

NCAA Rules Review - 2011

A quick look at common rules that we often forget

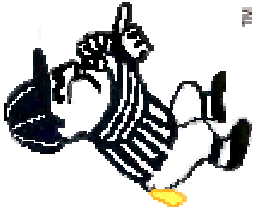
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08/04/2011



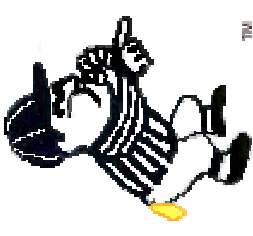
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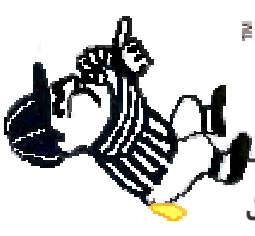
Free Kick



- Team A will kickoff from the 30 yard line
- Team A can keep the ball if they recover kick
 - beyond B's restraining line **–OR–**
 - after B touches kick **–OR–**
 - after ball touches ground, official or player beyond B's restraining line (even if it subsequently bounces back)
- Team A must have 4 players on either side of kicker when kicked
- Team A player that goes out of bounds and returns (unless forced out)
 - 5 yard Illegal Procedure from **Previous Spot** or **Succeeding Spot** [S19]
- Team A may not block until eligible to touch kick
 - 5 yard Illegal Procedure from **Previous Spot** or **Succeeding Spot** [S19]
- Penalty for free kick out of bounds is for Team B to take the ball
 - **30 yards Beyond Free Kick Line –OR–**
 - **5 yards from the Previous Spot –OR–**
 - **5 yards from the Out of Bounds Spot**



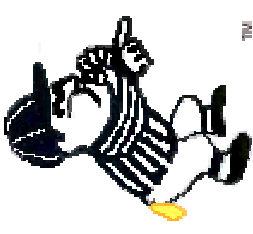
Free Kick (con't)



- If free kick is caught by airborne Team B player who lands out-of-bounds, it is a foul against Team A for kick out-of-bounds
- If free kick is touched by Team B player who is straddling the sideline it is a foul against Team A for kick out-of-bounds
- Team B right to accept spot of Illegal Touching can only be canceled if a penalty is accepted (penalty acceptance has priority)
- Any Team A foul during a free kick (except Kick Catch Interference) can be enforced from
 - **Previous Spot –OR–**
 - **Dead Ball Spot** if Team B has possession at the end of the down **–OR–**
 - **20 Yard Line** if play results in touchback
- A player is not considered to have touched a free kick if
 - He is blocked into the ball by an opponent **–OR–**
 - An opponent bats the ball into the player
- Game clock starts when ball is legally touched in the field of play
- Team B is prohibited from intentionally aligning three or more players shoulder-to-shoulder for the purpose of blocking. **15 yard penalty for Illegal Wedge**



Scrimmage Kick



- Team A can recover but cannot advance a kick that lands beyond the neutral zone and then bounces back behind the neutral zone
- Ball is dead if kick lands in Team B's end zone (unless touched by B after kick crosses the neutral zone)
- If Team A commits Illegal Touching by batting the ball in Team B's end zone, B may elect a touchback (unless touched by B beyond neutral zone). The basic enforcement spot will be the 20 yard line if a subsequent foul occurs.
- Team A player that goes out of bounds and returns (unless forced out)
 - 5 yard Illegal Procedure from **Previous Spot** or **Succeeding Spot** [S19]
- Any Team A foul (except Kick Catch Interference) prior to or during a scrimmage kick can be enforced from the **Dead Ball Spot** (except field goal attempt)
- A player is not considered to have touched a free kick if
 - He is blocked into the ball by an opponent **–OR–**
 - An opponent bats the ball into the player
- Blocking below the waist
 - Prohibited by any player (A or B) at anytime during a down there is a scrimmage kick **[New for 2011: no longer a reference to “scrimmage kick formation”]**



