

2012
OFFICIAL
CASEBOOK
OF THE
NATIONAL
FOOTBALL
LEAGUE

Devised, Amended, and Authenticated
by the National Football League

Roger Goodell, Commissioner

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RULE 3—DEFINITIONS

A.R. 3.1 INTENTIONAL FUMBLE FORWARD—ILLEGAL FORWARD PASS

Second-and-6 on A40. A1 runs to the A47 and pretends to fumble but throws the ball forward out of bounds. Seven minutes remain in the game.

Ruling: A's ball, third-and-4 on A42. The clock starts on the snap. (3-2-4-Note, 8-1-1-Note)

A.R. 3.2 INTENTIONAL FUMBLE FORWARD—ILLEGAL FORWARD PASS

Fourth-and-10 on B35. With 0:17 left in the game, and Team B ahead 21-20, A1 scrambles to the B21 and intentionally fumbles the ball forward to the B20 where it is recovered by B1 who returns it to the B22.

Ruling: B's ball, first-and-10 on B26. (This illegal forward pass is dead and incomplete when it hits the ground, but the five-yard penalty takes the ball back to a spot that is short of the line to gain. There is also a 10 second run-off (if Team B so chooses). The loss of down results in the ball going over to Team B on downs). (3-2-4-Note, 8-1-1-Note)

A.R. 3.3 FUMBLE RECOVERY—FOURTH DOWN

Fourth-and-6 on 50. Punter A1 is rushed and scrambles to the B45 where he is tackled and fumbles. The ball rolls to the B40 where A2 recovers.

Ruling: B's ball, first-and-10 on B45. (3-2-4, 8-7-5)

A.R. 3.4 FUMBLE—OUT OF BOUNDS

Third-and-4 on A35. A1 runs to the A41, is tackled near the sideline, and fumbles the ball. B1 gains control of the ball at the sideline at the A39 with one foot inbounds, and then his second foot hits out of bounds.

Ruling: A's ball, first-and-10 on A39. B1 did not possess the ball with two feet inbounds. The clock starts on the ready. (3-2-6, 3-2-7).

A.R. 3.5 DOT THE I—COMPLETED CATCH

Second-and-10 on A35. A1 throws a forward pass to A2 at the A47 sideline. While A2 is stretched out over the sideline, he controls the ball and "hangs" over the sideline with both feet contacting the ground inbounds, a) the first thing to hit the ground out of bounds is the point of the ball, but he retains possession, or b) as he lands on his shoulder out of bounds, he loses possession of the ball.

Rulings: a) First-and-10 on A47. Completed catch. (3-2-7-Note 2)

b) Third-and-10 on A35. Incomplete pass. (3-2-7-Note 2)

A.R. 3.6 NO POSSESSION—LEGS

Second-and-10 on B40. A1 runs with the ball to the B30 where he fumbles. In the scramble for the loose ball, B1 ends up on the ground with the ball securely held between his legs, although his hands/arms are not controlling the ball. A2 reaches down and pulls the ball from B2 and runs for a touchdown.

Ruling: Touchdown. Kickoff A35. Possession requires control with the hands or arms. (3-2-7)

A.R. 3.7 NO INTERCEPTION—FORCE OUT

First-and-10 on A30. A1 throws a pass for A2 near the sideline at the 50. B1 leaps near the sideline to intercept, controls the ball, and comes down with one foot inbounds. His second foot would have come down inbounds, but A2 shoves him out of bounds.

Ruling: Second-and-10 on A30. Incomplete pass. (3-2-6, 8-1-3)

A.R. 3.8 CHUCK—LEGAL—OUT OF THE POCKET

Third-and-4 on B35. Tight end A2 goes downfield and is chucked by defender B1 at the B3 as quarterback A1 is directly behind the original position of the tight end. The pass is complete to eligible A3 who is downed at the B32.

Ruling: Fourth-and-1 on B32. No foul by B1, as the quarterback was out of the pocket. (3-4, 12-1-6-Note 1)

A.R. 3.9 DISQUALIFICATION

In the third quarter, A2 is disqualified from the game for slugging. The Referee properly advises the head coach that the player must be removed from the bench area. Near the end of the third quarter, the Referee notices the player in street clothes in the bench area after having been told to leave.

Ruling: Fifteen-yard penalty for Unsportsmanlike Conduct, and the disqualified player is removed from the playing area. (3-6)

A.R. 3.10 FAIR-CATCH SIGNAL—BEHIND THE LINE

Fourth-and-7 on A40. A1's punt is blocked and it goes straight up in the air behind the line of scrimmage. B1 signals for a fair catch on the A36 and is tackled immediately by A3.

Ruling: B's ball, first-and-10 on A36. No foul by A3 since a fair catch cannot occur behind the line of scrimmage. (3-9)

A.R. 3.11 TOUCHDOWN—DEAD-BALL FOUL

Second-and-goal on B2. After A3 scores a touchdown, A4 clips B1 in the end zone.

Ruling: Touchdown. Kickoff A20. (3-11-1-Exc.)

A.R. 3.12 DEAD-BALL FOUL—AFTER FIRST DOWN MADE

Second-and-6 on A38. A1 runs to the 50 and is tackled. Immediately after the whistle blows, A3 clips B4 at the A48.

Ruling: First-and-10 on A35. A dead-ball foul is enforced from the succeeding spot. However, A made the line to gain, thus it is a first down after a 15-yard penalty. (3-11-2-a, 14-1-7)

A.R. 3.13 IMPETUS—TOUCHBACK

Third-and-6 on B24. B1 intercepts a pass in his end zone and attempts to run it out. He is tackled in the end zone and fumbles the ball out of bounds over the end line.

Ruling: B's ball, first-and-10 on B20. Touchback. (3-15-3)

A.R. 3.14 IMPETUS—TOUCHBACK

Fourth-and-5 on A44. A1 punts and the ball is nearly at rest when A2 blocks B3 (high) into the ball (new impetus). **B3 was not attempting to block or recover the ball.** The ball goes into the end zone where A3 falls on it.

Ruling: B's ball, first-and-10 on B20. Touchback. (3-15-3-Note, 9-2-4.)

A.R. 3.15 IMPETUS—BLOCKED PUNT—END ZONE

Fourth-and-10 on A7. A's punt is blocked by B1. B2 muffs the ball at the A10, and the ball rebounds into A's end zone where:

a) A2 falls on the ball; b) A3 and B3 simultaneously recover the ball; c) the ball rolls over the end line.

Rulings: a) Safety. (3-15-3)

b) Touchdown. (11-2-1, 3-15-3)

c) Safety. (3-15-3, 11-5-1)

NOTE: If A had recovered in the field of play, it would have been A's ball, first-and-10.

A.R. 3.15.a LEGAL BAT BY TEAM B ON PUNT

Fourth-and-10 on 50. A1's punt is rolling on the B10 when B1 bats the ball backward out of the back of the end zone. At the time of the bat, the rolling punt was a) nearly at rest, or b) still rolling toward the side line (not nearly at rest).

Rulings:

a) Safety B, Safety Kick B20.

b) B's ball, first-and-10 on B20. Touchback. (3-15-3)

Note: The bat is legal in both a) and b), and therefore, the impetus does not change unless the ball is at rest or nearly at rest.

A.R. 3.16 PYLON—GOAL LINE

Third-and-goal on B3. A1 runs and hits the pylon with his body as the ball is in his right arm at the B½-yard line and he continues into the end zone without going out of bounds.

Ruling: Touchdown. Kickoff A35. (3-21-1-b)

A.R. 3.17 PYLON—GOAL LINE EXTENDED

Second-and-goal on B5. A2, running to his right, is contacted by B2, and as he is going down at the B1, he dives toward the pylon. The ball is held in his right hand extended over the out of bounds area but beyond the extended goal line, when his chest hits: a) the ground, just short of the goal line (A2's chest is the first thing to hit the ground), b) the pylon, after which he lands out of bounds beyond the goal line extended, or c) the ground in the end zone. The ball crossed the sideline at the B½-yard line, but it never went over the top of the pylon.

Rulings: a) Third-and-goal on B½. Since the runner was down short of the goal line, the ball must break the goal-line plane, hit the pylon, or go over the top of the pylon for a touchdown.

b) Third-and-goal on B½. Since the runner was out of bounds (beyond the goal line), the ball must break the goal-line plane, hit the pylon, or go over the top of the pylon for a touchdown.

c) Touchdown, as the ball broke the plane of the extended goal line, and the runner was not down until he was in the end zone. (3-38, 11-2-1-a)

A.R. 3.18 FUMBLE—OUT OF BOUNDS

First-and-goal on B8. A2 catches a pass near the sideline at the 5-yard line and runs toward the goal line. He is tackled at the B2-yard line and fumbles. B3 falls on ball at the 3-yard line with his back foot on the 2-yard line, out of bounds.

Ruling: A's ball, second-and-goal on B3. The clock starts on the ready. (3-21-2-c)

A.R. 3.19 RUNNER TOUCHING—OUT OF BOUNDS PLAYER

Third-and-goal on B7. Runner A2 runs toward the sideline and is inbounds at the B1-yard line when he touches A3 who is out of bounds at the time. A2 then scores.

Ruling: Touchdown. (3-21-1-b)

A.R. 3.20 RUNNER TOUCHING—OUT OF BOUNDS OFFICIAL

On a kickoff, B1 catches the ball near the sideline and then touches the Line Judge who is standing on the sideline at the B10. B1 goes out of bounds at the B18.

Ruling: B's ball, first-and-10 on B18. (3-21-1-b)

A.R. 3.21 BALL OUT OF BOUNDS

Third-and-4 on A43. A1 runs to the A49 where B1, who is standing out of bounds, strips or knocks the ball loose from A1, making contact with the ball in the process of knocking it loose. B2 recovers at the B48.

