there are offsetting fouls or if a penalty incurred by either team before the ball becomes dead is enforced, this privilege is canceled (A.R. 6-1-3-I).
6-1-8 FR-88	<p>Fouls By Kicking Team</p> <p>Penalties for all fouls by the kicking team other than kick-catch interference (Rule 6-4) during a free kick play may be enforced at the previous spot or at the spot where the subsequent dead ball belongs to Team B.</p>	
6-2-1 Penalty FR-88	... may put the ball in play 30 yards beyond Team A's restraining line may put the ball in play 35 yards beyond Team A's restraining line ...
6-3-1-b FR-89	... an opponent of the kicking team who is not more than three yards beyond an opponent of the kicking team who is no more than three yards beyond ...
6-3-5 FR-90	... (Exceptions: Rules 4-1-3-g, 6-3-9, 6-5-1 and 2) (A.R. 8-4-2-IX).	... (Exceptions: Rules 4-1-3-g, 6-3-9, and 6-5-1 and 2) (A.R. 8-4-2-IX).
6-3-13 FR-91	<p>Fouls By Kicking Team</p> <p>Penalties for all fouls by the kicking team other than kick-catch interference (Rule 6-4) during a scrimmage kick play (except field goal attempts) may be enforced at the previous spot or at the spot where the subsequent dead ball belongs to Team B.</p>	
6-4-1-a FR-91	This protection terminates when a kick touches the ground, when any player of Team B muffs a scrimmage kick beyond the neutral zone, or when any player of Team B muffs a free kick in the field of play or in the end zone (Rule 6-5-1-a, A.R. 6-4-1-IV).	This protection terminates when the kick touches the ground or is muffed by any player of Team B beyond the neutral zone (Rule 6-5-1-a) (A.R. 6-4-1-IV).

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6-5-1 FR-92	a. When a Team B player makes a fair catch, the ball becomes dead where caught and belongs to Team B at that spot. (A.R. 6-5-1-I-III) b. When a valid fair catch signal is made, the unimpeded opportunity ... [renumber subsequent paragraphs]	a. When a Team B player makes a fair catch, the ball becomes dead where caught and belongs to Team B at that spot (Exception: When a valid fair catch signal is made, the unimpeded opportunity ...
7-1-3-a-1(d) FR-94	Penalties for infractions of (a), (b) and (c) may be enforced whether or not the ball is snapped, and the foul for any resulting offside by an opponent shall be nullified [S7 and S19] (A.R. 7-1-3-V and VI).	Infractions of (a), (b) and (c) may be penalized whether or not the ball is snapped, and the penalty for any resulting offside by an opponent shall be anceled [S7 and S19] (A.R. 7-1-3-V and VI).
7-1-3-a-5(b) FR-96	... The penalty for an infraction of this rule may be enforced whether or not the ball is snapped, and the foul for any resulting offside by an opponent shall be nullified [S7 and S19].	... Note: An infraction of this rule may be penalized whether or not the ball is snapped, and the penalty for any resulting offside by an opponent shall be anceled [S7 and S19].
7-1-3-b Penalty FR-97	For live-ball fouls occurring when or after the snap starts during scrimmage kick plays: ...	For live-ball fouls occurring when or after the snap starts during scrimmage kick plays or when or after the ball is free kicked: ...
7-1-4-b Penalty FR-98	For live-ball fouls occurring when the snap starts during scrimmage kick plays: ...	For live-ball fouls occurring when the snap starts during scrimmage kick plays or when the ball is free kicked: ...
7-2-4-b FR-100	When a fumble is out of bounds in advance of the spot of the fumble, the ball is returned to the fumbling team at the spot of the fumble (Rule 3-2-5-a-11)	When a fumble is out of bounds in advance of the spot of the fumble, the ball is returned to the fumbling team at the spot of the fumble. ...
7-3-2-a FR-101	If thrown by a Team A player whose entire body is beyond the neutral zone when he releases the ball [S35 and S9].	If thrown by a Team A player who is beyond the neutral zone [S35 and S9].
7-3-2-f Penalty FR-102	<i>Exception:</i> It is not a foul when the passer, who is or has been outside the frame of the body of the normal tackle position toward a sideline, throws the ball so that it crosses the neutral zone extended . (Rule 2-19-3) (A.R. 7-3-2-IX).	<i>Exceptions:</i> 1. It is not a foul when the passer, who is or has been outside the frame of the body of the normal tackle position toward a sideline, throws the ball so that it lands in or out of bounds beyond the neutral zone. (A.R. 7-3-2-IX). 2. It is not a foul when the passer, who is or has been outside the frame of the body of the normal tackle position toward a sideline, throws the ball so that it touches a player, an official, or anything beyond the neutral zone .
7-3-7-a FR-103	Any forward pass is incomplete if the ball is out of bounds by rule or if trolled by a player . It also is incomplete when ...	Any forward pass is incomplete when the pass touches the ground or is out of bounds by rule . It also is incomplete when ...
7-3-7-c FR-103	... (Exception: If the offended team declines the penalty for an illegal pass thrown from the end zone, the ball shall next be put in play at the previous spot .)	... (Exception: If any illegal pass is thrown from the end zone, the offended team may accept a safety or decline the penalty and accept the result of the play) (A.R. 7-3-7-II-IV).
7-3-9-c-1 FR-105	Those infractions that occur during a down in which a forward pass ...	Those infractions that occur during a down when a forward pass ...
7-3-9-c-2 FR-105	Those infractions that occur during a down in which a forward pass ...	Those infractions that occur during a down when a forward pass ...

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7-3-10 Exception 2 FR-106	When contact that has driven an opponent not more than three yards from the neutral zone ...	When contact that has driven an opponent no more than three yards from the neutral zone ...
8-2-1-f FR-108	The referee awards a touchdown under the provisions of Rule 9-1- 5 Penalty or Rule 9-2-3 Penalty.	The referee awards a touchdown under the provisions of Rule 9-1- 4 Penalty or Rule 9-2-3 Penalty.
8-3-3-a FR-109	Offsetting fouls: If both teams foul during the down and Team B fouls before the change of possession, the fouls offset and the down is replayed, even if additional fouls occur after the change of possession. Any replay after offsetting penalties must be from the previous spot (A.R. 8-3-3-II and A.R. 10-1-7-XVI).	Offsetting fouls: The down shall be replayed if offsetting fouls occur. Any replay after offsetting penalties must be from the previous spot (A.R. 8-3-3-II and A.R. 10-1-7-XVI).
8-3-3-b-1 FR-109	... Team A may accept the score with penalties for personal fouls enforced Team A may accept the score with personal fouls enforced ...
8-3-3-c-3 FR-109	If before a change of team possession Team A commits a foul that is not offset, and during the down there is neither another change of team possession nor a score, the penalty is declined by rule.	If a player of Team A fouls before Team B gains possession and there is no other change of team possession during the down, the penalty is declined or becomes an offsetting foul.
8-3-3-d-1 FR-109	Penalties for fouls occurring after the ball is ready for play and before the snap are enforced before the next snap.	Fouls occurring after the ready-for-play signal and before the snap are penalized before the next snap.
8-3-3-d-2 FR-110	Penalties for live-ball fouls treated as dead-ball fouls occurring during the try down are enforced on the succeeding kickoff or from the succeeding spot in extra periods. (A.R. 3-2-3-VIII).	Live-ball fouls penalized as dead-ball fouls occurring during the try down are penalized on the succeeding kickoff or from the succeeding spot in extra periods. (A.R. 3-2-3-VIII).
8-3-3-f FR-110	The penalty for interference with a kick catch is declined by rule. Any score by Team A is canceled.	The penalty for interference with a kick catch is declined or becomes an offsetting foul (a score by Team A is canceled).
8-3-4-a FR-110	Distance penalties against either team are declined by rule (Exception: Penalties for flagrant personal fouls, dead-ball fouls and live-ball fouls treated as dead-ball fouls are enforced on the succeeding kickoff or at the succeeding spot in extra periods.) (A.R. 8-3-4-I and II).	Distance penalties against either team are declined by rule (Exception: Rule 8-3-3-d-2) (A.R. 8-3-4-I and II).
8-3-4-c FR-110	If both teams foul during the down and Team B had not fouled before the change of possession, the fouls offset, the down is not replayed, and the try is over.	If there are offsetting fouls, whether one or both occur after Team B possession, the down is not replayed.
8-3-5 FR-110	Penalties for fouls occurring after a try are enforced on the succeeding kickoff or from the succeeding spot in extra periods. However, if the try is replayed, these penalties are enforced before the replay (Rule 10-1-6) (A.R. 10-1-7-VII, XIX and XX).	Fouls after a try are enforced on the succeeding kickoff or from the succeeding spot in extra periods. (Exception: Rule 10-1-6) (A.R. 10-1-7-XIX and XX).
8-5-1-a FR-111	... or becomes dead by rule (or becomes dead by rule) ...
8-5-1-b FR-112	... (Exceptions: Rule 3-1-3-g-3 and 8-3-4-a) (A.R. 8-5-1-IV and A.R. 10-2-2-XIII and XIV).	... (Exception: Rule 8-3-4) (A.R. 8-5-1-IV and A.R. 10-2-2-XIII and XIV).