Field Goal & Try Kick



- Field Goal
 - If unsuccessful FG attempt is declared dead beyond the neutral zone, ball is returned to **Previous Spot** or **20 Yard Line** (unless touched by Team B after kick crosses neutral zone)
 - Note: The **Previous Spot** or **20 Yard Line** will also serve as the basic spot for post scrimmage kick enforcement under these conditions
 - **3-on-1** by Team B on FG or Try Kicks **[New for 2011]**
 - Three Team B Players are prohibited from aligning shoulder-to-shoulder in the blocking zone and moving forward together, as a unit, to make contact against a single Team A Player.
 - **Five Yard Penalty, Illegal Formation**



At The Snap



- Offense
 - Formation:
 - Team A must have at least 5 linemen wearing numbers 50-79 on the line of scrimmage (exception: scrimmage kick formation). These players are allowed to interlock legs **[New for 2011]**
 - Team A may not have more than 4 players in the backfield
 - One Team A player that is not a lineman, may be in motion as long as he's not moving toward Team B's goal line
 - Shift / False Starts: **After huddle or shift**, all Team A players must be set for at least one second.
 - If Team A comes to a one second stop and then illegally shifts, it is a live ball illegal shift foul.
 - If Team A does not come to a one second stop and then illegally shifts, it is a dead-ball false start. The play should be shut down **[New for 2011]**
- Defense
 - Team B is prohibited from entering the neutral zone causing 'threatened' Team A linemen to commit a foul. A Team B player may threaten a maximum of three Team A linemen.
 - Team B player enters directly toward a Team A player, the 2 adjacent linemen are threatened.
 - Team B player enters in a gap, only those 2 linemen are threatened.



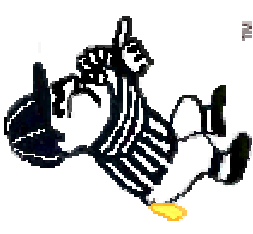
Forward Pass



- Pass Eligibility Lost
 - Team A player goes out of bounds (unless forced out and returns immediately)
- Pass Eligibility Gained (or Regained)
 - Ball touches Team B player (or official)
- Pass Interference Restrictions End
 - Any touching (Team A, Team B or official)
- Illegal Touching by an originally ineligible player
 - 5 yards from **Previous Spot** (not spot of foul)
- Illegal Touching by a player who steps out of bounds on his own and returns
 - **Loss of Down** from **Previous Spot**
- Team B fouls prior to or during a forward pass include an automatic first down if:
 - Pass crossed the neutral zone untouched by Team A or Team B **--AND--**
 - Team B foul was a contact foul against an eligible receiver **--AND--**
 - Team B foul occurred beyond the neutral zone **--AND--**
 - Team B foul occurred before pass was touched



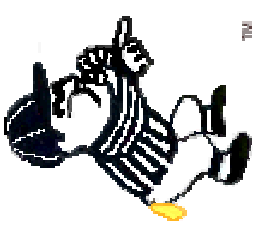
Impetus



- Initial Impetus is caused by the offense when a ball is carried, passed, kicked, fumbled or snapped from the field of play into the end zone.
- Once the ball is loose, impetus can only be changed if a player
 - Bats the ball after it strikes the ground
 - Kicks the ball (regardless of whether it has struck the ground)
 - Contacts the ball after it has come to rest
- Note: Muffing a loose ball that is still rolling and batting a ball in flight do not change the original impetus!



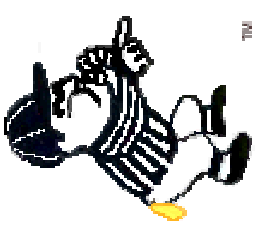
Penalty Enforcement – Basic Principles



- **Basic Spot** is normally:
 - **End of Related Run** ...for running plays that end beyond the neutral zone
 - **Previous Spot** ...otherwise
- Offensive Fouls that occur behind the basic spot (but beyond the neutral zone) are enforced from the **Spot of the Foul**
- Offensive Fouls (all contact fouls and illegal touching) that occur behind the neutral zone are enforced from the **Previous Spot**. The only fouls that can be enforced from behind the neutral zone are:
 - Intentional Grounding
 - Illegal Forward Pass
 - Illegal Battering
 - Illegal Kicking
- Contact Fouls by Team A in their own end zone result in a safety
- Defensive Fouls are never enforced from behind the neutral zone