Ruling: A's ball, first-and-10 on A49. This is considered a loose ball touching a player out of bounds. (3-21-2-c)

A.R. 3.22 PLAYER OUT OF BOUNDS—TOUCHING LOOSE BALL

On a kickoff from the A35, the ball is rolling near the sideline at the B15, and B2 then bats the ball forward and out of bounds at the B25.

Ruling: B's ball, first-and-10 on B40. Kickoff out of bounds. B2 never re-established possession inbounds. The ball was out of bounds when B2 touched it before the forward bat. (3-21-2-c)

A.R. 3.23 FUMBLE—HANDOFF

Second-and-7 on B45. Shotgun quarterback A1 hands the ball forward to running back A2 at the B48. A2 muffs the handoff, and B3 recovers it and runs for a touchdown. After the touchdown, B4 slugs A3.

Ruling: Touchdown for Team B. Kickoff from B20. Disqualify B4. (3-2-5, 14-1-7)

A.R. 3.24 ILLEGAL FORWARD PASS

Third-and-5 on A40. A2 is running with the ball at the B30, and he laterals the ball to A3 who is at the B31 when A2 releases the ball from the B30. However, due to the momentum of A2 and A3 and the ball, the ball is touched and caught by A3 when A3 is at the B29. A3 continues on for an apparent touchdown.

Ruling: A's ball, first-and-10 on B35. This is an illegal forward pass. (3-22-2-b)

A.R. 3.25 BATTING BACKWARD PASS—SAFETY

Third-and-5 on A7. Quarterback A1 attempts a backward pass to A3 from the A4. B1 bats the pass in flight over the end line.

Ruling: Safety. Safety kick from A20. (3-15-3, 3-22-4-S.N. 3, 12-1-8)

A.R. 3.26 ILLEGAL SCRIMMAGE KICK—BEYOND THE LINE

Fourth-and-6 on A35. Punter A1 runs to the A37 and punts the ball. It is blocked by B1 and rolls behind the line to the A33. A2 picks up the ball and runs to the 50.

Ruling: Fourth-and-14 on A27. Enforce the illegal kick foul. (3-27)

A.R. 3.27 ILLEGALLY KICKING A MUFFED SNAP

Fourth-and-5 on B30. Quarterback A1 muffs the hand-to-hand snap, and while the ball is loose on the ground at the B31, A1 deliberately kicks it, causing it to go out of bounds at the B24.

Ruling: B's ball, first-and-10 on B40. **Illegally kicking the backward pass behind the line of scrimmage is 10 yards from the previous spot, and a loss of down.**

A.R. 3.28 FUMBLE END ZONE—TOUCHBACK

Third-and-7 on A11. A1 fumbles the ball on the A8 where B1 picks up the ball and is tackled on the A2. On the tackle, B1 fumbles the ball out of bounds through the end zone.

Ruling: A's ball, first-and-10 on A20. Touchback. (3-37, 8-7-3-Item 4-a)

A.R. 3.29 MUFFED PUNT IN FIELD OF PLAY—TOUCHBACK

Fourth-and-5 on 50. A1 punts the ball to the B5 where A2 touches the ball. B3 then muffs the ball, and it continues into and out of the end zone.

Ruling: B's ball, first-and-10 on B20. Touchback. (3-37, 11-6-1)

A.R. 3.30 MUFFED SNAP—TRY

During a Try, the ball is muffed by holder A1. In attempting to recover, A1 or A2 muffs the ball into the end zone where A5 recovers.

Ruling: Try good. Award two points. Kickoff A35. (3-31, 3-40, 8-7-1-Note)

A.R. 3.31 TRY—5 VS. 15

Before the ball is snapped on a Try, A2 false starts, and B2 then roughs quarterback A1.

Ruling: Retry B2. Kickoff from 50, or retry B1, kick off A35. (3-40, 14-3-1-Exc. 1)

A.R. 3.32 TRY—5 VS. 15

Before the ball is snapped on a Try, B1 encroaches and A3 then slugs B2.

Ruling: Retry B17. Disqualify A3. (3-40, 14-3-1-Exc. 1)

A.R. 3.33 BALL HITS INDOOR SCOREBOARD OR SKYCAM

Fourth-and-4 on A30. The game is being played in a stadium with a scoreboard gondola hanging from the ceiling or a Skycam. Back A2 is moving illegally forward at the snap. The punt is a very high kick that hits the scoreboard or Skycam and comes down at the B45 where B1 catches it and returns it to the A15 where he is downed.

Ruling: Fourth-and-4 on A30. Void the play. No foul. The ball is dead. (7-2-1-a) (Same ruling on any play. If the ball hits the scoreboard or Skycam, the down is replayed and only personal fouls or unsportsmanlike conduct fouls are enforced.)

RULE 4—GAME TIMING

1) GENERAL TIMING RULES

A.R. 4.1 BETWEEN PERIODS—NON-PLAYER ON FIELD

During the intermission between the first and second periods, while the Referee and Umpire are preparing to move the ball to the other end of the field, the Referee suddenly discovers Team A's head coach in the middle of the field arguing about the last play of the quarter.

Ruling: Penalize Team A 15 yards from the succeeding spot for the coach illegally entering the field.

A.R. 4.2 COIN TOSS

At the coin toss, a coach refuses to send any captains to the middle of the field to participate in the coin-toss ceremony.

Ruling: Loss of coin-toss option for both halves and loss of 15 yards from spot of opening kickoff.

A.R. 4.3 COIN TOSS

At the coin toss, a coach sends out his entire team to the middle of the field to participate in the ceremony.

Ruling: Loss of coin-toss option for both halves and loss of 15 yards on the opening kickoff. Captains are limited to six per team, all in uniform and on the active list.

A.R. 4.4 COIN TOSS

A coach sends out his six team captains to the middle of the field to participate in the coin toss. Two of these captains are injured and are not in uniform for this game.

Ruling: Legal. A team is limited to six captains - active, inactive, or honorary.

A.R. 4.5 FUMBLE—OUT OF BOUNDS

Third-and-7 on A45. A2 runs to the 50 and fumbles the ball out of bounds at the A47.

Ruling: Fourth-and-5 on A47, game clock starts on the ready. (8-7-3-Item 3-a)

A.R. 4.6 FUMBLE—INSIDE TWO MINUTES

Second-and-10 on B40 with 1:30 left in the game. A1 fumbles at the B36 and the fumble is recovered by A2 at the B34 where he picks up the ball and runs with it.

Ruling: Third-and-6 on B36. Blow the play dead when A2 recovers and stop the game clock if the ball does not remain in the vicinity of the fumble. After the ball is spotted at the B36, the Referee declares it ready for play and restarts the game clock. (The Referee should advise the quarterback that the game clock will start.) (8-7-6-c)

A.R. 4.7 FUMBLE INSIDE TWO MINUTES

Second-and-goal on B6. Thirty seconds remain in the game. A2 takes a handoff behind the line and runs to the left. A2 is tackled at the B4 and fumbles with the ball going into the end zone. A3 recovers the ball in the end zone.

Ruling: Third-and-goal on B4. The clock will stop upon the recovery if it is not in the vicinity of the fumble, but it restarts on the Referee's ready-for-play signal at the B4. (7-2-1-o, 8—7-6-c)

A.R. 4.8 BACKWARD PASS OUT OF BOUNDS—OUTSIDE TWO MINUTES

Second-and-5 on A35. Quarterback A1 throws a backward pass to A3 at the A32 and the ball goes out of bounds there. Four minutes remain in the second half.

Ruling: Third-and-8 on A32. The game clock starts on the ready.

A.R. 4.9 BACKWARD PASS OUT OF BOUNDS—INSIDE TWO MINUTES

Third-and-8 on A30. A1 pitches back to A2 at the A25. A2 muffs the pitch and the ball goes out of bounds at the A35 with 30 seconds left to play in the second quarter.

Ruling: Fourth-and-3 on A35. The game clock starts when the ball is spotted at the inbounds spot. (Advise quarterback that clock will start).

A.R. 4.10 RUNNER OUT OF BOUNDS—OUTSIDE FIVE MINUTES

Third-and-6 on A21. Runner A2 goes out of bounds at the A31 with exactly five minutes (or more) remaining in the fourth quarter.

Ruling: A's ball, first-and-10 on A31. The game clock starts when the ball is placed at the inbounds spot, and the Referee declares the ball ready for play.

A.R. 4.11 RUNNER OUT OF BOUNDS—INSIDE LAST FIVE MINUTES

Second-and-4 on B32. Runner A3 goes out of bounds at the B30 with 4:59 remaining in the fourth quarter.

Ruling: Third-and-2 on B30. The game clock starts on the snap.

A.R. 4.12 SAFETY KICK

A safety kick occurs with 1:47 left in the first half.

Ruling: The game clock starts when the ball is legally touched in the field of play, or when the receivers advance the ball from the end zone into the field of play.

A.R. 4.13 CLOCKS—QUARTERBACK SACK

First-and-10 on A40. Quarterback A1 is sacked at the A30.

Ruling: Second-and-20 on A30. When the quarterback is sacked outside of the two-minute warning, the Referee's timeout signal stops the game clock and starts the 40-second play clock. The Referee restarts the game clock when the ball is spotted ready for play.

A.R. 4.14 CLOCKS—HOLDER FOR FIELD GOAL SACKED

Third-and-2 on B15 with the clock stopped with 15 seconds left in the game. Team A, with no timeouts left and behind by two points, decides to attempt a field goal on third down. The ball is snapped to the holder, but he is tackled before the kick can be made.

Ruling: The Referee allows the game clock to run since the time is inside the two-minute warning.