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8-6-1-a FR-112	... (Rules 7-2-4-a and b) (A.R. 6-3-9-IV, A.R. 7-2-4-I, A.R. 8-6-1-I and II, and A.R. 10-2-2-XXXIX).	... (A.R. 6-3-9-IV, A.R. 7-2-4-I, A.R. 8-6-1-I and II, and A.R. 10-2-2-XXXIX) (Rules 7-2-4-a and b).
Rule 9 Title FR-115	Conduct of Players and Others Subject to the Rules	Conduct of Players and Others Subject to Rules
9-1-2-d Exception 1(c) FR-116	The rectangular area exists until the ball is touched outside the area or the ball is outside the area after a fumble, backward pass or muff from inside the area.	The rectangular area exists until the ball is touched outside the area or the ball is outside the area after a fumble or muff from inside the area.
9-1-2-l,m,n FR-117	[deleted – renumber subsequent paragraphs]	l. No player shall use his helmet (including the face mask) to butt or ram an opponent in an attempt to punish him (A.R. 9-1-2-XVI). m. There shall be no spearing (A.R. 9-1-2-XVII). n. No player shall strike a runner with the crown or the top of his helmet in an attempt to punish him.
9-1-2 Penalty FR-118	PENALTY (a-q)—15 yards from the basic spot, or 15 yards from the succeeding spot for dead-ball fouls. Automatic first down for Team B fouls if the first down is not in conflict with other rules (Exception: Penalties for offensive team personal fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S7, S24, S34, S38, S39, S40, S41 or S46]. Flagrant offenders shall be disqualified [S47]. For Team A fouls during free or scrimmage kick plays (field goal plays exempted): Enforcement may be at the previous spot or the spot where the subsequent dead ball belongs to Team B (Rules 6-1-8 and 6-3-13).	PENALTY—15 yards from the basic spot or succeeding spot for dead-ball fouls and a first down for Team B fouls if the first down is not in conflict with other rules (Exception: Offensive team personal fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S7, S24, S34, S38, S39, S40, S41 or S46]. Flagrant offenders shall be disqualified [S47]. For Team A 15-yard penalty fouls during free or scrimmage kick plays: Enforcement may be at the previous spot or the spot where the subsequent dead ball belongs to Team B (field goal plays exempted).
9-1-4 FR-119	ARTICLE 4. a. When it is obvious that a scrimmage kick will be made, no opponent shall run into or rough the kicker or the holder of a place kick (A.R. 5-2-2-I and A.R. 9-1-4-I, III and VI).	ARTICLE 3. a. When it is obvious that a scrimmage kick will be made, no opponent shall run into or rough the kicker or the holder of a place kick (A.R. 5-2-2-I and A.R. 9-1-3-I, III and VI).
9-1-4-a-2 FR-119	... (A.R. 9-1-4-II).	... (A.R. 9-1-3-II).
9-1-4-a-5 FR-119	... (A.R. 9-1-4-IV).	... (A.R. 9-1-3-IV).
9-1-4-b FR-120	... (A.R. 9-1-4-V).	... (A.R. 9-1-3-V).
9-1-5-a FR-120	ARTICLE 5. a. No substitute, coach, authorized attendant or any person subject to the rules, other than a player or official, may interfere in any way with the ball, a player or an official while the ball is in play.	ARTICLE 4. a. No substitute, coach, authorized attendant or any person subject to the rules, other than a player or official, may interfere in any way with the ball or a player while the ball is in play.
9-1-5-b FR-120	... (A.R. 9-1-5-I-VIII).	... (A.R. 9-1-4-I-VIII).
9-1-6 FR-121	ARTICLE 6. While the ball is in play, coaches, substitutes and authorized attendants in the team area may not be between the sideline and coaching line or on the field of play .	ARTICLE 5. a. While the ball is in play, coaches, substitutes and authorized attendants in the team area may not be between the sideline and coaching line.

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9-1-6 Penalty FR-121	Administer as a dead-ball foul. ...	Penalize as a dead-ball foul. ...
9-2-1-a-1 FR-122	If committed while the ball is alive, these fouls are treated as dead-ball fouls.	
9-2-1-a Penalty FR-122	Dead-ball foul or live-ball foul treated as a dead-ball foul. 15 yards [S7 and S27] ...	Dead-ball foul. 15 yards [S7, S27] ...
9-2-1-b FR-123	1. During the game, coaches, substitutes and authorized attendants in the team area shall not be on the field of play or outside the 25-yard lines without permission from the referee unless legally entering or leaving the field (Exceptions: Rules 1-2-4-g and 3-3-8-c). 2. Team area personnel who are outside the team area and who have involvement or impact on live-ball play are subject to penalty under Rule 9-1- 5 -a. [renumber subsequent paragraphs]	1. During the game, coaches, substitutes and authorized attendants in the team area shall not be on the field of play or outside the 25-yard lines without permission from the referee unless legally entering or leaving the field (Exceptions: Rules 1-2-4-g and 3-3-8-c). Team area personnel who are outside the team area and who have involvement or impact on live-ball play are subject to penalty under Rule 9-1- 4 -a.
9-2-1-b Penalty FR-123	Dead-ball foul. 15 yards [S7 and S27] from the succeeding spot. ...	Dead-ball foul. 15 yards [S7, S27] from the succeeding spot. ...
9-2-2-d Penalty FR-124	... [S27 and S47]. Administer as a dead-ball foul; penalty enforced at the succeeding spot [S27, S47]. Penalize as a dead-ball foul at the succeeding spot ...
9-2-4 Penalty FR-124	Administer as a dead-ball foul. ...	Penalize as a dead-ball foul. ...
9-3-1 FR-124	... (Exception: Rule 6-1-2- g).	... (Exception: Rule 6-1-2- h).
9-3-3-a Penalty FR-125	... (Exception: Penalties for offensive team illegal use of hands fouls (Exception: Offensive team illegal use of hands fouls ...
9-3-3-b Penalty FR-126	... (Exception: Penalties for offensive team holding fouls (Exception: Offensive team holding fouls ...
9-3-3-c Penalty FR-126	... (Exception: Penalties for offensive team illegal block fouls (Exception: Offensive team illegal block fouls ...
9-3-3-d Penalty FR-127	15 yards from the basic spot (Exception: Penalties for offensive team personal fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S38]. Disqualification if flagrant [S47]. For Team A fouls during a free or scrimmage kick play (field-goal plays exempted): Enforcement may be at the previous spot or the spot where the subsequent dead ball belongs to Team B.	15 yards from the basic spot (Exception: Offensive team personal fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S38]. Disqualification if flagrant [S47]. For Team A 10-yard penalty fouls during a free or scrimmage kick play: Enforcement may be at the previous spot or the spot where the subsequent dead ball belongs to Team B (field goal plays exempted).
9-3-4-c Penalty FR-128	Ten or 15 yards from the basic spot [S38, S42, S43 or S45].	Five, 10 or 15 yards from the basic spot [S38, S42, S43 or S45].
9-3-4-d Penalty FR-128	Ten or 15 yards from the basic spot [S38, S42, S43 or S45].	Five, 10 or 15 yards from the basic spot [S38, S42, S43 or S45].
9-3-4-e FR-128	When a legal forward pass crosses the neutral zone during a forward pass play and a contact foul that is not pass interference is committed beyond the neutral zone , the enforcement spot is the previous spot. ...	When a legal forward pass crosses the neutral zone during a forward pass play and a contact foul that is not pass interference is committed, the enforcement spot is the previous spot. ...