Post Scrimmage Kick Enforcement



- Criteria
 - During scrimmage kick play
 - Ball crosses neutral zone
 - Foul occurs three or more yards beyond neutral zone
 - Foul occurs before or during kick
 - Team B ends with possession
- No PSK on try or extra periods
- PSK does not apply on a successful field goal (penalty is enforced from **Previous Spot**)
- If punt ends in Team B end zone then PSK spot is the **20 Yard Line**
- If unsuccessful FG attempt (untouched by Team B beyond NZ) is declared dead beyond NZ then PSK spot is the **Previous Spot** (if snapped outside the 20 yard line) or **20 Yard Line** (if snapped inside the 20 yard line)
- If Team A bats kick in Team B end zone (touchback) and kick is untouched by Team B beyond NZ then PSK spot is the **20 Yard Line**



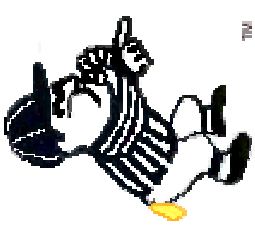
Penalty Enforcement when play includes a Touchback or Momentum Exception



- If the result of a play is a **touchback** then
 - The **basic spot** of enforcement is the **20 yard line**
 - Fouls by Team B behind the **20 yard line** are enforced from the **spot of the foul**
 - Fouls by Team B in the **end zone** result in a **safety**
 - Fouls by Team A are enforced from the **20 yard line**
- If the result of a play is the momentum exception then
 - The **basic spot** of enforcement is the **momentum spot**
 - Fouls by Team B behind the **momentum spot** are enforced from the **spot of the foul**
 - Fouls by Team B in the **end zone** result in a **safety**
 - Fouls by Team A are enforced from the **momentum spot**
- If the result of a play is not a touchback or momentum exception then
 - The **basic spot** of enforcement is the **goal line**
 - Fouls by Team B result in a **safety**
 - Fouls by Team A are enforced from the **goal line**
- **Note:** If Team B player fumbles the ball forward from his end zone and the ball goes out of bounds in the field of play then the **touchback / momentum spot** are still in effect (treat as if ball never left end zone).



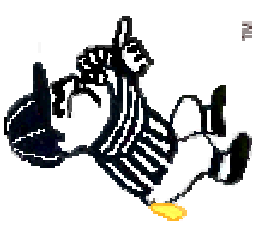
Fouls on Scoring Plays



- During Touchdown
 - Personal (or unsportsmanlike) fouls by opponents of scoring team are enforced on try or succeeding kickoff (offended team has choice)
- During Dead Ball Interval between Touchdown and Try
 - Personal (or unsportsmanlike) fouls after the touchdown but before the ready for play by either team are enforced on try or succeeding kickoff (offended team has choice)
 - Fouls after the ready for play are enforced prior to the next snap
- During Try
 - Personal Foul by Team B – Team A may keep point(s) and have penalty enforced from succeeding spot
 - Live ball fouls penalized as dead ball fouls during the try are enforced on the succeeding kickoff (or succeeding spot in extra periods)
 - Defensive Pass Interference penalties are enforced $\frac{1}{2}$ the distance if try was attempted from the B3 (declined if try successful)
- During Field Goal
 - No special rules apply. Team A cannot keep points and have penalty enforced