A.R. 4.15 DELAY BY THE DEFENSE

Third-and-10 on B15 with 13 seconds left in the first half. A2 catches a pass near the sideline but is tackled inbounds at the B8 with eight seconds left in the half. Defensive players B1 and B2 lie on A2 not allowing him to get up. Time runs out in the half.

Ruling: A's ball, first-and-goal on B4. Delay of game. Extend.

A.R. 4.16 SUBSTITUTE IMMEDIATELY CALLS TIMEOUT

Second-and-10 on A20. Just prior to the snap, entering substitute A12 steps onto the field in front of the Field Judge at the A40 and calls timeout.

Ruling: Legal. Charge Team A with a timeout. (A12 is on the field "when the snap is imminent," and therefore he is a legal substitute and eligible to call timeout.)

A.R. 4.17 PLAY CLOCK STOPPED

Second-and-2 on B30 with the game clock running. As Team A breaks the huddle, Team B head coach throws the red flag to challenge the prior play. The Referee stops both clocks with 14 seconds left on the play clock. After discussion with the coach, it is determined that a challenge of the Ruling is not permitted, so no challenge is granted, and no timeout is charged.

Ruling: Second-and-2 on B30. After advising both teams and giving them a reasonable opportunity to get ready, the Referee starts the play clock at 14 seconds and winds the game clock.

A.R. 4.18 PLAY CLOCK STOPPED

Third-and-10 on A45. With the game clock stopped due to an incomplete pass on the prior play, and the play clock at 28 seconds, the Head Linesman stops the game because the chains have gotten tangled and are not set.

Ruling: Third-and-10 on A45. After fixing the chains, and advising both teams and giving them a reasonable opportunity to get ready, the Referee starts the play clock at 28 seconds. The game clock starts on the snap.

A.R. 4.19 PLAY CLOCK STOPPED

Fourth-and-1 on B35 with 3:33 remaining in the game and the game clock running or stopped as quarterback A1 is under center and calling signals, B2 suddenly collapses, apparently injured. The play clock is at seven seconds when the game is stopped for the injured player.

Ruling: Fourth-and-1 on B35. B2 must leave the game (or call a timeout). After B2 leaves the game, and after the Referee has advised both teams and given them a reasonable opportunity to get ready, the Referee starts the play clock at 10 seconds, (unless either team takes a time out, in which case it would start at 25 seconds). The game clock starts as normal.

A.R. 4.20 CLOCK STATUS AFTER BLOCKED FIELD GOAL

Third-and-5 on B10. With eight seconds remaining in a tied game, Team A attempts a field goal from the B17. The attempt is blocked, and A1 recovers and downs the ball at the B12. Team A has used all of its timeouts.

Ruling: Fourth-and-7 on B12. The clock continues to run, as there has been no change of possession.

A.R. 4.21 CLOCK STATUS AFTER CHANGE OF POSSESSION ON PUNT

Fourth-and-10 on 50. Team A is in an illegal formation. A1's punt at 10:00 of the first quarter, rolls dead untouched at the B1.

Ruling: Fourth-and-15 on A45. The clock will start on the snap, because it was stopped as a result of the change of possession.

A.R. 4.22 CLOCK STATUS AFTER APPARENT CHANGE OF POSSESSION—FOUL ON PLAY

Fourth-and-5 on B25. With 6:00 remaining in the first quarter, A1 is tackled at the B21. B2 was offside on the play.

Ruling: A's ball, first-and-10 on B20. The clock starts on the snap, because it was stopped as a result of the apparent change of possession.

A.R. 4.23 CLOCK STATUS AFTER APPARENT CHANGE OF POSSESSION—FOUL ON PLAY

Second-and-10 on A35. With 8:30 remaining in the third quarter, A1 fumbles the ball at the A30, where it is recovered and downed by B1. B1 was offside on the play.

Ruling: A's ball, second-and-5 on A40. The clock starts on the snap, because it was stopped as a result of the apparent change of possession.

A.R. 4.24 ADMINISTRATIVE STOPPAGE LAST TWO MINUTES

Third-and-4 on B25. Runner A1 is downed inbounds after a gain of two yards. Immediately after the play, B1 pushes A2, and the Umpire throws his flag for unnecessary roughness. After discussion with the Referee, the Umpire picks up his flag, as there was no foul on the play. Time on the game clock is 1:06.

Ruling: Fourth-and-2 on B23. The play clock is frozen and then restarted at the spot it was at the time the Umpire threw his flag and blew the play dead. Start the game clock and play clock on the Referee's ready-for-play signal.

A.R. 4.25 ONSIDE KICK—NO RETURN—TIMING

With 0:03 remaining in the second quarter, A1 attempts an onside kick from the A35. The kick is caught or recovered legally at the A46: a) by A2, b) by B1 who signals for and completes a fair catch, c) by B1 on his feet and he immediately goes to the ground, or d) by B1 on the ground and he makes no effort to get up or advance.

Rulings: a) A's ball, first-and-10 on A46. 0:03 on the clock. (No time runs off the clock).

b) B's ball, first-and-10 on A46. 0:03 on the clock. (No time runs off the clock).

c) B's ball, first-and-10 on A46. 0:02 on the clock. (One second runs off the clock).

d) B's ball, first-and-10 on A46. 0:02 on the clock. (One second runs off the clock).

2) EXCESS TIMEOUTS

A.R. 4.26 EXCESS TIMEOUT—TEAM A AHEAD IN THE SCORE

First-and-10 on B36. Forty seconds remain in the first half. Team A leads 17-14 and has used three timeouts previously in the half. Ball carrier A1 runs to the B31 and is downed inbounds. A2 is injured.

Ruling: Second-and-5 on B31. Charge Team A with its fourth timeout, and after the injured player has left the field, start the clock on the ready-for-play signal. If Team B chooses, run 10 seconds off the game clock. The score is immaterial.

A.R. 4.27 EXCESS TIMEOUT REQUEST—DENIED

Prior to the two-minute warning of either half, Team A gains 15 yards and a first down at the B40. Team A requests their fourth timeout.

Ruling: A's ball, first-and-10 on B40. The request for a timeout is denied.

A.R. 4.28 FIFTH TIMEOUT—TEAM B

Third-and-4 on B22. Forty seconds remain in the game. A1 throws an incomplete pass. B1 is injured and Team B had previously used four team timeouts in the half.

Ruling: A's ball, first-and-10 on B17. Charge Team B with their fifth team timeout which requires a five-yard penalty. Set the play clock to 40 seconds, and the game clock starts on the snap. B1 is suspended for one play.

A.R. 4.29 EXCESS TIMEOUT—10-SECOND RUN OFF

Second-and-3 on B22. The score is tied with 1:48 to play in the game. A1 runs to the B15 and is downed inbounds. A3 is injured, and Team A had used three timeouts previously in the half.

Ruling: A's ball, first-and-10 on B15. Charge Team A with their fourth timeout, and after the injured player has left the field, start the clock on the ready-for-play signal. If Team B chooses, run 10 seconds off the game clock.

A.R. 4.30 EXCESS TIMEOUT—10-SECOND RUN OFF

Third-and-2 on B17. A1 runs to the B13 and is downed inbounds with 30 seconds remaining in the game. A2 is injured on the play, and Team A, trailing 14-7, had used four timeouts previously in the half.

Ruling: A's ball, first-and-10 on B18. Charge Team A with their fifth timeout. Five-yard penalty, run 10 seconds, and start the clock on the ready-for-play signal.

A.R. 4.31 EXCESS TIMEOUT—10-SECOND RUN OFF

Second-and-3 on B15. A1 runs to the B10 and is downed inbounds with eight seconds remaining in the game and the score is tied. A3 is injured on the play, and Team A had used three timeouts previously in the half.

Ruling: Ten-second run off. Go to overtime. The score is immaterial.

A.R. 4.32 INJURY CAUSED BY FOUL—NO 10-SECOND RUN OFF

Second-and-7 on B15. A1 runs to the B12 and is leg whipped on the tackle by B2. There is 0:55 left in the game. Team A had previously used three timeouts in the half, and A1 is injured on the play.

Ruling: A's ball, first-and-goal on B6. No charged timeout since the injury was caused by a foul. A1 can remain in the game. The game clock starts on the snap.

A.R. 4.33 CLOCK STOPPED BY FOUL—INJURY ON THE PLAY

Fourth-and-10 on B20. Twenty seconds remain in the game with the clock running. Team A has no timeouts remaining and is behind 21-17. At the snap, (a) Team A, or (b) Team B is offside, and A1 runs to the B17 and is downed inbounds. A2 is injured and attendants must enter the field.

- Rulings:** a) B's ball, first-and 10 on B17. There is no timeout charged (due to the change of possession).
b) Fourth-and-5 on B15. By rule, the failure to make a first down on fourth down is a change of possession. Therefore, there is no time out charged, although A2 must leave the game for one play unless a time out is called. There is no 10-second run off, because the clock was stopped for the penalty.

A.R. 4.34 CLOCK RUNNING—INJURY ON THE PLAY

Fourth-and-2 on B20. Twenty seconds remain in the game with the clock running. Team A has one timeout remaining and is behind 21-17. A1 runs to the B17 and is downed inbounds. A2 is injured and attendants must enter the field.

Ruling: A's ball, first-and-10 on B17. Charge Team A with it's final timeout. There is no run off, and A2 can remain in the game, because of the charged timeout. (There is no option to run 10 instead of using the timeout.)

A.R. 4.35 LAST 40 SECONDS—INJURED TEAM B PLAYER

Third-and-7 on A28. Team B has used three timeouts and is behind in the score 20-18 with 48 seconds remaining in the fourth quarter. A1 runs to A32 and is tackled inbounds. The 40-second play clock begins and it is then discovered that B3 is injured. Thirty-five seconds remain on the play clock and 37 seconds on the game clock.