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9-3-4-e Penalty FR-128	Ten or 15 yards from the previous spot, plus first down if the foul occurred against an eligible receiver before the pass was touched [S38, S42, S43 or S45].	Five, 10 or 15 yards from the basic spot, plus first down if the foul occurred against an eligible receiver (other than the passer) before the pass being touched [S38, S42, S43 or S45].
9-3-4-f FR-129	A defensive player legally may use his hands or arms to ward off or block an opponent ...	A defensive player legally may use his hand or arm to ward off or block an opponent ...
9-3-5-b-1 FR-129	... (Rule 9-1-2- n).	... (Rule 9-1-2- q).
9-3-5-b-3 FR-129	Be picked up by a teammate, or be elevated, propelled, or pushed.	Be picked up by a teammate, be elevated, propelled, or pushed.
9-3-6 FR-129	When the ball is loose, no player shall hold an opponent; illegally block an opponent in the back; twist, turn or pull an opponent's face mask or any helmet opening; or illegally use his hands or commit a personal foul (A.R. 7-3-9-II).	When the ball is loose, no player shall hold an opponent, illegally block an opponent in the back, grasp an opponent's face mask or any helmet opening, illegally use his hands or commit a personal foul (A.R. 7-3-9-II).
9-3-6 Penalty FR-129	Ten or 15 yards from the basic spot (Exception: Penalties for these offensive team fouls ...	Five, 10 or 15 yards from the basic spot (Exception: These offensive team fouls ...
9-4-3 Penalty FR-130	15 yards, basic spot (Rule 10-2-2-c) [S31].	15 yards from the basic spot (Rule 10-2-2-c) [S31].
9-4-4 Penalty FR-130	15 yards, basic spot and loss of down if the loss of down is not in conflict ...	15 yards from the basic spot and loss of down if the loss of down is not in conflict ...
9-5-1-a Penalty FR-130	15 yards from the basic spot or from the succeeding spot ...	15 yards from the basic spot or the succeeding spot ...
9-5-1-b Penalty FR-130	15 yards from the basic spot or from the succeeding spot ...	15 yards from the basic spot or the succeeding spot ...
10-1-4 FR-132	If live-ball fouls by both teams are reported to the referee, the fouls offset and the down is replayed (A.R. 10-1-4-II, IX and X).	If live-ball fouls by both teams are reported to the referee, each such foul is an offsetting foul, the penalties cancel each other, and the down is replayed (A.R. 10-1-4-II, IX and X).
10-1-4 Exception 1 FR-132	When there is a change of team possession during a down, and the team last gaining possession had not fouled before last gaining possession, it may decline offsetting fouls and thereby retain possession after completion of the penalty for its foul (A.R. 10-1-4- I-VIII).	When there is a change of team possession during a down or at the end of a down by rule, the team last gaining possession may decline offsetting fouls and thereby retain possession after completion of the penalty for its infraction if it had not fouled before last gaining possession (A.R. 10-1-4-I-VIII).
10-1-5 FR-133	... [Exception: When unsportsmanlike or dead-ball personal fouls by both teams are reported to the referee and before any of the penalties have been completed, the fouls offset [Exception: When unsportsmanlike or dead-ball personal fouls by both teams are reported to the referee and before any of the penalties have been completed or the order of occurrence cannot be determined, the fouls offset ...
10-1-6 FR-133	... (including live-ball fouls treated as dead-ball fouls) (including live-ball fouls penalized as dead-ball fouls) ...
10-1-7 FR-133	Penalties for fouls that occur between the end of the fourth period ...	Fouls that occur between the end of the fourth period ...
10-2-2-b FR-134	Snap. The enforcement spot for fouls occurring simultaneously with a snap is the previous spot. However, see Rule 6-3-13. (Rules 7-1-3-b and 7-1-4-b) (A.R. 10-2-2-I).	Snap or free kick— The enforcement spot for fouls occurring simultaneously with a snap or free kick is the previous spot (Rules 6-1-2-a, 7-1-3-b and 7-1-4-b) (A.R. 10-2-2-I).

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10-2-2-c FR-134	Running plays. The basic spots for fouls that occur during running plays in the field of play or end zone are as follows ...	Running plays— The basic enforcement spots for fouls that occur during running plays in the field of play or end zone are as follows ...
10-2-2-c-1 FR-134	... the basic spot is the end of the related run (Exceptions: Penalties for offensive team facemask, illegal use of hands, holding, illegal block and personal fouls the basic enforcement spot is the end of the related run (Exceptions: Offensive team facemask, illegal use of hands, holding, illegal block and personal fouls ...
10-2-2-c-2 FR-134	... the basic spot is the previous spot (Exceptions: Penalties for offensive team facemask, illegal use of hands, holding, illegal block and personal fouls the basic enforcement spot is the previous spot (Exceptions: Offensive team facemask, illegal use of hands, holding, illegal block and personal fouls ...
10-2-2-c-3 FR-134	... the basic spot is the end of the related run the basic enforcement spot is the end of the related run ...
10-2-2-d FR-134	Pass plays. The basic spot for fouls during a legal forward pass play is the previous spot ...	Pass plays— The basic enforcement spot for fouls during a legal forward pass play is the previous spot ...
10-2-2-d Exception 4 FR-135	Enforce penalties for facemask, illegal use of hands, holding, illegal block and personal fouls ...	Enforce facemask, illegal use of hands, holding, illegal block and personal fouls ...
10-2-2-e FR-135	Kick plays. The basic spot for fouls that occur during a legal free or scrimmage kick play ...	Kick plays— The basic enforcement spot for fouls that occur during a legal free or scrimmage kick play ...
10-2-2-e Exception 4 FR-135	Penalties for offensive team facemask, illegal use of hands, holding, illegal block and personal fouls ...	Offensive team facemask, illegal use of hands, holding, illegal block and personal fouls ...
10-2-2-e Exception 5 FR-135	5. Penalties for all fouls by the kicking team other than kick-catch interference (Rule 6-4) during a free kick play or a scrimmage kick play (field-goal plays exempted) may be enforced at the previous spot or at the spot where the subsequent dead ball belongs to Team B (Rules 6-1-8 and 6-3-13).	5. Offside by Team A on a free kick with Team B in possession may be enforced from the previous spot or the subsequent dead-ball spot. 6. For live-ball fouls occurring when the snap starts during scrimmage kick plays: Five yards from the previous spot or five yards from the spot where the subsequent dead ball belongs to Team B (Rules 7-1-3-b and 7-1-4-b). 7. For live-ball fouls by Team A occurring between the snap and dead-ball spots with Team B in possession, enforcement may be at the previous spot or subsequent dead-ball spot (Rules 9-1-2 and 9-3-3).
10-2-2-f-1 FR-136	The enforcement spot is the goal line for fouls by the opponent of the team in possession ...	The enforcement spot is the goal line for fouls by the opponents of the team in possession ...
10-2-2-f-3 FR-136	The enforcement spot is the goal line for fouls by the opponent of the team in possession ...	The enforcement spot is the goal line for fouls by the opponents of the team in possession ...