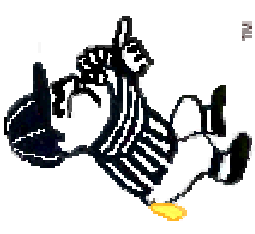
Non-Standard Penalty Enforcements



- Team B player fouls after giving a valid, invalid or illegal fair catch signal during **free** kick he did not touch
 - 15 yards from **Spot of Foul** (not previous spot)
- Illegal kick beyond neutral zone
 - 5 yards from **Previous Spot** (not spot of foul) and **Loss of Down** and **Ball Becomes Dead**
- Return kick (kick after change of possession)
 - 5 yards from **Spot of Foul** and **Ball Becomes Dead**
- Illegal Kick (using a tee)
 - 5 yards from **Previous Spot**
- Team A player that goes out of bounds and returns during a *scrimmage* kick down (unless blocked out)
 - 5 yards from **Previous Spot** (not all-but-one)
- Team A player that goes out of bounds and returns and touches a forward pass (unless blocked out **or** pass touches Team B **or** pass touches official)
 - **Loss of Down** from **Previous Spot** (not all-but-one)



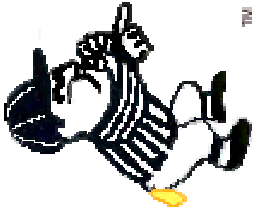
Non-Standard Penalty Enforcements (con't)



- Kick-catching interference (free kick or scrimmage kick)
 - 15 yards from **Spot of Foul** (not previous spot)
- Illegal forward handing to teammate who was on the line and did not turn 180 degrees to receive the ball (and must be 2 yards behind line to legally receive ball)
 - 5 yards from **Spot of Foul** and **Loss of Down**
- Planned loose ball
 - 5 yards from **Previous Spot** and **Loss of Down**
- Throwing the ball intentionally out of bounds to conserve time
 - 5 yards from **Spot of Foul** and **Loss of Down**
- Illegal Forward Pass / Intentional Grounding
 - **Spot of Foul** and **Loss of Down** *if thrown to avoid loss of yardage*
 - 5 yards from **Spot of Foul** and **Loss of Down** *otherwise*
 - Note: Not a foul if the there is an eligible receiver in the area. Receiver no longer needs an “opportunity to catch the pass” **[New for 2011]**



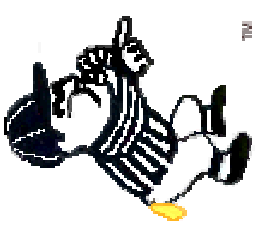
Non-Standard Penalty Enforcements (con't)



- Delay of Game Penalty if game clock was running [5 yards]
 - Clock on snap if Scrimmage Kick Formation or Team A intentionally consuming time
 - Clock on ready otherwise
- 10-Second Subtraction [New for 2011]
 - **Less than one minute** in a half and the game clock running, either team commits a foul that stops the clock (e.g., False Start, Team B contact in NZ, Intentional Grounding to stop the clock, *Incomplete* Illegal FWD Pass, etc.)
 - No time subtracted if:
 - Offended Team accepts yardage and declines time subtraction
 - Offended Team declines the yardage
 - Fouling Team calls a timeout
 - Clock will start on RFP if time is subtracted
 - Clock will start on the snap is foul or time subtraction is declined



Blocking Below the Waist



- Offense
 - Allowed in any direction by
 - Stationary backs within the tackle box
 - Offensive lineman within 7 yards of the middle lineman of the offensive formation
 - **[New for 2011]** Allowed, **only along a north-south line or toward the sideline that they are closest to at the snap**, by:
 - Stationary backs entirely outside the tackles
 - Backs in motion regardless of position
 - Offensive lineman 7+ yards from the middle lineman of the offensive formation
- Defense
 - Allowed until the ball has gone more than 5 yards beyond the neutral zone **[New for 2011]**
 - Prohibited against:
 - Team A player in position to receive a backward pass
 - Eligible Team A receiver beyond the neutral zone unless attempting to get to the ball or ball carrier



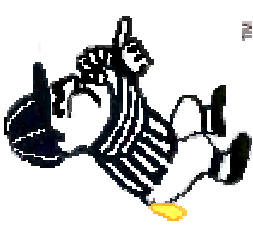
Blocking Below the Waist (con't)



- Free Kick
 - Prohibited (both teams) for entire down
- Scrimmage Kick
 - Prohibited (both teams) for entire down if Team A scrimmage kicks (no longer a reference to scrimmage kick formation) [New for 2011]
- Change of Possession
 - Prohibited (both teams) for remainder of down



Blocking Out of Bounds



- A player is prohibited from going out of bounds to block an opponent that is out of bounds **[New for 2011]**
 - The block is illegal if the blocker and the player being blocked are **both** clearly out of bounds at the time of the block.
 - The block is legal if the block starts inbounds and continues across the sideline.
- Enforcement: **The spot of the foul is where the blocker crosses the sideline to go out of bounds to block.** PSK Enforcement could apply.
- Note: if the block out of bounds happens during a kick and the block is by a receiving team member, the kicking team player that goes out of bounds may not return in bounds without committing a foul.