Ruling: The game is over since the play clock must be reset to 40 seconds and the game clock starts on the Referee's ready-for-play signal.

NOTE: If Team B's injury was caused by a Team A foul, the play clock would be reset to 25 seconds and the game clock would start on the snap.

A.R. 4.36 TEAM TIMEOUT AND INJURY

Third-and-10 on B40. A1 runs to the B25 where he is tackled inbounds with 30 seconds left in the game. Team A calls timeout, and significantly later, B1 drops to the ground, injured. Trainers come on the field and assist B1 off the field.

Ruling: First-and-10 on B25. Team A is charged with the timeout. Team B is not charged with a timeout.

A.R. 4.37 INJURIES—TEAM A AND TEAM B

First-and-10 on A41. Thirty seconds remain in the game. A1 runs to the B40, where he is tackled inbounds. A3 and B4 are both injured on the play.

Ruling: First-and-10 on B40. Charge each team with a timeout; the play clock is set to 25 seconds; and the game clock is started with the snap, unless both timeouts were excess, in which case the clock starts on the ready for play. No excess timeout fouls are enforced.

A.R. 4.38 INJURIES—TEAM A AND TEAM B

Thirty seconds remain in the game. A1 is injured and charged with a timeout. B2 is injured downfield but discovered significantly after Team A was charged with the injury timeout.

Ruling: Team A and Team B are both charged with injury timeouts. No excess timeout fouls are enforced.

A.R. 4.39 INJURIES—TWO PLAYERS FROM SAME TEAM

Third-and-3 on A35 in the third quarter. Quarterback A1 throws a pass over the middle to the 50. B1 and B2 are both hurt on the play and helped by trainers. An injury timeout is called. B1 gets up on his own. B2 is carried off the field.

Ruling: Both B1 and B2 must leave for one play or take a team timeout.

A.R. 4.40 INJURY—AFTER CHANGE OF POSSESSION/TOUCHDOWN

Second-and 10 on B25. With 1:10 remaining in the fourth quarter, A1's pass is a) intercepted by B2 and returned to the 50, or b) caught by A2 for a touchdown. A3 is injured on the play, and trainers come on the field after the play to attend to him.

- Rulings:** a) B's ball, first-and-10 on 50. Because of the change of possession, Team A is not charged with an injury timeout.
b) Touchdown Team A. Team A is charged a timeout because of the injury. If the injury had occurred after the Try, no timeout would be charged.

NOTE: In either case, A3 must go out for a play, unless a team time out is charged.

A.R. 4.41 INJURY—AFTER FIELD-GOAL ATTEMPT

Fourth-and-15 on B25. With 1:35 remaining in the fourth quarter, A1's field-goal attempt from the B32 is a) good, b) blocked and recovered by B2 and returned for a touchdown, or c) blocked and recovered behind the line by A2 who runs and is downed at the B5. B3 is injured on the play, and trainers come on the field after the play to attend to him.

- Rulings:** a) Because of the field goal, no injury timeout is charged to Team B.
b) Because of the change of possession, no injury timeout is charged to Team B.
c) A's ball, first-and-goal on B5. Team B is charged a timeout, because there was no change of possession.

A.R. 4.42 TWO-MINUTE WARNING—NO FOUL FOR DELAY OF GAME

Third-and-1 on B45. Quarterback A1 tries a sneak and is legally tackled at the line of scrimmage for no gain, and is injured on the play. The Referee signals timeout and the clock is stopped at exactly 2:25 in the fourth quarter. Substitute quarterback A2 enters the game and the Referee "winds" the clock. However, quarterback A2 allows the play clock to run down to:00, with the game clock showing 2:00.

Ruling: Two-minute warning. No foul. The injured player (A1) may return after the two-minute warning.

A.R. 4.43 SUCCESSIVE TIMEOUTS—INJURED PLAYER RETURNS

Second-and-14 on B40 (third quarter). A2 runs to the B35 where he is downed, and he is hurt on the play. The Referee takes an injury timeout for A2. After two minutes, the Referee declares the ball ready for play after A2 is removed from the game. Team B then calls a timeout. The Referee grants a 30-second timeout. After the timeout, Team A calls a timeout, and A2 re-enters the game.

Ruling: Legal 30-second timeout for Team A, and legal return by A2. A2 may legally return after either Team A's or Team B's timeout.

A.R. 4.44 FOUL ON THE PLAY PLUS EXCESS TIMEOUT FOR INJURY

Fourth-and-10 on 50. With Team A trailing 17-23, and 0:35 remaining in the fourth quarter, A1's pass falls incomplete. Defensive pass interference is called at the B10 on the play. While the foul is being reported to the Referee, he notices attendants have come on the field because Tackle A3 was hurt at the line of scrimmage.

Ruling: A's ball, first-and-10 on B10. (There is not a charged injury time out, due to the apparent change of possession – failure to make a first down on fourth down. However, A3 must leave for one play unless a time out is called)

A.R. 4.45 FOUL ON THE PLAY PLUS EXCESS TIMEOUT FOR INJURY

Third-and-10 on 50. With 0:35 remaining in the fourth quarter, Team A has previously been charged with four timeouts (one of them a charged injury timeout). The pass is complete to A2 for a touchdown. Offensive pass interference is called on the play. While the foul is being reported to the Referee, he notices attendants have come on the field because Tackle A3 was hurt at the line of scrimmage.

Ruling: A's ball, third-and-25 on A35. Both fouls are enforced, as the foul for a fifth timeout would be enforced as a foul between downs. There is no possible 10-second run off, as the pass interference foul and the apparent touchdown both stopped the clock.

A.R. 4.45.5 TIME OUT AND INJURY INSIDE 2 MINUTES

First-and-10 on A40. With 1:23 remaining in a tied game, A1 slides down at the A48 where he jumps up and immediately calls time out, which is granted. After the time out has been announced by the Referee, it is discovered that B1 was injured on the play, and Team B trainers have already come on the field, or thereafter come on the field, to assist B1.

Ruling: Second-and-2 on A48. Team A's time out is restored, and Team B is charged with a time out. If Team B has remaining time outs, it is charged, B1 can remain in the game, and the clock starts on the snap. If it is an excess time out, B1 must leave the game for one play, and the clock starts on the ready, unless Team A chooses to call a time out.

3) ATTEMPTS TO CONSERVE TIME

A.R. 4.46 FALSE START—POSSIBLE 10-SECOND RUN OFF

Second-and-5 on B15. The score is tied with 15 seconds remaining in the game and the game clock running. Team A is set at the line of scrimmage and A3 false starts. Quarterback A1 throws the ball down in front of him to stop the clock. Team A has a) used its 3 timeouts, or b) has one remaining timeout.

Rulings: a) Second-and-10 on B20. Penalize five yards and run off 10 seconds since the false start by A3 stopped the game clock prior to the action of the quarterback. The clock starts on the ready-for-play signal.

b) Second-and-10 on B20. Penalize five yards, but if Team A chooses, it can prevent the 10-second run off by using its final timeout. The clock would start on the snap.

A.R. 4.47 FALSE START—TEAM B OFFSIDE—10-SECOND RUN OFF

Third-and-6 on B15. Team A is set at the line of scrimmage with B1 still in the offensive backfield. A false start by A5 kills the play. Team A has already used its three timeouts.

Ruling: Third-and-11 on B20. Blow whistle. Penalize only the false start. (7-4-2). Ten-second run off if less than one minute remains in the half, and the clock would start on the ready-for-play signal.

A.R. 4.48 FALSE START AFTER A PAUSE—10-SECOND RUN OFF

Third-and-3 on B14. Team A is legally set with 18 seconds remaining in the game, and the score is tied. The game clock goes to eight seconds when the right guard false starts. Team A has already used its three timeouts.

Ruling: Ten-second run off. Regulation game over. Go to overtime.

A.R. 4.49 TWELVE MEN IN TEAM A HUDDLE—10-SECOND RUN OFF

Second-and-5 on B15. Fifty-five seconds remain in the first half and Team A is behind in the score. Team A has been hurrying to get off as many plays as possible during the drive, although they have been briefly huddling between plays. Team A is flagged for 12 men in the offensive huddle. Team A has already used its three timeouts.

Ruling: Second-and-10 on B20. Run 10, if in the Referee's judgment Team A was attempting to conserve time. There could be situations in which this would not be a 10-second run off, if the team is not hurrying to get plays off and thereby not conserving time.

A.R. 4.50 BACK FAILS TO SET BEFORE SNAP – CLOCK RUNNING

Second-and-10 on B35. The score is tied, the clock is running, and a) 50 seconds; or b) 1:50 remains in the game. As Team A hurries to the line, the ball is snapped before tailback A2 gets set. A1 gets sacked at the B41. Team A has already used its three timeouts.

Rulings: a) Second-and-15 on B40. False start. Run 10, and the clock starts on the ready-for-play signal. (7-3-4).

Note: If the clock had not been running, this would be an illegal shift rather than a false start, and there would not be a 10-second run off.

- b) Third-and-16 on B41. Decline penalty. Clock starts on the snap. Let the play go through. The foul is illegal shift. There is no 10-second run off.

A.R. 4.51 BACK FAILS TO SET BEFORE SNAP – CLOCK STOPPED

Second-and-10 on B35. The score is tied, the clock is stopped due to an incomplete pass on the prior play. There are 50 seconds remaining in the game. As Team A goes up to the line, the ball is snapped before tailback A2 gets set. Team A has already used its three timeouts. A1's pass falls incomplete.

Ruling: Third-and-10 on B35 or second-and-10 on B40. Since the clock was stopped prior to the snap, the "conserving time rules" were not in effect. It was an illegal shift, rather than a false start, so the foul did not prevent the snap. The clock starts on the snap for the next play.