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10-2-2-g-1 FR-136	1. Fouls by the non-scoring team during a down that ends in a touchdown: a. Penalties for personal fouls are enforced on the try or the succeeding kickoff, at the option of the scoring team. If there is no kickoff the accepted penalty is enforced on the try. b. Penalties for all other fouls are declined by rule, unless such foul(s) occur while the fouling team is in possession after a change of team possession, in which case Rule 5-2-4 applies. (A.R. 6-3-2-V)	1. Personal-foul penalties for fouls by opponents of the scoring team during a down that ends in a touchdown are penalized on the try or the succeeding kickoff. The captain of the offended team has the choice (A.R. 10-2-2-XLIII).
10-2-2-g-2 FR-136	Penalties for defensive pass interference fouls on a try from the three-yard line are enforced one-half the distance to the goal line ...	Defensive pass interference fouls on a try from the three-yard line are penalized one-half the distance to the goal line ...
10-2-2-g-3 FR-136	When a foul(s) occurs after a touchdown and before the ball is ready for play on the try or there was a live-ball foul treated as a dead-ball foul on the touchdown play, enforcement is on the try or the succeeding kickoff, at the option of the offended team (A.R. 3-2-3-VI).	When a foul(s) occurs after a touchdown and before the ball is ready for play on the try or there was a live-ball foul penalized as a dead-ball foul on the touchdown play, enforcement is on the try or the succeeding kickoff. The captain of the offended team has the choice (A.R. 3-2-3-VI).
10-2-2-g-5 FR-137	Penalties for fouls during and after a try down are administered under Rules 8-3-3, 8-3-4 and 8-3-5 (A.R. 3-2-3-VII-VIII).	Fouls during and after a try down are penalized under Rules 8-3-3, 8-3-4 and 8-3-5 (A.R. 3-2-3-VII-VIII).
10-2-2-h FR-137	Distance penalties for fouls by either team during a free kick may not extend a team's restraining line behind its five-yard line. Penalties that would otherwise place the restraining line behind a team's five-yard line are enforced from the next succeeding spot.	Distance penalties for fouls by the receiving team may not extend the receiving team's restraining line behind its five-yard line. Penalties that place the restraining line of the receiving team behind its five-yard line are enforced from the next succeeding spot.
11-1-4 FR-139	... A prescribed uniform also includes: A prescribed uniform includes: ...
11-2-1-c FR-139	The referee shall indicate that the ball is ready for play ... The referee shall time the 40/25 -second count when it is not assigned ...	The referee shall declare the ball ready for play ... The referee shall time the 25-second count when it is not assigned ...
11-8-1-a FR-143	... timing the 40/25 -second count timing the 25-second count ...
12-3-2-b FR-145	A legal forward pass touched by an originally ineligible receiver.	A legal forward pass touched by an ineligible receiver.
12-3-3-a FR-145	A runner judged not to have been down by rule.	A runner judged to have been not down by rule. (Note: If a runner is ruled down, the play is not reviewable.)
12-3-3-d through l FR-146	[renumber paragraphs]	
12-3-3-h FR-146	Clock adjustment when a ruling on the field is reversed. The replay official may correct an egregious game-clock error.	Clock adjustment when a ruling on the field is reversed.
12-3-3-l FR-146	... (Rules 9-1- 5 and 9-2-3-c).	... (Rules 9-1- 4 and 9-2-3-c).
12-3-4 Title FR-146	Limitations on Reviewable Plays	Plays Not Reviewable
12-4-1 FR-146	... A minimum of three persons shall be utilized to ensure that all plays are reviewed A minimum of three persons shall be utilized to insure that all plays are reviewed ...

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12-5-1-a FR-147	... (Exception: Rule 12-3-3- k) (Exception: Rule 12-3-3- i) ...
12-5-1-b-1 FR-147	... (Exception: Rule 12-3-3- k) (Exception: Rule 12-3-3- i) ...
12-5-1-b-5 FR-148	[sentence deleted]	... If all team timeouts have been used, a delay penalty will be assessed.
12-5-2-a FR-148	... (Exception: Rule 12-3-3- k) (Exception: Rule 12-3-3- i) ...
12-6-1-c FR-149	[sentence deleted]	... If there is no television available, all video pictures will come from the in-stadium video board production.
12-6-1-d-1 FR-149	If the video evidence confirms the on-field ruling: "After review, the ruling on the field is confirmed. "	If the video evidence confirms the on-field ruling: "After review, video confirms the call on the field. "
12-6-1-d-3 FR-149	If the on-field ruling is reversed: "After review, the ruling is [followed by a brief description of the video evidence]. Therefore, [followed by a brief description of what the reversal means]."	If the on-field ruling is reversed: "After review, the ruling on the field is reversed [followed by a brief description of the video evidence]. Therefore, [followed by a brief description of what the reversal means]."
12-6-2-a FR-149	There is no restriction on the number of times the replay official may stop a game to review an on-field ruling.	Although each head coach is limited to one challenge per game, there is no restriction on the number of times the replay official may stop a game to review an on-field ruling.

Part II: Interpretations

Approved Ruling	2008	2007
1-4-5-II FI-4	... (Rules 3-3-6 and 3-4-2-b-2).	... (Rule 3-3-6 and 3-4-2-b-2).
1-4-6-I FI-5	After the ball is ready for play , an official identifies a player(s) ...	During the 25-second count , an official identifies a player(s) ...
2-2-7-I FI-6	B1 attempts to catch a punt (no fair catch signal) that crosses the neutral zone, strikes his shoulder (a muff) ...	B1 attempts to catch a punt (no fair catch signal) that crosses the neutral zone and strikes his shoulder (a muff) ...
2-3-3-I FI-7	On a forward pass play, A75 is blocking B66 at the waist behind the neutral zone. While A75 maintains contact, A47 subsequently blocks B66 at his thigh. RULING: Chop block, 15 yards from the previous spot.	On a forward pass play, A75 is blocking B66 behind the neutral zone. While A75 maintains contact, A47 subsequently blocks B66 at his thigh. RULING: Chop block. Previous-spot enforcement.
2-3-3-II FI-7	As the flow of the play moves to the left, right tackle A77 is disengaging from his contact above the thigh with B50 when A27 blocks B50 at his knee. RULING: Chop block, 15 yards from the basic spot. Previous-spot enforcement if the foul occurs behind the neutral zone.	As the flow of the play moves to the left, right tackle A77 is disengaging from his contact with B50 when A27 blocks B50 at his knee. RULING: Chop block. Basic-spot enforcement. Previous-spot enforcement if the foul occurs behind the neutral zone.
2-3-3-IV FI-7	... RULING: (a) Legal blocks. (b) Foul , chop block.	... RULING: (a) Legal blocks. (b) Chop block. Basic-spot enforcement.
2-19-2-I FI-8	A1 intends to throw a forward pass, but B1 bats the ball from his hand before A1's hand or arm starts forward. RULING: Fumble (Rule 2-10-1).	A1 intends to throw a forward pass, but B1 bats the ball from his hand before A1's arm starts forward. RULING: Fumble (Rule 2-10-1).
2-23-1 FI-9	... RULING: ... (b) Ball continues in play. The snap is a backward pass and may be advanced by the defense.	... RULING: ... (b) The snap is a backward pass and may be advanced by the defense.
3-2-3-VII FI-11	... Penalties for personal fouls may be enforced on the subsequent kickoff or the succeeding spot in extra periods.	... Personal fouls may be enforced on the subsequent kickoff or the succeeding spot in extra periods.
3-2-3-VIII FI-11	... RULING: The try may be repeated due to an accepted penalty for a live-ball foul that occurred during the try; the penalty for the dead-ball foul will then also be enforced on the replayed try. The period is not extended to enforce a penalty for a dead-ball foul. If accepted, this penalty must be enforced on the kickoff to start the next period or at the succeeding spot in extra periods.	... RULING: The try may be repeated due to an accepted penalty for a live-ball foul that occurred during the try. The dead-ball foul penalty will then also be enforced on the replayed try. The period is not extended to enforce a dead-ball foul. If accepted, the penalty must be enforced on the kickoff to start the next period or at the succeeding spot in extra periods.
3-2-6-I FI-12	The ball is snapped before it is made ready for play, or a false start occurs. ...	The ball is snapped before it is declared ready for play, or a false start occurs. ...
3-3-2-II FI-12	... RULING: The 40-second clock starts when the ball is declared dead. (a) The referee immediately will signal the game clock to start. (b) The game clock will start on the referee's signal.	... RULING: (a) The referee immediately will signal the clock to start. (b) The clock will start on the ready-for-play signal.
3-3-5-VIII FI-14	... RULING: Legal. The starting of the play clock will not be delayed to accommodate A12's trip to the sideline.	... RULING: Legal. The starting of the 25-second count will not be delayed to accommodate A12's trip to the sideline.
3-5-2-III FI-15	A33, an incoming substitute, enters the huddle After the ready-for-play signal , A33, an incoming substitute, enters the huddle ...