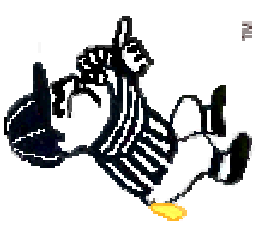
Clipping



- Offensive Lineman positioned within 5 yards of ball
 - Legal in 10x6 Rectangular Area
 - Ball must be in area at time of clip
 - Player may not leave zone then reenter and clip
 - Contact must be above the knee



Illegal Chop Blocks



- Combination Block with or without delay (except against runner):
 - High/Low
 - Low/High
- “Low” means at the thigh or below
- Note: High/High and Low/Low combination blocks are legal (no foul)



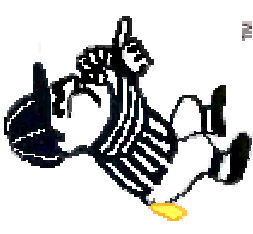
Illegal Substitution



- If the offense rushes quickly to the line from the sideline or the huddle:
 - Umpire will cover the ball and allow defense an opportunity to match up
 - If play clock expires it will be a Delay of Game (DOG) foul against Team A
- If the offense is at the line of scrimmage and quickly substitutes and it appears that a quick snap is imminent then the Referee will shut down the play and:
 - Penalize 5 yards and warn the Head Coach that the next occurrence will result in a 15 yard Unsportsmanlike Conduct (USC) penalty



Illegal Substitution (con't)



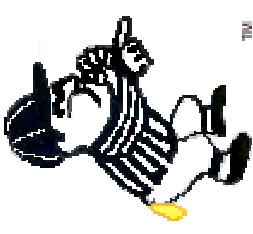
- Illegal Substitution (Live Ball Fouls – 5 yards)
 - 12th player (either team) running off the field at the snap
 - Substitute (either team) enters and then departs during same dead ball interval
 - Player (either team) departs then re-enters during same dead ball interval
 - 12 or more participating players detected during or after a down is over **[New for 2011]**

Note: The foul for “Illegal Participation” has been eliminated.

- Illegal Substitution (Dead Ball Fouls – 5 yards)
 - Substitute (either team) enters from outside of designated team area
 - Team A breaks huddle with 12 or more players
 - Replaced player (either team) does not leave within 3 seconds



Batting / Kicking a Loose Ball



- Batting a Loose Ball
 - Forward Pass in Flight
 - Legal: Any eligible player in any direction
 - Backward Pass in Flight
 - Legal: Bat backward
 - Illegal: Bat forward [**10** yards but **no** loss of down]
 - Fumble in Flight or Grounded Loose Ball in Field of Play
 - Legal: Bat backward
 - Illegal: Bat forward [**10** yards and **Loss of Down**]
 - Fumble in Flight or Grounded Loose Ball in End Zone
 - Illegal: [**10** yards and **Loss of Down**]
 - Exception: Team A batting a kick in opponent's end zone
- Kicking a Loose Ball
 - Always a foul [**10** yards and **Loss of Down**]

[New for 2011: Illegal Kicking and Illegal Batting are now a 10-yard penalty instead of 15 yards]