A.R. 4.52 PLAYERS MOVING AT THE SNAP

Third-and-10 on B30. With the clock running anytime during the game. All members of the offense get fully set for one second, but as the ball is snapped, a) left guard A2, b) tight end A3, c), wingback A5, or d) tailback A6, is going from a two-point stance to a three-point stance, or e) wide receiver A4 is moving from one yard off the line up to the line of scrimmage. A1's pass falls incomplete.

Rulings: a) Third-and-15 on B35. False start. Run 10.

b) Fourth-and-10 on B30, or third-and-15 on B35. Illegal motion.

c) Fourth-and-10 on B30, or third-and-15 on B35. Illegal motion.

d) Fourth-and-10 on B30, or third-and-15 on B35. Illegal motion.

e) Fourth-and-10 on B30, or third-and-15 on B35. Illegal motion. (7-4-7)

A.R. 4.53 ILLEGAL SHIFT AFTER LEGAL SET—NO 10-SECOND RUN OFF

Second-and-5 on B30. The score is tied with 35 seconds remaining in the game. Team A, in a hurry-up offense, moves to the line, and the entire team is set for more than one second. A2 then goes in motion, but A3 on the other side of the formation also goes in motion. While they are both moving, the ball is snapped and A1 runs for a touchdown.

Ruling: Second-and-10 on B35. This is an illegal shift, but there is no 10-second run off, as the foul did not prevent the snap. (7-4-7)

A.R. 4.54 FALSE START—NO 10-SECOND RUN OFF

Second-and-3 on B25. The clock is running with 1:12 remaining in the second quarter. Team A has no timeouts remaining while in a hurry-up offense. Team A is called for a false start.

Ruling: Second-and-8 on B30. Penalize five yards. There is no 10-second run off, because there is more than one minute left in the half. The clock starts on the snap.

A.R. 4.55 ILLEGAL FORMATION—NO 10-SECOND RUN OFF

Second-and-3 on B42. Fifty seconds remain in the game. Team A is in a hurry-up offense. The ball is snapped and the runner is downed on the B15. Team A had only six men on the line of scrimmage.

Ruling: Second-and-8 on B47. No 10-second run off since A's penalty did not prevent the snap. The clock starts on the snap.

A.R. 4.56 DELAY OF GAME BY TEAM A—NO 10-SECOND RUN OFF

Third-and-10 on B45. Fifty seconds remain in the game and Team A is behind in the score. A1 gets confused on what play to call and Team A is called for delay of game.

Ruling: Third-and-15 on 50. There is no 10-second run off, because Team A is not attempting to conserve time. The clock starts on the snap.

A.R. 4.57 ILLEGAL MOTION—TEAM B OFFSIDE

Second-and-10 on B35. With 0:50 remaining in a tied game, Team A is in a hurry-up offense and B1 is set and lined up offside. a) Back A2 never gets set before the ball is snapped, or b) back A2 gets set but then goes in motion and is moving toward the line of scrimmage at the snap.

Rulings: a) Second-and-15 on B40. Ten-second run-off. The action by A2 is treated as a false start, so the play is blown dead immediately after the snap (and the subsequent offside is eliminated by the false start).

b) Second-and-10 on B35. Let the play go through, and the penalties offset.

A.R. 4.58 BACKWARD PASS OUT OF BOUNDS—CONSERVING TIME

Third-and-8 on B28. A1 runs to the B20 and sees he is about to be tackled, so he throws the ball deliberately backward toward the sideline with no teammate in position to catch the pass. The ball hits B2 and ultimately rolls out of bounds at the B15. There was 0:55 left in the fourth quarter when the ball was snapped.

Ruling: Third-and-5 on B25. Since the ball ultimately went out of bounds in advance of the spot of the foul, enforce from the spot of the backward pass. Ten seconds would also be run off the clock if the defense so chooses and wind the clock. If the foul is declined, the clock would start on the snap.

A.R. 4.59 BACKWARD PASS OUT OF BOUNDS—OPTION FOR RUN OFF

Third-and-10 on B30. Fifty seconds remain in a tied game, and Team A is out of timeouts, A1 runs the ball to the B14 where he throws a backward pass to conserve time with no player in a position to catch the ball. The ball goes out of bounds at the B21.

Ruling: Option for Team B: Fourth-and-1 on B21, clock starts on snap (decline penalty, and therefore no run off), or third-and-6 on B26 with a 10-second run off and wind the clock.

A.R. 4.60 BACKWARD PASS OUT OF BOUNDS—CONSERVING TIME

Second-and-20 on 50. A1 scrambles, and while at the A40, intentionally throws the ball backward and out of bounds at the A35 to conserve time. Team A has already used its three timeouts. Team B leads 17-14. The time left in the fourth quarter is: a) 1:05, or b) 35 seconds.

Rulings: a) Third-and-35 on A35. No foul. The clock starts on the ready-for-play signal.

b) Third-and-35 on A35 with no 10-second run off and the clock starts on the snap (decline the penalty), or second-and-40 on A30, and a 10-second run off with the clock starting on the ready-for-play. The penalty is enforced from the spot where ball goes out of bounds, even if it occurs behind the line of scrimmage.

A.R. 4.61 FALSE START—OPTION FOR RUN OFF

Fourth-and-10 on A30. With 35 seconds left in a tie game, left tackle A3 false starts. Team A is out of timeouts.

Ruling: Fourth-and-15 on A25. The defense can choose not to take the 10-second run off, in which case the clock would start on the snap.

A.R. 4.62 TEAM B CONSERVING TIME—AFTER INTERCEPTION

Third-and-10 on B45. Twenty-five seconds remain in a tied game. A1's pass is intercepted by B2 at the B30. As B2 returns the interception, he sees that time is about to expire, so when he is at the A25, he throws a forward pass out of bounds to stop the clock with 12 seconds left.

Ruling: B's ball, first-and-10 on A30. No 10-second run off, as this is a change of possession which will result in a stopped clock, thus it is not an attempt to conserve time. The clock starts on the snap.

A.R. 4.63 INTENTIONAL GROUNDING—OPTION FOR RUN OFF

Third-and-20 on 50. There are 50 seconds remaining in a tied game, and Team A is out of timeouts. A1 drops back to pass, and at the A35 intentionally grounds the pass to avoid a sack.

Ruling: Fourth-and-35 on A35. Team B has the option of accepting the foul and declining the 10-second run off, or accepting the foul and the 10-second run off as would be the normal enforcement.

NOTE: It is never possible to decline a foul and still have 10 seconds run off.

A.R. 4-64 CONSERVING TIME - INTERCEPTION

Third-and-10 on B45. Team B leads 21-20 with 1:05 in the fourth quarter. A1 is pressured in the pocket at the A43, and to avoid a sack, throws the ball deep down the left side. There are no eligible A players in the area, although B1 intercepts at the B2 and runs out of bounds there with 0:55 on the clock. Team A is out of time outs.

Ruling: B's ball, first-and-10 on B2. Clock at 0:55. Or, A's ball, fourth-and-22 on A43. Run 10. 0:45 on the clock.

Note: To keep the ball, B would have to decline the penalty and run-off for intentional grounding.

A.R. 4.65 ILLEGAL FORWARD PASS BEYOND LINE

Third-and-5 on B31. With 10 seconds remaining in the game, and Team B ahead, quarterback A1 scrambles to his right and throws a pass at the a) B30, or b) B20, toward end A2 who is standing in the end zone. The pass is deflected by B1 and falls incomplete with two seconds remaining on the clock. Team A has already used its three timeouts.

Rulings: a) and b): 10-second run off. Game over.

NOTE: Under 1 minute in the half, an illegal pass thrown from beyond the line is considered illegally conserving time, and a 10-second run off is an option.

A.R. 4.66 ILLEGALLY CONSERVING TIME—10-SECOND RUN OFF

There are six seconds remaining in the game, and Team A is out of timeouts and trails by one point. A1 catches a long pass and is downed at the B12. A1, realizing that time is about to expire, throws the ball in the face of B2, slugs B2, or takes his helmet off in an attempt to foul to stop the clock.

Ruling: Ten-second run off. Game over.

A.R. 4.67 DEFENSIVE FOUL—LAST MINUTE OF THE HALF

Third-and-10 on 50. There are 50 seconds left in the game and Team A is ahead. The clock is running, and B1 a) slaps the ball out of center A2's hands; or b) misjudges the snap count and encroaches.

Rulings: Third-and-5 on the B45 in both a) and b). Set the play clock to 40, and start the game clock on the ready-for-play signal, because the game clock was running with less than one minute in the half and Team B committed a foul that prevented the snap.

NOTE: If there were less than 40 seconds left in the game, and Team A chooses, the half is over. However, if Team B had remaining timeouts, they could use one to prevent the end of the half.

4) EXTENSION OF PERIODS

A.R. 4.68 OFFENSIVE FOUL ON PUNT—LAST PLAY

Fourth-and-5 on A25. Team A is leading 21-17 with three seconds remaining in the game. Team A lines up in punt formation with 13 players on the field. A1 punts the ball to B1 at the B30 who returns it to the A40. Time runs out on the play.

Ruling: B's ball, first-and-10 on the A35. Extend for an untimed down.

A.R. 4.69 OFFENSIVE FOUL ON PUNT—LAST PLAY

Fourth-and-10 on A30. With eight seconds remaining in the game and Team B down by one point, Team A must punt. Team B rushes 11 players, but A1 gets off a good punt to the B10 where A2 downs it. Just after the snap, A3 head-slaps B2. Time expires on the play.

Ruling: B's ball, first-and-10 on B25. Extend for an untimed down.