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3-5-2-IV FI-16	After the ball is made ready for play , substitute B12 enters the huddle ...	After the ready-for-play signal , substitute B12 enters the huddle ...
3-5-2-VII FI-16	Team A has 11 players in the huddle. A81 mistakenly ...	Team A has 11 players in the huddle at the ready-for-play signal . A81 mistakenly ...
4-1-3-I FI-17	While A1 is holding the ball for a place kick, Team B plays the ball ...	While A1 is holding the ball for a place kick, a Team B player tackles him or plays the ball ...
4-1-4-I FI-18	Snapper A1 snaps the ball before the ball is made ready for play. A2 muffs the snap and B1 recovers the ball. RULING: Dead-ball foul, Team A snap infraction . Penalty ...	Snapper A1 snaps the ball before the official declares the ball ready for play. A2 muffs the snap and B1 recovers the ball. RULING: Dead-ball foul. Penalty ...
4-2-1-II FI-18	... (Rules 9-1- 5 -a and 9-2-3).	... (Rules 9-1- 4 -a and 9-2-3).
5-1-3-V FI-20	A6 has the ball in his possession and is not controlled by an opponent, as he dives over ...	A6, with the ball in his possession and not controlled by an opponent, dives over ...
5-1-3-VI FI-20	A5, with the ball breaking the plane of the goal line while in his possession, dives over the goal line and is knocked back to the one-yard line, where any part of A5's body except his hand or foot touches the ground. RULING: Touchdown. The ball is dead when it breaks the plane of the goal line in A5's possession.	A5, with the ball breaking the plane of the goal line while in his possession, dives over the goal line and is knocked back to the one-yard line, where any part of the runner's body except his hand or foot touches the ground. RULING: Touchdown.
5-2-2-I FI-20	... (Rule 9-1- 4 -a).	... (Rule 9-1- 3 -a).
5-2-3-I FI-20	Team A's fourth-down legal forward pass strikes the ground after it touches an originally ineligible receiver who is illegally beyond the neutral zone. ...	Team A's fourth-down legal forward pass touches an originally ineligible receiver who is illegally beyond the neutral zone in the field of play and then strikes the ground
5-2-7-II FI-21	... RULING: First and goal for Team A at the nine-yard line. RULING: Team A's ball on the nine-yard line. First and goal .
5-2-7-V FI-22	... After the ball is made ready for play After the ball is declared ready for play ...
5-2-7-VI FI-22	... After the ball is made ready for play After the ball is declared ready for play ...
6-1-2-VII FI-24	Team A is offside on its free kick and B17 catches the ball at his 15-yard line. B17 returns the ball to his 45-yard line where he fumbles and A67 recovers at the Team B's 47. A67 then runs to the Team B 35-yard line where he fumbles, with B20 recovering at his 33-yard line where he is downed. RULING: Foul by Team A for offside . Team B may choose to have Team A kick again after a five-yard penalty from the previous spot, or Team B may have first and 10 at its 38-yard line .	Team A is offside on its free kick and B17 catches the ball at the 15-yard line. B17 returns the ball to the 45-yard line where he fumbles and A67 recovers at the 47-yard line . A67 then runs to the 35-yard line where he fumbles, with B20 recovering at the 33-yard line where he is downed. RULING: Team B's options are first and 10 at the 33-yard line, or Team A kicking again after a five-yard penalty from the previous spot. B20's recovery started a run, after a change of team possession, that is not covered by rule .
6-1-3-I FI-24	... RULING: Unless there is an accepted penalty, Team B may elect to take the ball RULING: Unless canceled by an accepted penalty, Team B may elect to take the ball ...

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6-2-1-I FI-25	A kickoff from Team A's 30-yard line goes out of bounds untouched by Team B. RULING: Team B has three options. It may accept a five-yard penalty from the previous spot with Team A kicking from the 25-yard line, or put the ball in play at Team B's 40-yard line at the inbounds spot, or put the ball in play at the inbounds spot after a five-yard penalty from the spot where the ball went out of bounds.	A kickoff from Team A's 30-yard line goes out of bounds untouched by Team B, and no other foul (or violation) occurs. RULING: Team B may accept a five-yard penalty from the previous spot with Team A kicking from the 25-yard line, or Team B may put the ball in play at Team B's 35-yard line at the inbounds spot or at the inbounds spot where the ball went out of bounds. Team B may put the ball in play following a penalty at the dead ball spot.
6-2-1-II FI-25	A kickoff from Team A's 30-yard line goes out of bounds untouched by Team B, and Team A has illegally touched the kick. RULING: Team B has four options: it may snap the ball at the spot of violation; accept a five-yard penalty from the previous spot with Team A kicking from the 25-yard line; put the ball in play at the inbounds spot on its 40-yard line; or put the ball in play at the inbounds spot five yards from where the ball went out of bounds (Rule 6-1-8).	A kickoff from Team A's 30-yard line goes out of bounds untouched by Team B, and Team A has illegally touched the kick. RULING: Team B has three options: It may snap at the spot of violation; accept a five-yard penalty from the previous spot with Team A kicking from the 25-yard line; or put the ball in play at the inbounds spot five yards from where the ball went out of bounds (Rule 7-1-3-b Penalty).
6-2-1-IV FI-25	... (Rule 6-1-8).	... (Rule 7-1-3-b Penalty).
6-2-1-V FI-25	Team A kicks off at its 30-yard line. The untouched free kick goes out of bounds at the Team B 34-yard line. RULING: Team B may choose to have the ball free kicked after a five-yard penalty from the previous spot, or put the ball in play at the Team B 40-yard line.	Team A's untouched free kick goes out of bounds at the Team B 34-yard line. RULING: Team B may choose to have the ball free kicked after a five-yard penalty from the previous spot, or put the ball in play at the Team B 39-yard line.
6-2-2-II FI-26	... RULING: Team B has the choice of Team A kicking again after a five-yard penalty followed by a 12 1/2-yard penalty, or putting the ball in play at the inbounds spot on Team A's 45-yard line or at the inbounds spot 20 yards beyond the spot where the ball went out of bounds.	... RULING: Team B has the choice of Team A kicking again after a five-yard and 12 1/2-yard penalty, or putting the ball in play at the 50-yard line at the inbounds spot or 20 yards beyond the inbounds spot where the ball went out of bounds.
6-2-2-V FI-26	... RULING: Team A is offside. Five-yard penalty from the previous spot or five yards from the spot where the subsequent dead ball belongs to Team B (Rules 2-11-2 and 6-1-2-a).	... RULING: Team A is offside. Five-yard penalty previous spot or five yards from the spot where the subsequent dead ball belongs to Team B (Rules 2-11-2, 6-1-2-a).
6-3-1-I FI-26	A Team A punt crosses the neutral zone. The ball is touched (not blocked) by a Team B player and then rebounds behind the zone, where it is recovered by Team A in the field of play. RULING: The ball is dead and may not be advanced. First down for Team A (Rules 6-3-3 and 6-3-6-a). Clock starts on the snap following a legal kick down.	A Team A punt crosses the neutral zone, and the ball is touched (not blocked) by a Team B player and then rebounds behind the zone, where it is recovered by Team A in the field of play. RULING: The ball is dead and may not be advanced. First down for Team A (Rules 6-3-3 and 6-3-6-a).
6-3-2-II FI-28	... RULING: Team A may have the ball where left by the penalty for Team B's foul; but if Team A declines the penalty, Team B will have the ball by electing the touching violation.	... RULING: Team A may have the ball where left by the penalty for Team B's foul; but declining the penalty permits Team B to have the ball by electing the touching violation.