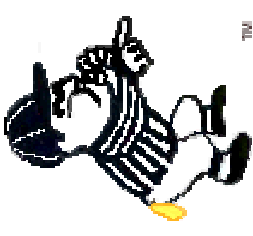
Try Exceptions



- Fourth-down fumble rule is in effect (on a Team A fumble before change of possession)
- Any personal foul by Team B may enforced from succeeding spot if try is successful.
- Kick Catch Interference penalties are declined (or combined to form offsetting penalties)
- Defensive Pass Interference fouls are enforced $\frac{1}{2}$ the distance to the goal if the ball was snapped from the 3 yard line.
- If there is a change of possession and both teams foul during the try, the Team B foul will dictate whether the try is replayed:
 - Team B fouls prior to change of possession – Replay Try from **Previous Spot** (penalties offset)
 - Team B fouls after the change of possession (“clean hands”) – Try ends; no replay
- PSK fouls by Team B (if accepted) are enforced from **Previous Spot**
- After a change of possession, unsportsmanlike conduct fouls, live ball fouls enforced as dead ball fouls and flagrant personal fouls are enforced from the **Succeeding Spot** (i.e., carryover)
- If Team A commits a foul that includes in loss of down, the try ends (no score)
- If touchdown is scored on the last play of regulation, the try must be attempted unless margin is 3 points or more.



Extra Periods Exceptions



- If Team B gains possession the play continues but the Team A series will end (A can score on a double change of possession but cannot regain 1st-and-10)
- Only 2-point tries may be scored from the 3rd extra period on
- Exactly one timeout per team per period (No carryover from regulation to overtime and no carryover across overtime periods)
- If there is a change of possession and both teams foul during the down, the Team B foul will dictate whether the down is replayed:
 - Team B fouls prior to change of possession – Replay down from **Previous Spot** (penalties offset); Team A series continues.
 - Team B fouls after the change of possession (“clean hands”) – Series ends; no replay
- PSK fouls by Team B (if accepted) are enforced from **Previous Spot**
- After a change of possession, unsportsmanlike conduct fouls, live ball fouls enforced as dead ball fouls and flagrant personal fouls are enforced from the **Succeeding Spot** (i.e., carryover)



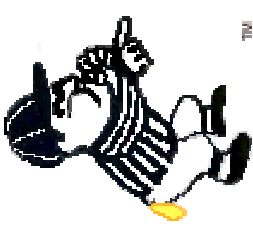
Sideline Interference



- Sideline interferes with official (*Game Administration Interference*)
 - 1st offense
 - 5 yard penalty from **Succeeding Spot**
 - 2nd offense
 - 5 yard penalty from **Succeeding Spot**
 - 3rd offense (and subsequent offenses)
 - 15 yard penalty from **Succeeding Spot**
- Sideline interferes with live ball or player (*Illegal Interference*)
 - 15 yard penalty from the **Basic Spot**
 - Referee may enforce any penalty he considers equitable including a score
 - Additionally, if the non-player touches a loose ball, the play is immediately dead and inadvertent whistle procedures also apply



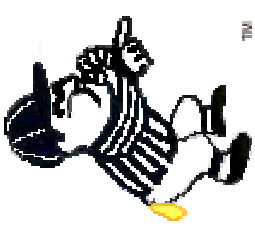
Roughing the Passer / Kicker



- Roughing the Passer
 - No foul if defender is legally/illegally blocked into passer
- Roughing the Kicker
 - Foul if defender is legally blocked into kicker
 - No foul if defender is illegally blocked into kicker
 - No foul for Roughing the Kicker (or Running into Kicker) if kicker is outside tackle box (more than 5 yards wide from position where ball was snapped)
 - If Player B1 touches the kick and Player B2 illegal contacts the kicker it is still a foul against Team B. Only the player that touches is exempted from roughing penalties.