A.R. 4.70 OFFENSIVE FOUL ON FIELD-GOAL ATTEMPT—LAST PLAY

Fourth-and-10 on B30. On the last play of regulation in a tied game, A1 attempts a field goal from the B37. A2 and A3 illegally chop block B1 on the play. The field-goal attempt is short and a) hits in the end zone or goes through the back of the end zone, b) is caught by B2 in the end zone or field of play and returned to the B22, or c) is caught by B2 in the end zone or field of play and returned to the B40.

Rulings: In a), b), and c): Go to overtime. A's foul cannot be enforced from the dead-ball spot, but would instead be enforced from the previous spot with the down replayed. There is therefore no option to extend.

A.R. 4.71 OFFENSIVE FOUL PRIOR TO INTERCEPTION—LAST PLAY

Third-and-10 on 50. The score is tied with three seconds left in the first half. A1 drops back to pass, and as B1 rushes the passer, tackle A2 puts his hand on B1's facemask and: a) continues to push B1's head back without grasping the mask; or b) grabs B1's facemask and twists it. A1 then throws a pass which is intercepted by B2 and returned to the A16.

Rulings: a) Half over. The illegal hands penalty by A2 is not carried over, so there is no opportunity for an extension. To keep the ball, that penalty has to be declined.

b) B's ball, first-and-goal on A8. Extend for an untimed down.

A.R. 4.72 DOUBLE FOUL—INTERCEPTION—LAST PLAY

First-and-10 on 50. A1 is illegally in motion. B1 is offside at the snap. B2 intercepts the pass and is downed on the B40. On the play, time expires in the: a) first quarter, or b) either half.

Rulings: a) A's ball, first-and-10 on 50. Quarter over. Replay the down to begin the second quarter.

b) A's ball, first-and-10 on 50. Replay the down and extend.

A.R. 4.73 DOUBLE FOUL—INTERCEPTION—LAST PLAY

First-and-10 on 50. B1 is offside at the snap, and the pass is then intercepted by B2. During the interception return, A1 tackles B2 by the facemask. Time in the half expires on the play.

Ruling: A's ball, first-and-10 on 50. Replay and extend for one play.

A.R. 4.74 DOUBLE FOUL WITH A CHANGE—LAST PLAY

First-and-10 on 50. A1 is illegally in motion. B1 intercepts the pass and during the return B2 clips. Time in the half expires on the play.

Ruling: Half over. No extension.

A.R. 4.75 DOUBLE FOUL WITH A CHANGE—PUNT—LAST PLAY

Fourth-and-10 on 50. With six seconds remaining in the fourth quarter of a tied game, Team A's scrimmage kick is fielded by B1 at the B25 and returned to the A15. Prior to the kick, A4 held B4, and during the kick, B5 held A5 at the B40. Time ran out on the play.

Ruling: Fourth-and-10 on 50, extend; or go to overtime. Team B has the option.

A.R. 4.76 DOUBLE FOUL AFTER A CHANGE—LAST PLAY

Second-and-10 on A30. B1 intercepts at midfield on the last play of the first half. On the runback, B2 clips at A30. A1 piles on runner B1 who was tackled and downed at the A20.

Ruling: B's ball, first-and-10 on A30. Extend the period by an untimed down from the A30 the spot of Team B's foul (the offense).

A.R. 4.77 LAST PLAY OF GAME—DOUBLE FOUL—DEAD BALL FOUL BY DEFENSE

Second-and-goal at B4. With 0:03 remaining in the game, and Team B leading 21-14, A1 pitches to A2 who runs wide and is tackled at the B1. A3 cracks back at the B4, and B2 a) piled on late after the tackle, or b) stood over and taunted A2 after the tackle.

Rulings: a) and b): Second-and-goal at B4. Replay and extend.

Note: Live ball and dead ball fouls combine to create double fouls, except for 5 vs. 15 on the last play of the half where the major foul is by the offense, or is a dead ball foul by the defense

A.R. 4.78 LAST PLAY OF GAME—5 VS. 15—DEAD BALL FOUL BY DEFENSE

Second-and-goal at B1. With 0:03 remaining in the game, and Team B leading 21-14, A1 runs and is tackled at the B1. Team A had six men on the line, and B2 a) piled on late after the tackle, or b) stood over and taunted A1 after the tackle.

Rulings: a) and b): Game over.

NOTE: If the game had been tied, the dead ball personal foul would be enforced on the overtime kickoff, (or second half kickoff, if appropriate). The dead ball taunt or unsportsmanlike conduct foul would not be enforced in either event.

A.R. 4.79 LAST PLAY—MAJOR DEAD BALL FOUL ON DEFENSE

Second-and-5 on 50. On the last play of the game with the score tied, A1 runs to the B10. a) Team A was in an illegal formation, or b) A2 grabbed and twisted B1's face mask as he pursued A1. After A1 is tackled, B1 piles on or taunts.

Ruling:

a) There is no extension. Go to overtime. The illegal formation penalty is declined by rule, and the dead ball personal foul by B1 will be enforced on the overtime kickoff.

b) Second-and-5 on 50. Extend. The double fouls offset, and the down is replayed.

NOTE: Live ball and dead ball fouls combine to create double fouls, except for 5 vs. 15 on the last play of the half where the major foul is a dead ball foul by the defense

A.R. 4.80 5 VS. 15—LAST PLAY—MAJOR FOUL ON OFFENSE

Second-and-5 on 50. On the last play of the game with the score tied, A1 runs to the B10. A2 cracked back at the B48, and B1 was offside on the play.

Ruling: 5 vs. 15 with the major foul on the offense. No extension. Go to overtime.

A.R. 4.81 DOUBLE FOUL—LAST PLAY

Fourth-and-5 on A25. Team A is leading 21-17 with three seconds remaining in the game. Team A has 13 men on the field, and A1 punts the ball to B1 at the A45 where he signals for a fair catch. B1 muffs the punt, and as the ball is rolling at the 50, B1 blocks A2 low at the A48. A3 recovers, and time runs out on the play.

Ruling: Fourth-and-5 on A25. Extend for an untimed down. Offsetting fouls with no post-possession.

NOTE: There is no 5 vs. 15, because A3's legal recovery of the ball after Team B touched it beyond the line, is considered a change of possession.

A.R. 4.82 DEAD-BALL PERSONAL FOUL—LAST PLAY

First-and-10 on 50. A1 runs to the B20 where he is tackled inbounds or out of bounds, and B1 hits A1 late. Time in the first quarter expires on the play.

Ruling: First-and-goal on B10 to start the second quarter. The dead ball foul does not create an option to extend any quarter.

A.R. 4.83 DEAD-BALL PERSONAL FOUL—LAST PLAY OF HALF

First-and-10 on 50. A1 runs to the B20 where he is tackled inbounds or out of bounds, and B1 piles on late. Time in the half expires on the play.

Ruling: Half over. The dead ball personal foul by B1 will be enforced on the second half kickoff. If the action by B1 was a disqualifying act, he would be ejected.

A.R. 4.84 LAST PLAY OF HALF – 5 VS. 15

First-and-10 on 50. A1 runs to the B20 where he is tackled, and B1 piles on or hits him late out of bounds. Team A only had six men on the line at the snap. Time in the half expires on the play.

Ruling: Half over. Team A's illegal formation penalty is declined, and the dead ball personal foul by Team B will be enforced on the opening kick-off of the second half (or overtime).

A.R. 4.84.a FIELD GOAL ATTEMPT— FIRST TOUCH – LAST PLAY OF GAME

Fourth-and-10 on B30. With 0:02 remaining in the 4th quarter of a tied game, A1's field goal attempt from the B37 is partially blocked and rolling on the ground at the B27 where A2 downs it. a) Left wingback A3 and tight end A4 chop block B2 on the play, or b) there are no fouls on the play.

Ruling: a) and b): If Team B chooses, B's ball, first-and-10 on B27. Extend for an untimed down. There is no option to extend from the spot of the kick or to enforce the penalty from the spot of the kick or the first touch spot.

Note: If this had been a punt, the chop block could be enforced from the B27, and the period extended for an untimed down for Team B.

A.R. 4.85 FIRST TOUCH LAST PLAY AND DEAD BALL FOUL

Fourth-and 10 on A15. A1's punt is rolling on the 50 where A2 downs it, after which B2 hits the punter helmet to helmet at the A15. Time in the half expires on the play.

Ruling: B's ball, first-and-10 on B35. Extend for a play from scrimmage. The extension for the first touch also allows the dead ball foul to be enforced.

A.R. 4.86 DEAD-BALL FOUL AFTER MISSED FIELD GOAL—EXTENSION OR NOT

Fourth-and-5 on B30. On the last play of regulation in a tied game, A1's field-goal attempt is short. a) The ball hits in the end zone, and A1 then slugs B1; or b) B2 catches the kick in the end zone and downs it there or returns it to the B20. Immediately after B2 is down, A1 slugs B1.

Rulings: a) and b): Go to overtime. Enforce penalty on overtime kickoff. Disqualify A1.

A.R. 4.87 EXTENSION ON TRY AT END OF HALF

Third-and-10 on B40. Team B leads 21-13. On the last play of regulation, A1's pass is complete to A2 for a touchdown. On the ensuing Try, A1's passes to A3 in the end zone, and A3 pushes off to make the catch. A3 is called for offensive pass interference.

Ruling: Retry on B12. The Try is an untimed down, so the extension rules do not apply.

A.R. 4.88 DEAD-BALL UNSPORTSMANLIKE CONDUCT FOUL AFTER TOUCHDOWN

Fourth-and-12 on B20. Team B is leading 21-14 with three seconds remaining in the game. Quarterback A1 throws a pass to A2 who catches the ball at the B6 and scores. Following the touchdown, A2 spikes the ball at B2 lying on the ground.