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6-3-2-III FI-28	Players of both teams attempt to recover a blocked kick behind Team A's scrimmage line, forcing the ball across the neutral zone. ...	Players of both teams, attempting to recover a blocked kick behind Team A's scrimmage line, force the ball across the neutral zone. ...
6-3-2-IV FI-28	Team A commits illegal touching. ...	Team A commits an illegal touching. ...
6-3-2-V FI-28	Team A's punt goes beyond the neutral zone and is first touched by A80, then picked up by B40, who runs five yards and fumbles. A20 picks up the fumble and scores. During A20's run, B70 holds. RULING: Five- and 10-yard penalties are not administered on the try or the succeeding kickoff. The penalty for Team B's foul is declined by rule. The ball belongs to Team B at the spot of illegal touching (Rule 10-2-2-g-1-b).	Team A's punt is first touched by A80, then picked up by B40, who runs five yards and fumbles. A20 picks up the fumble and scores. During A20's run, B70 holds. RULING: Five- and 10-yard penalties are not administered on the try or the succeeding kickoff. Team B's foul is declined by rule. The ball belongs to Team B at the spot of illegal touching.
6-3-2-VI FI-28	... RULING: A20 is guilty of illegal touching. Team A accepts the penalty for B85's foul. Team B's ball, first and 10 at Team B's 35-yard line after enforcement of the penalty for the live-ball foul treated as a dead-ball foul. The illegal-touching privilege is not cancelled by the accepted penalty because enforcement is after the ball is dead.	... RULING: Team A accepts the penalty. Team B's ball, first and 10 at Team B's 35-yard line after enforcement of the live-ball foul penalized as a dead-ball foul.
6-3-4-III FI-29	Team A's long field goal attempt is first touched when A1 bats the rolling ball backward into nearby B1. RULING: Illegal touching by A1. Team B is not deemed to have touched the ball (Rule 8-4-2-b).	Team A's long field goal attempt is first touched when A1 legally bats the rolling ball into nearby B1. RULING: Team B is not deemed to have touched the ball (Rule 8-4-2-b).
6-3-4-IV FI-29	... RULING: The ball is dead when it touches the ground in the end zone. Touchback—Ignore touching by A80. By rule, neither team has touched the kicked ball (Rule 8-6-1-b).	... RULING: Touchback—Ignore touching by A80. Neither team has touched the kicked ball (Rule 8-6-1-b).
6-3-9-II FI-30	... RULING: Dead-ball foul after the touchback. Team B's ball, first and 10 on the 10-yard line after enforcement of the penalty at Team B's 20 (Exception: Rule 8-4-2-b).	... RULING: Team B's ball, first and 10 on the 10-yard line (Exception: Rule 8-4-2-b).
6-3-9-III FI-30	Team A's scrimmage kick goes into Team B's end zone untouched by Team B beyond the neutral zone, Team A commits a personal foul after the ball touches the ground in the end zone. RULING: Dead-ball foul. Team B's ball, first and 10 on the 35-yard line. ...	Team A's scrimmage kick goes into Team B's end zone and the ball is untouched by Team B beyond the neutral zone, and Team A commits a personal foul after the ball touches the ground in the end zone. RULING: Team B's ball, first and 10 on the 35-yard line. ...
6-3-11-I FI-30	RULING: No foul by Team A. B1's foul is governed by postscrimmage kick rules. Team B's ball, first and 10 on the 10-yard line.	RULING: Team B's ball, first and 10 on the 10-yard line.
6-4-1-III FI-31	Penalty—(a) and (b): 15 yards for interference with the opportunity to catch the kick.	Penalty—(a) 15 yards for interference with the opportunity to catch the kick; or (b) 15 yards for interference with the opportunity to catch the kick.
6-4-1-VII FI-32	RULING: Two fouls by Team A. Team B may accept or decline either penalty: for kick-catch interference or for the free kick out of bounds.	RULING: Team B may elect the interference penalty or decline it and consider the kick out of bounds.
6-4-1-X FI-32	... B18, starting at the 20-yard line, must detour around A92 B18, who was at the 20-yard line, must detour around A92 ...

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6-5-1-I FI-33	After a valid or invalid signal, B1 muffs the punt and B2, who did not signal, catches ...	After a valid or invalid signal, B1 muffs and B2, who did not signal, catches ...
6-5-1-III FI-33	... RULING: There is no rule against a receiver going out of bounds during a kick. The inbounds catch is legal, and the ball is dead.	... RULING: There is no rule against a receiver going out of bounds during a kick. The signal is valid or invalid; the inbounds catch is legal, and the ball is dead.
6-5-2-II FI-33	B1 gives a fair catch signal before a muff by B2, and then B1 catches or recovers ...	B1 signals before a muff by B2, and then B1 catches or recovers ...
6-5-2-IV FI-34	Team A punts. After signaling for a fair catch on his 20-yard line, B1 deliberately lets the ball strike the ground ...	Team A punts. B1 , after signaling for a fair catch on his 20-yard line, deliberately lets the ball strike the ground ...
6-5-3-I FI-34	... RULING: The signals are of no consequence, since the ball did not cross the neutral zone, and the ball remains alive (Rule 2-7-1-a).	... RULING: Not an invalid signal, and the ball remains alive (Rule 2-7-1-a).
6-5-5-I FI-35	Penalty—10 yards from the previous spot or from the spot where the subsequent dead ball belongs to Team B.	Penalty—10 yards from the previous spot.
7-1-3-VIII FI-37	1. ... Team B dead-ball foul, offside. ... 2. ... Team B dead-ball foul, offside. ... 3. ... Team A dead-ball foul, false start. ...	1. ... Team B foul, offside. ... 2. ... Team B foul, offside. ... 3. ... Team A foul, false start. ...
7-1-3-IX FI-38	1. ... Team B dead-ball foul. ... 2. ... Team B dead-ball foul. ...	1. ... Team B foul. ... 2. ... Team B foul. ...
7-1-3-XIII FI-38	... RULING: Live-ball foul at the snap for illegal motion. RULING: Illegal motion. ...
7-1-4-I FI-39	... RULING: All 11 Team A players must remain stationary for one second before the snap, otherwise it is a live-ball foul at the snap for an illegal shift.	... RULING: All 11 Team A players must remain stationary for one second before the snap, otherwise it is an illegal shift.
7-1-4-III FI-39	... RULING: If A1, who moved, did not halt with the other Team A players for one second before the snap, it is a live-ball foul at the snap for an illegal shift. Penalty—Five yards from the previous spot (Rule 2-22-1).	... RULING: If A1, who moved, did not halt with the other Team A players for one second before the snap, it is an illegal shift. Penalty—Five yards from the previous spot (Rule 2-22-1).
7-1-5-I FI-39	... RULING: Team A dead-ball foul, illegal snap. RULING: Team A foul, illegal snap. ...
7-1-5-II FI-40	... RULING: Team B foul and the ball remains dead. RULING: Team B foul and the ball is dead. ...
7-2-4-I FI-41	B20 intercepts a legal forward pass (a) in his end zone, (b) on his three-yard line, and his momentum carries him into his end zone, or (c) in the field of play and retreats into his end zone (no momentum). In each instance ...	B20 intercepts a legal forward pass (a) in his end zone, (b) on his three-yard line, and his momentum carries him into his end zone, or (c) in the field of play and retreats into his end zone. In each instance ...
7-3-2-II FI-41	... RULING: Illegal forward pass. Penalty—Five yards and loss of down from the spot of the foul. The clock will start on the ready-for-play signal (Rules 3-2-5-a-8 and 3-4-3).	... RULING: Illegal pass. Penalty—Five yards and loss of down from the spot of the foul. The clock will start on the ready-for-play signal (Rule 3-2-5-a-8).
7-3-2-III FI-41	... RULING: Illegal forward pass, not a valid attempt to conserve time. Penalty—Five yards from the spot of the pass and loss of down. Clock starts on the ready-for-play signal (Rules 3-2-5-a-8 and 3-4-3).	... RULING: Illegal pass, not a valid attempt to conserve time.

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7-3-2-IV FI-41	... RULING: Illegal forward pass, not a valid attempt to conserve time. Penalty—Five yards from the spot of the pass and loss of down. Clock starts on the ready-for-play signal (Rules 3-2-5-a-8 and 3-4-3).	... RULING: Illegal pass, not a valid attempt to conserve time.
7-3-2-V FI-42	... RULING: Illegal forward pass, not a valid attempt to conserve time. Penalty—Five yards from the spot of the pass and loss of down. Clock starts on the ready-for-play signal (Rules 3-2-5-a-8 and 3-4-3).	... RULING: Illegal pass, not a valid attempt to conserve time.
7-3-2-VIII FI-42	With seconds remaining in a half and the ball ready for play, Team A quickly lines up and the ball is legally snapped to quarterback A12, who throws the ball forward directly to the ground. Team A's formation was not legal at the snap. When the ball becomes dead, two seconds show on the game clock. RULING: Illegal formation. Penalty—Five yards from the previous spot. The clock starts on the ready-for-play signal (Rule 3-4-3).	With seconds remaining in a half and the ball declared ready for play, Team A quickly lines up and the ball is legally snapped to quarterback A12, who throws the ball forward directly to the ground. Team A's formation was not legal at the snap. When the ball becomes dead, two seconds show on the game clock. RULING: Illegal formation. Penalty—Five yards from the previous spot. The clock starts on the next snap.
7-3-2-IX FI-42	... RULING: Legal play. It is not intentional grounding when a passer, who is outside the frame of the normal tackle position, and facing loss of yardage, throws a forward pass that crosses the neutral zone extended.	... RULING: It is not intentional grounding when a passer, who is outside the frame of the normal tackle position, and facing loss of yardage, throws a forward pass that lands beyond the neutral zone, even if no eligible offensive player(s) has a reasonable opportunity to catch the ball (including if the ball lands out of bounds over a sideline [neutral zone extended] or endline).
7-3-4-III FI-43	... Penalty— Ten or 15 yards from the previous spot.	... Penalty— Five, 10 or 15 yards from the previous spot.
7-3-4-IV FI-43	Wide receiver A88 is blocked out of bounds by B1 and then runs 20 yards before returning to the field of play. A88 catches a legal pass in Team B's end zone. RULING: Foul for illegal touching due to A88's failure to return inbounds immediately. Penalty—Loss of down at the previous spot.	Wide receiver A88 is forced out of bounds by B1 and then runs 20 yards before returning to the field of play. A88 catches a legal pass in Team B's end zone. RULING: Loss of down at the previous spot due to A88's failure to return inbounds immediately.
7-3-5-I FI-43	Team B touches the legal forward pass near a sideline while originally eligible A1 is out of bounds. ...	Team B touches the legal forward pass near a sideline while A1 is out of bounds.
7-3-6-VII FI-44	A86 is legally blocked out of bounds ...	A86 is legally forced out of bounds ...
7-3-6-VIII FI-44	B33 leaps from out of bounds and is airborne as he receives Team A's legal forward pass. He completes the interception by landing (a) in the field of play or (b) in Team B's end zone, and is then tackled. RULING: B33 is a runner until he loses player possession or the ball becomes dead by rule. (a) First and 10 for Team B. (b) Touchback. (Rules 4-1-3-c, 4-2-3-a, 5-1-1-e and 7-3-4).	B33 leaps from out of bounds and is airborne as he receives Team A's legal forward pass. He lands in the field of play (or Team B's end zone) completing the interception. RULING: B33 is a runner until he loses player possession or the ball becomes dead by rule. First and 10 for Team B (or possibly a touchback) (Rules 4-1-3-c, 4-2-3-a, 5-1-1-e and 7-3-4).