Unsportsmanlike Conduct vs. Personal Foul

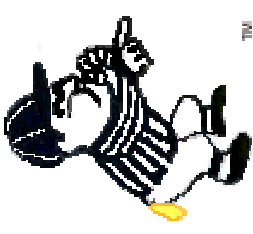


- Unsportsmanlike Conduct
 - Non-contact fouls such as Taunting, Excessive Celebration, Disrespecting an official
 - Contacting an official (plus ejection)
 - Team-A rushing a substitution to gain an advantage for 2nd time (1st offense is 5 yards)
 - Are considered 'common' fouls (live ball or dead ball) **[New for 2011]**
 - Team A live ball fouls are enforced from the spot of the foul **[New for 2011]**
 - Team B fouls include an automatic first down **[New for 2011]**
 - When in doubt, it is a dead-ball foul **[New for 2011]**

- Personal Fouls
 - Automatic first down (if foul against defense)
 - Contact fouls such as:
 - Late Hits
 - Fighting (plus ejection)
 - If a player's unsportsmanlike act (such as taunting) causes opponent to physically retaliate it is considered fighting and both players are ejected



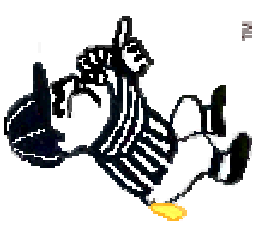
Illegal Player Equipment



- Jerseys must be tucked
- All team members must wear socks or leg coverings that are identical in color, design and length
- Cleats that are longer than ½ inch are illegal
- Umpire must inspect/approve tape or bandage on hand, wrist, forearm or elbow
- Jerseys that are taped, tied or knotted are illegal
- Visible bandannas are illegal
- Eye shields that are not clear are illegal
- Gloves may be of any color **[New for 2011: Effective in 2011 for D1; Effective in 2012 for D2 and D3]**
- Towels (must be solid white) may be worn by any player **[New for 2011]**
 - Must be solid white
 - No lettering, symbols, et cetera, except for Team Logo.
 - Must be 4 x 12
 - Must be in front or side



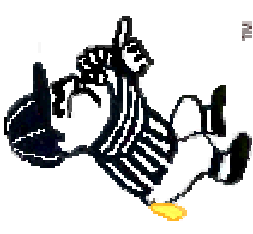
Game Clock – Ready versus Snap



- Runner out of bounds
 - **Ready** - prior to last **2:00** of the half
 - **Snap** - during last **2:00** of the half
- Backward Pass out of bounds
 - **Ready** - prior to last **2:00** of the half
 - **Snap** - during last **2:00** of the half
- Fumble backwards out of bounds
 - **Ready** - prior to last **2:00** of the half
 - **Snap** - during last **2:00** of the half
- Fumble forward out of bounds
 - **Ready** – regardless of clock status (*return ball to spot of fumble*)
- Team B ends down in possession of ball and no scoring (TD, FG, Safety) occurred
 - **Snap** – if Team B is next to snap the ball
 - **Ready** – if enforcement of a Team B penalty results in Team A retaining possession (Exception: **Snap** if scrimmage kick down)



40/25 Second Play Clock

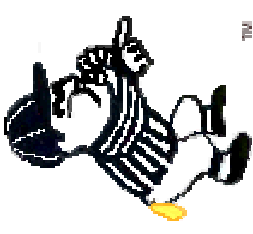


- Generally, the play clock will be reset to **40 seconds** and immediately start counting down at the conclusion of each play. This includes:
 - Ball dead inbounds or out of bounds (even if a first down is awarded)
 - Incomplete Pass
 - Injury Timeout for Team B player

- The play clock countdown will be reset to **25 seconds** if one of the following occurs:
 - Start of Period (or start of series in Extra Periods)
 - Free Kick
 - Try for Point
 - Change of Possession
 - Timeout
 - Charged Team Timeout
 - Media Timeout
 - Injury Timeout for Team A player
 - Administrative Stoppage
 - Measurement
 - Instant Replay Review



Inadvertent Whistle



- Sounded while ball in player possession
 - Team in possession may take ball at the spot (down counts) or replay the down
- Sounded while ball is loose following backward pass, fumble or illegal forward pass
 - Team in possession may take ball at end of run (down counts) or replay the down
- Sounded during legal forward pass, scrimmage kick or free kick
 - Replay down
- Sounded while Team B is in possession on try or in extra periods
 - Down ends. No replay
- Penalty enforcement (accepted penalty) or accepting the spot of Illegal Touching (on a kick) take precedence over the inadvertent whistle procedure