Ruling: Touchdown Team A. Try at B2. The penalty does not carry over to the Try or the overtime, and there is no extension (beyond the Try) for unsportsmanlike conduct or taunting.

A.R. 4.89 FAIR-CATCH OPTION

Fourth-and-12 on A15. A1 punts to B1 as time for the half expires. B1 signals and makes a valid fair catch at the 50.

Ruling: The receiving team may only extend for a fair-catch kick.

A.R. 4.90 FOUL AND FAIR CATCH ON LAST PLAY

Fourth-and-Five on A25. With 0:05 remaining in the game Team A leads 23-20. Kicker A1 gets off a poor punt and B1 signals for a fair catch at the B48, and muffs the ball into the air. B1 catches the ball at the 50 (0:00). Team A had six players on the line of scrimmage at the snap.

Ruling: B's ball at A45 .Extend for a fair catch kick (due to the valid fair catch), or extend for a play from scrimmage (due to Team A's foul).

A.R. 4.91 FAIR CATCH ON LAST PLAY—PERSONAL FOUL AFTER CATCH

Fourth-and-10 on A10. A1 punts the ball and B1 signals for a fair catch on A45. After B1 completes the fair catch, A2 tackles B1. Time in the half expires on the play.

Ruling: Extend for a fair-catch kick from the A30. The extension occurs due to the valid fair catch, and the dead ball personal foul by A2 is therefore enforced. (10-2-5)

NOTE: Had the contact occurred before the catch, there would also be an option to run a play from scrimmage.

A.R. 4.92 SAFETY—LAST PLAY OF HALF

Fourth-and-10 on A45. Team A is ahead 17-10 with eight seconds remaining in the game. Punter A1 gets the snap and runs backward into A's end zone where he throws the ball over the end line in an attempt to consume time. During the play, A2 held B1 at the line of scrimmage. Time expires on the play.

Ruling: Safety. Game over. Team A wins 17-12. The foul by A2 on the last play of the game does not extend the period, because the ball was never punted. Throwing the ball over the end line by A1 is not a foul.

A.R. 4.93 SAFETY—LAST PLAY OF HALF

Fourth-and-10 on A45. Team A is ahead 17-14 with eight seconds remaining in the game. Punter A1 gets the snap and runs backward into A's end zone where he fumbles the ball. B1 is attempting to recover the ball when A1 bats the loose ball over the end line. Time expires on the play.

Ruling: Safety. Team B can elect to have an untimed down for a safety kick from the A20, because of A's illegal bat in the end zone. (4-8-2-h).

NOTE: If the ensuing safety kick illegally goes out of bounds, the receiving team can elect to extend the period for an untimed down after enforcement of the penalty for the kickoff out of bounds.

A.R. 4.94 SAFETY—LAST PLAY OF HALF

Fourth-and-10 on A3. Team A is ahead 21-16 on the final play of the game, with two seconds remaining. The ball is snapped to punter A4 who begins to scramble and runs out of the back of the end zone as time expires on the game clock. During A4's scramble, a) A5 clips in the end zone, or b) A5 holds in the end zone.

Rulings: a) Safety. Extend the half. Safety kick from the A20. To permit an extension, the foul must be used to get the safety, and it therefore cannot be carried over and enforced from the A20.

b) Safety. Extend the half. Safety kick from the A20.

NOTE: Team B can elect to have an untimed down for a safety kick from the A20 when the safety is caused by a foul. If the ensuing safety kick illegally goes out of bounds, the receiving team can elect to extend the period for an untimed down after enforcement of the penalty for the kickoff out of bounds.

A.R. 4.95 FOUL DURING HALFTIME OR OVERTIME INTERMISSION

As the teams are walking to the locker room at the end of the first half, or while awaiting the overtime coin toss, A1 a) slugs; or b) taunts B1.

Ruling: In both a) and b), the 15-yard penalty will be assessed against Team A on the succeeding kickoff. A1 would also be ejected for the slug, if appropriate.

A.R. 4.96 PERSONAL FOUL IN THE CONTINUING ACTION AFTER TRY ATTEMPT

A1 scores on the last play of the fourth quarter to make the score 34-33 in favor of Team B. On the ensuing Try, A2 is driven out of bounds at the B½ yard line, and B2 hits him late out of bounds.

Ruling: Game over. Team B wins 34-33. There is no extension or enforcement of the foul, as it would be enforced on the kickoff. There would be no replay of the Try attempt, regardless of the remaining time on the clock.

A.R. 4.97 DELAY OF GAME AT END OF PLAY—SPIKE

Third-and-10 on B20. With 0:03 left in a tied game, A1's pass is knocked down by B1 at the B7. B1 immediately scoops the ball up and forcibly throws it downfield in celebration. Time expires on the play.

Ruling: Go to overtime. Foul is not enforced. This is a dead-ball foul, but not a personal foul that would be enforced on the overtime kickoff.

A) MISCELLANEOUS

A.R. 4.98 FAILURE TO ENFORCE PENALTY YARDAGE

Second-and-10 on B30. On the last play of the first half, quarterback A1 throws an incomplete pass, but B2 was offside on the play. The penalty is accepted and the half is extended for an untimed down, on which Team A attempts a field goal from the B30 that is no good. It is then discovered that the officials did not mark off the five-yard penalty.

Ruling: Half over.

A.R. 4.99 DELAY OF GAME AT END OF PLAY—SPIKE

Third-and-10 on B45. A2 runs to the B34 after which he jumps up and spikes the ball (away from opponents) to celebrate the first down.

Ruling: A's ball, first-and-10 on B39. Dead-ball foul.

A.R. 4.100 DELAY OF GAME AT END OF PLAY—SPIKE

First-and-10 on B40. A1's pass is intercepted by B1 who runs it back to the A40. After being tackled, while still on the ground, B1 forcefully throws the ball downfield.

Ruling: B's ball, first-and-10 on A45. Dead-ball foul.

A.R. 4.101 DELAY OF GAME AT END OF PLAY—SPIKE

Third-and-5 on B30. A1 is sacked at the B35 after which A1 forcibly spikes the ball in disgust at having been sacked.

Ruling: Fourth-and-15 on B40. Dead-ball foul.

A.R. 4.102 DELAY OF GAME AT END OF PLAY—SPIKE

First-and-10 on B20. A1 throws a pass into the end zone, where a) A2, or b) B2, almost catches the pass but drops it. In disgust, a) A2, or b) B2, picks the ball up off the ground and forcibly spikes it into the ground in the end zone.

Rulings: a) and b): Second-and-10 on B20. No foul when done by either A or B in the end zone or out of bounds.

RULE 5—PLAYERS, SUBSTITUTIONS, AND EQUIPMENT

1) PLAYERS

A.R. 5.1 TWELVE MEN—KICKOFF

Receiving team has 12 players on the field during a kickoff that results in a touchback.

Ruling: Touchback, or rekick from the A40.

A.R. 5.1.a TWELVE MEN ON THE FIELD – OFFENSE

Second-and-10 on A20. Team A is running a no-huddle offense, and substitute A12 comes onto the field. Team A has 12 men on the field for 10 seconds as the QB calls plays, but they are not in a huddle, and they are not set at the line. Two seconds after the team gets set in formation at the line, A11 realizes he was supposed to leave the game, so he runs off the field and is off 4 seconds later. The ball is snapped before the play clock runs out, and A1 runs with the ball and goes out of bounds at the 50.

Ruling: First-and-10 on the 50. No foul, since A was not in a huddle with 12 men, or set in a formation for more than 3 seconds.

A.R. 5.1.b TWELVE MEN ON THE FIELD - OFFENSE

Third-and-3 on B5. Team A is running a no-huddle offense, and substitute A12 runs onto the field after the prior play. All 12 offensive players get set in formation, and 4 seconds later, A11 realizes he was supposed to leave the game, so he runs off the field. The ball is snapped before the play clock runs out, and A2 runs for a touchdown.

Ruling: Third-and-8 on B10. Blow it dead before the snap for illegal substitution, because there were 12 men set in the offensive formation for more than 3 seconds.

A.R. 5.1.c TWELVE MEN ON THE FIELD - DEFENSE

First-and-10 on B40. Team B has 12 men on the field. The ball is snapped and A2 runs to the B31. a) The twelfth man was attempting to get off the field before the snap, but he didn't make it, or b) All 12 Team B players were in formation at the snap, with no one attempting to leave the field.

Rulings:

- a) Second-and-1 on B31, or first-and-5 on B35. Let the play go, as the twelfth man was not in formation when the snap was imminent.
- b) First-and-5 on B35. As there were 12 men on defense in the formation when the snap was imminent, blow the play dead before the snap.

A.R. 5.2 TEN PLAYERS—OFFENSE

Third-and-5 on A14. Runner A1 goes to the B30. Team A had 10 players on the field, seven on the line of scrimmage.

Ruling: A's ball, first-and-10 on B30. No foul.

A.R. 5.3 POSITION CHANGE—END OF PERIOD

Third-and-7 on B9. At the start of the second period, tackle A3, who had reported that he was playing end on the last play of the first period, left the field at the end of the first period, returned for the second period, and lined up in tackle position without reporting. Runner A2 goes to the B1.

Ruling: A's ball, first-and-goal on B1. Legal return. (5-3-2)

A.R. 5.4 POSITION CHANGE—AFTER SCORE

Fourth-and-8 on B37. Lineman number 76 enters the game and reports to the Referee that he will play right end, an eligible position. On a fake punt, number 76 catches a pass for a touchdown. On the subsequent Try, number 76 lines up at tackle. The Try is good.