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7-3-6-IX FI-45	... RULING: Illegal touching. A84 loses eligibility by going out of bounds. Penalty—Loss of down at the previous spot (Rules 4-2-3-a and 7-3-4).	... RULING: A84 is a runner until he loses player possession or the ball becomes dead by rule. Loss of down at the previous spot (Rules 4-2-3-a and 7-3-4).
7-3-6-XII FI-45	... in the process of going to the ground in the process of coming to the ground ...
7-3-6-XIII FI-45	... in the process of going to the ground in the process of coming to the ground ...
7-3-7-I FI-46	... Eligibility of the touching player does not affect this ruling (Rule 4-2-3-a).	... Eligibility of the touching player does not affect this ruling.
7-3-7-IV FI-46	... RULING: Team B may accept the penalty which results in a safety, or take the result of the play (a first down on Team A's 20-yard line).	... RULING: Team B may accept a safety or take the result of the play (i.e. , first down on Team A's 20-yard line).
7-3-8-IV FI-47	... B1, a back, legally blocks him B1, a backer, legally blocks him ...
7-3-8-V FI-47	... B1, a back, who legally pushes him B1, a backer, who legally pushes him ...
7-3-8-VI FI-47	At the snap, A88 is on the line of scrimmage 10 yards from the tackle position and A44 is in the backfield, four yards to his inside. ...	Team A lines up at the snap with A88 spread 10 yards wide and A44 four yards to his inside. ...
7-3-8-VIII FI-48	... B1, the back , attempts to block him. B1, the backer , attempts to block him. ...
7-3-8-IX FI-48	... After a catchable forward pass is thrown and before the ball touches A88 After the ball , a catchable forward pass, is thrown and before it touches A88 ...
7-3-8-XIV FI-49	... A88 breaks to the inside toward the catchable forward pass. A88 breaks to the inside toward a catchable forward pass. ...
7-3-9-II FI-50	... Penalty— Ten or 15 yards from the previous spot (Rule 9-3-6).	... Penalty— Five, 10 or 15 yards from the previous spot (Rule 9-3-6).
7-3-11-I FI-51	Late in the half, quarterback A10, who has not been outside the frame of the body of the normal tackle position, throws a desperation pass to intentionally save yardage that falls incomplete after ineligible A58 touches the ball in an attempt to catch it. RULING: Foul for intentional grounding. No foul for illegal touching since the pass is illegal. Penalty—Loss of down at the spot of the pass. The clock starts on the snap (Rules 3-2-5-e and 7-3-2-f).	Late in the half, quarterback A10, who has not been outside the frame of the body of the normal tackle position, throws a desperation pass to intentionally save yardage that falls incomplete after first touching ineligible A58. RULING: Penalty—Loss of down at the spot of the pass. The clock starts on the snap (Rules 3-2-5-e, 7-3-2-f).
8-3-2-II FI-53	... RULING: One-point safety, or Team A may accept the penalty from the basic spot for illegally kicking the ball (Rules 8-3-1 and 8-3-3-b-1) and replay the down.	... RULING: One-point safety or the option of accepting the penalty from the basic spot for illegally kicking the ball (Rules 8-3-1 and 8-3-3-b-1).
8-3-2-IV FI-53	... RULING: The ball is dead where picked up by A2. The try is ended.	... RULING: The ball is dead where picked up by A2. The try is over.
8-3-2-VI FI-54	... RULING: (a) B3 may advance the ball. (b) The ball is dead, the try is ended (Rule 8-3-1).	... RULING: (a) B3 may advance the ball. (b) The ball is dead, the try is over (Rule 8-3-1).
8-3-2-VII FI-54	... RULING: No score, the try is ended , and the penalty is declined by rule (Rule 8-3-4-b).	... RULING: No score, the try is over , and the penalty is declined by rule (Rule 8-3-4-b).
8-3-2-VIII FI-54	... RULING: (a) Award Team B two points. (b) No score, the try is ended , and RULING: (a) Award Team B two points. (b) No score, the try is over , and ...
8-5-1-IV FI-58	... RULING: Safety, since the penalty leaves the ball in Team B's possession in the end zone.	... RULING: Safety. Enforce from the basic spot. The penalty leaves the ball in Team B's possession in the end zone.

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8-5-1-VII FI-58	... RULING: Safety by penalty . The basic spot is the end of the run where B1 gained possession between the five-yard line and the goal line, and the foul is behind the basic spot RULING: Safety. The basic spot of enforcement is from the end of the run where B1 gained possession between the five-yard line and the goal line.
8-5-1-IX FI-58	... the penalty results in a safety because the foul is behind the basic spot (Rule 8-7-2-b-1).	... the penalty is from the basic spot (Rule 8-7-2-b-1).
8-5-1-X FI-59	Team A intends to punt from behind its goal line, but A36 muffs the ball. After A36 recovers the ball , the ball carrier strikes the pylon at the intersection of the sideline and goal line. RULING: Safety, unless the entire ball is beyond the goal line as the ball carrier contacts the sideline or pylon. The ball is dead at its most forward point when the ball carrier contacts the pylon or sideline (Rules 2-31-3 and 4-2-4-d and e).	Team A intends to punt from behind its goal line, but A36 muffs the ball. After recovering , the runner strikes the pylon at the intersection of the sideline and goal line. RULING: Safety, unless the entire ball is beyond the goal line as the runner contacts the sideline or pylon. The ball is dead at its most forward point when the runner contacts the pylon or sideline (Rules 2-31-3 and 4-2-4-d and e).
8-6-1-I FI-59	... RULING: Touchback . Team B's ball at the 20-yard line (Rule 7-2-4-b).	... RULING: Team B's ball at the 20-yard line (Rule 7-2-4-b).
8-6-1-II FI-59	... RULING: Touchdown. The ball is not automatically dead when intercepted, but it becomes dead when A1 gets possession RULING: Touchdown. The ball is not automatically dead when intercepted. ...
8-7-2-V FI-60	Any Team A kick strikes the ground and a Team B player bats the ball across Team B's goal line, where Team B recovers it while grounded or it goes out of bounds. RULING: New impetus is given by Team B . Safety for Team A . Batting the kick ...	Any Team A kick strikes the ground and, after a Team B player bats the ball, it crosses Team B's goal line, where Team B recovers it or it goes out of bounds. RULING: Safety. Batting the kick ...
8-7-2-VII FI-60	... RULING: The result of the play is a safety for Team A due to the new impetus by Team B. Foul for illegally kicking the ball. An accepted penalty will make it Team A's ball on the Team A 45-yard line, where the free kick will be repeated (Rules 9-4-4 and 10-2-2-e).	... RULING: Safety or Team A's ball on the Team A 45-yard line, where the free kick will be repeated (Rules 9-4-4 and 10-2-2-e).
8-7-2-VIII FI-60	... RULING: In either instance, it is a fumble out of bounds. Since Team A did not make the line to gain before the fumble, it is Team B's ball, first and 10, at (a) Team B's 16-yard line since the fumble was forward , or (b) Team B's 18-yard line (Rules 5-1-4-f and 7-2-4-b).	... RULING: In either instance, it is a fumble out of bounds. Since Team A did not make the line to gain before the fumble, it is Team B's ball, first and 10, at (a) Team B's 16-yard line or (b) Team B's 18-yard line (Rules 5-1-4-f and 7-2-4-b).
8-7-2-IX FI-61	... RULING: In each instance, it is a fumble out of bounds. In (a), the bat is legal and it is Team B's ball, first and 10 at Team B's 16-yard line, since Team A did not make a first down. The clock starts on the snap . In (b), illegal batting, penalize Team B from the spot of the fumble, Team A's ball first and goal (Rules 5-1-4-f and 7-2-4-b). The clock starts on the ready-for-play signal RULING: In each instance, it is a fumble out of bounds. In (a), the bat is legal and it is Team B's ball, first and 10 at Team B's 16-yard line, since Team A did not make a first down. In (b), illegal batting, penalize Team B from the spot of the fumble, Team A's ball first and goal (Rules 5-1-4-f and 7-2-4-b). The clock starts on the snap in both situations .

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9-1-2-I FI-62	... RULING: (a) Personal foul, kneeling. Penalty—15 yards from the basic spot, or from the previous spot if foul by Team A occurs behind the neutral zone. First down if foul is by Team B. Disqualify if flagrant. (b) Personal foul, "meeting with the knee." Penalty—15 yards from the basic spot, or from the previous spot if foul by Team A occurs behind the neutral zone. First down if foul is by Team B. Disqualify if flagrant. In both situations, safety if the foul by Team A occurs behind Team A's goal line.	... RULING: (a) Personal foul, " kneeing. " Penalty—15 yards from the basic spot, or from the previous spot if foul by Team A occurs behind the neutral zone. First down if by Team B. Disqualify if flagrant. (b) Personal foul, "meeting with the knee." Penalty—15 yards from the basic spot, or from the previous spot if foul by Team A occurs behind the neutral zone. First down if by Team B. Disqualify if flagrant. In both situations, safety if the foul by Team A occurs behind Team A's goal line.
9-1-2-III FI-62	... RULING: Not necessarily a violation of the clipping rule. An official should not call a clipping foul unless he observes the block from its inception.	... RULING: Not necessarily a violation of the clipping rule. No official should declare a clipping foul unless he observes the block from its inception.
9-1-2-VI FI-63	On a run or pass option play, wide receiver A2 at the snap is positioned ...	On a run or pass option play, A2, a wide receiver , at the snap is positioned ...
9-1-2-X FI-64	At the snap, flanker A2 is positioned ...	A2, a flanker, at the snap is positioned ...
9-1-2-XI FI-64	At the snap, wing back A1, at the snap is positioned ...	A1, a wing back , at the snap is positioned ...
9-1-2-XIV FI-64	... RULING: Roughing the passer. Penalty— First down. 15 yards from the previous spot or the penalty will be added to the end of the last run under certain circumstances.	... RULING: Roughing the passer. Penalty—15 yards from the basic spot and first down or the penalty will be added to the end of the last run under certain circumstances.
9-1-2-XXV FI-66	The player in position to receive a backward pass during a down-the-line option play is blocked above the waist in the front by B55. ...	The player in position to receive a backward pass during a down-the-line option play is blocked by B55. ...
9-1-2-XXVII FI-66	... RULING: This is not a foul, since B73 may make direct contact with the passer only through the defender's first step after A9's release of the ball. B73 must be making an attempt to avoid A9 and must be easing up or have been blocked into A9 to avoid a foul. This does not relieve B73 of responsibility to avoid contact with the helmet or any other foul listed in Rule 9-1-2.	... RULING: This is not a foul, since B73 may make direct contact with the passer only through the defender's first step after A9's release of the ball. B73 must be making an attempt to avoid contact and must be "easing up" or have been blocked into A9 to avoid a foul. This does not relieve B73 of responsibility to avoid helmet-to-helmet contact or any other foul listed in Rule 9-1-2- a .
9-2-2-I FI-70	After the ball is ready for play ...	After the ball is declared ready for play ...
9-2-2-IV FI-71	... (more than three seconds) over three seconds ...
10-1-4-I FI-76	... (Rule 7-1-3-b) (7-1-3-b) ...
10-1-4-II FI-77	... RULING: Offsetting fouls. Team A re-kicks at the previous spot.	... RULING: Offsetting fouls.
10-1-4-VI FI-77	A1's forward pass is intercepted by B1, who advances and fumbles. B2 picks up the ball and advances five more yards. Team A fouls during or after the down, and Team B fouls during the advance by B2 or during the fumble. ...	A1's forward pass is intercepted by B1, who advances and fumbles. B2 picks up the ball and advances five more yards. Team A fouls during or after the down, and Team B fouls during the advance by B2. ...
10-1-4-IX FI-78	... RULING: Offsetting fouls— no option.	... RULING: Offsetting fouls.

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10-1-5-VI FI-79	A personal or disqualifying personal foul occurs during action after a snap that was made before the ball was ready for play	A personal or disqualifying personal foul occurs during action after a snap that was made before the ball was declared ready. ...
10-1-6-I FI-79	... RULING: Team B may accept both penalties, accept one penalty or decline both.	... RULING: Team B may choose both penalties, choose one penalty or decline both.
10-1-6-IV FI-80	... RULING: Team A retains the ball after the penalty against Team B is enforced RULING: Team A retains the ball after penalizing Team B. ...
10-1-6-VII FI-80	... RULING: Team B retains possession . Penalize Team B for its clipping foul RULING: Penalize Team B's clipping foul ...
10-1-7-V FI-81	... RULING: Allow the score. The penalty for Team B's holding foul is declined by rule. Team B has the option of Team A being penalized on the try or the succeeding kickoff (Rule 10-2-2-g).	... RULING: Allow the score. Team B has the option of penalizing Team A on the try or the succeeding kickoff (Rule 10-2-2-g).
10-1-7-VI FI-81	... RULING: Allow the touchdown. Disqualify the Team B player for fighting. Team A has the option of a penalty against Team B on the try or the succeeding kickoff. RULING: Allow the touchdown. Disqualify the Team B player for fighting. Team A has the option of penalizing Team B on the try or the succeeding kickoff. ...
10-1-7-VII FI-81	Team B commits a foul for twisting the opponent's face mask ...	Team B commits a 15-yard face-mask foul ...
10-1-7-XXVII FI-83	... RULING: If Team A elects to replay the try, both penalties against Team B are enforced before the snap (Rule 10-1-6) . If Team A declines the offside penalty and accepts the point, the penalty for Team B's dead-ball foul is then enforced on the kickoff or at the succeeding spot in extra periods.	... RULING: Team A has the option of replaying the try with the Team B penalties enforced or declining the offside penalty and accepting the point (Rule 10-1-6) . Team B's dead-ball foul is then penalized on the kickoff or at the succeeding spot in extra periods.
10-2-2-XIII FI-85	... RULING: Penalty—Safety (Rule 9-1-2 Penalty) or Team B may snap the ball at the Team A 25 -yard line after enforcement of the penalty from where the ball went out of bounds.	... RULING: Penalty—Safety (Rule 9-1-2 Penalty) or Team B may snap the ball at the Team A 15 -yard line after enforcement of the penalty from where the ball went out of bounds.
10-2-2-XIV FI-85	... RULING: Penalty—Safety (Rule 9-1-2 Penalty) or Team B may snap the ball at the Team A 25 -yard line after enforcement of the penalty from where the ball went out of bounds.	... RULING: Penalty—Safety (Rule 9-1-2 Penalty) or Team B may snap the ball at the Team A 15 -yard line after enforcement of the penalty from where the ball went out of bounds.
10-2-2-XXXV FI-88	... (Rules 2-27-5 and 9-1-2- 1).	... (Rules 2-27-5 and 9-1-2- 0).
12-3-1-I through 12-5-1-II FI-90 to 96	[Rule 12 interpretations added. See rulebook for complete text.]	

Send feedback and requests to edwardsk@washpost.com

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