Ruling: Touchdown, as number 76 was eligible to catch the pass. Number 76 may line up in his original position (tackle) for the Try because of the touchdown. (5-3-2)

A.R. 5.5 POSITION CHANGE—AFTER FOUL

Second-and-goal on B7. A5 right guard number 57 reports as an eligible receiver and lines up at tight end. On the play, he is interfered with in the end zone by B5. The ball is placed at the B1, first and goal. On the next play, without reporting, number 57 returns to his original position at guard and Team A scores a touchdown.

Ruling: Touchdown. Legal for A5 to return to his original position because of the foul on the previous play. (5-3-2)

A.R. 5.6 PLAYER WITHDRAWN—ILLEGAL RETURN

First-and-10 on B40. Guard A1 asks the Umpire to check for silicone on B2's jersey. The Umpire finds silicone on B2's jersey and suspends him for at least one play to replace the jersey. He comes back three plays later, when A2 again requests a check of B2's jersey. B2 is found to have silicone on his jersey.

Ruling: Five yards from succeeding spot. Suspend B2 until corrected. (5-2-8-h)

2) SUBSTITUTES

A.R. 5.7 ILLEGAL FORMATION—SHIFT

On a Try for point, Team A lines up in a “swinging gate” formation with the center (#67) on the end of the line. Before the snap, Team A shifts to a normal formation and successfully kicks the Try. At the time of the kick, all players are in positions correctly corresponding to their numbers.

Ruling: Retry on A7. (This would be an illegal formation regardless of whether the center “reported.” On all scrimmage downs, the offense must present a legal formation both before and after any shifts. (7-4-8)

A.R. 5.8 PLAYER OFF—WRONG SIDE

Third-and-12 on A40. A1 gains five yards. At the end of the down, it is discovered that: a) withdrawn offensive player A2 had cleared the field on the opponents’ side, or b) withdrawn defensive player B1 had cleared the field on the opponents’ side.

Rulings: a) Option: Third-and-17 on A35, or fourth-and-7 on A45. Previous spot foul.

b) Third-and-7 on A45. Previous spot foul.

A.R. 5.9 SUBSTITUTION AFTER THE SNAP—INTERFERENCE WITH PLAY

Third-and-14 on A35. Team B makes a situation substitution sending four players into the game, however five players leave the field. Following the snap, B11 realizes he should be in the game and re-enters after the snap. Shortly after B11 enters the game, A1 passes into B11’s area, and B11 breaks up the pass at the 50-yard line.

Ruling: First-and-10 on 50, or whatever result the crew determines to be appropriate. Palpably unfair act.

NOTE: Since B11 entered the field and had an immediate affect on the play, it is a palpably unfair act. If B11 had covered a different receiver and had not had a direct and immediate affect on the play, a 5 yard penalty for illegal substitution would be called.

A.R. 5.10 SUBSTITUTE BECOMES PLAYER—OFFENSE

Third-and-3 on A40. The offense has 10 players on the field prior to the snap. Just before the snap, player A11 enters the field to participate in the play and: a) enters past the numbers and stops for one second before the snap; b) stays in motion backward as the ball is snapped, and he is behind the tight end at the snap. A2 runs to the A45.

Rulings: a) A’s ball, first-and-10 on A45. Legal play if Team A has seven players on the line of scrimmage.

b) Third-and-8 on A35. Illegal shift. (7-4-8)

A.R. 5.11 SUBSTITUTE BECOMES PLAYER—DEFENSE

Third-and-3 on A35. The defense has 10 players on the field prior to the snap: a) Just prior to the snap, B11 enters the field and makes the tackle on runner A3 at the A37; b) B11 enters the field just after the ball is snapped, and after the play develops, B11 tackles A3 at the A37; or c) B11 enters the field well after the ball is snapped and immediately tackles A3 as he is running near the Team B sideline at the A37.

Rulings: a) Fourth-and-1 on A37. Legal play.

b) First-and-10 on A42. Illegal substitution.

c) First-and-10 on B48 (or whatever the Referee deems equitable). Palpably unfair act. (12-3-3)

A.R. 5.12 SUBSTITUTES ENTER FIELD ON PUNT PLAY—BEFORE POSSESSION

Fourth-and-10 on A30. A1’s punt is rolling at the B10. Before B1 picks up the punt at the B10, substitutes from: a) Team A, b) Team B, or c) both teams, come on the field at the B35 thinking the play is over. B1 returns the ball to the 50.

Rulings: a) B’s ball, first-and-10 on A45, or fourth-and-15 on A25.

b) B’s ball, first-and-10 on B5. The post-possession foul is enforced from the end of the kick.

c) B’s ball, first-and-10 on B5, or Team B has the option to replay—fourth-and-10 on A30. This is a double foul with a change of possession. (14-3-2)

A.R. 5.13 SUBSTITUTES ENTER FIELD ON PUNT PLAY—AFTER POSSESSION

Fourth-and-10 on A30. A1’s punt is rolling at the B10. After B1 picks up the punt at the B10, substitutes from: a) Team A, b) Team B, or c) both teams, come on the field at the B35 thinking the play is over. B1 returns the ball to the 50.

Rulings: a) B’s ball, first-and-10 on A45. (14-1-12)

b) B’s ball, first-and-10 on B30. Enforcement is from the spot of the foul. (14-1-12)

c) B’s ball, first-and-10 on B35. Enforcement is a double foul after a change. (14-3-3)

A.R. 5.14 SUBSTITUTION—QUICK SNAP

First-and-10 on B45. A1 substitutes and quickly snaps the ball without huddling. Team B is caught with 12 men on the field, and illegal motion is called on A3. There are more than two minutes left in the half.

Ruling: A’s ball, first-and-10 on B45. Play is voided by rule. No foul for 12 men on the field or illegal motion. Warn the offense.

NOTE: The officials should prevent this from happening, by standing over the ball while Team B “matches up.” If the ball is snapped, though, only personal fouls or unsportsmanlike conduct fouls would be enforced.

A.R. 5.15 SUBSTITUTION—QUICK SNAP ON FIELD-GOAL ATTEMPT

Thirty-three seconds remain in the game. With the game clock running and both teams out of timeouts, Team A trails 17-16. Team A sends in its field goal kicker A2. Then with five seconds left, A2 goes back off the field, and A1 (who was not on the field for the previous play) rushes onto the field. Team A sets, and the ball is snapped to A1, who throws a touchdown pass to A3 as time runs out. Team B had 12 men on the field, as they tried to match up first to A's field goal team and then to A's offense as A1 entered.

Ruling: No score. Team B wins. This illegal substitution foul is penalized as unsportsmanlike conduct. (5-2-8-e). There is no extension for this 5 vs. 15 foul, with the major foul on the offense.

A.R. 5.16 PLAYER LEAVES FIELD AND RETURNS

Fourth-and-11 on A35. A4, who left the field after third down, realizes he should be in the game for the punt. He does not come inside the numbers before the snap. a) A4 is covered by the defense when he lines up on the line; or b) A4 is not covered by the defense at the snap. The punt goes out of bounds at the B10.

Rulings: a) B's ball, first-and-10 on B10. No foul, since A4 was not a substitute entering the game.

b) Fourth-and-26 on A20, or B's ball, first-and-10 on B25. Substitution to deceive. (12-3-1-k). The foul by the kicking team can be enforced from the previous spot or the dead-ball spot.

A.R. 5.17 SUBSTITUTION—12 MEN IN OFFENSIVE HUDDLE

Second-and-10 on B35. While Team A is in the huddle, A12 enters the huddle. The player for whom A12 was substituting is confused and doesn't realize that he is to leave the field, and therefore he remains in the huddle.

Ruling: Second-and-15 on B40. Illegal substitution. The Referee blows the whistle immediately.

A.R. 5.18 SUBSTITUTION—12 MEN IN OFFENSIVE HUDDLE ON KICKOFF

After a score, Team A lines up for a kickoff and huddles before the kickoff. There are 12 men in Team A's huddle. The twelfth man runs off the field a) before, or b) after the Back Judge starts the play clock. The ball is kicked from the A35, and B2 fields the ball and is tackled at the B5.

Rulings: a) B's ball, first-and-10 on B5. There is no foul for 12 men in the huddle.

b) Kickoff A30. Illegal substitution. The officials should kill the play before the kick.

NOTE: Every attempt should be made by officials to prevent this foul from happening.

A.R. 5.19 SUBSTITUTION—INELIGIBLE NUMBER

Fourth-and-goal on B2. Team A player number 99 enters the game and lines up at the tight end position. He does not report as an eligible player. A1 scores on the play.

Ruling: Fourth-and goal on B7. Numbers 90-99 are for ineligible players who must report if playing an eligible position. (5-3-1)

3) EQUIPMENT & UNIFORMS

A.R. 5.20 ILLEGAL EQUIPMENT

First-and-10 on 50. A1 starts to come into the game wearing illegal equipment when the Umpire sees him.

Ruling: A's ball, first-and-10 on 50. Umpire should not allow A1 into the game.

A.R. 5.21 ILLEGAL UNIFORM

Third-and-5 on 50. Quarterback A1 cannot spot an open receiver, scrambles, and runs to the B46. The Umpire reaches for the ball after the tackle and spots A1 wearing an illegally torn jersey.

Ruling: Fourth-and-1 on B46. Suspend A1 for one play, or Team A may take a charged timeout to correct the equipment.

A.R. 5.22 ALTERED JERSEY

Third-and-2 on B35. A1 runs to the B30 where he is downed. At the end of the down, the Umpire notes that A3's jersey is cut off and altered.

Ruling: A's ball, first-and-10 on B30. A3 must leave the game for one play and replace the jersey. The player can remain in the game by taking a timeout and replacing the jersey.

A.R. 5.23 ILLEGAL EQUIPMENT

Fourth-and-10 on B25. A field-goal attempt is good, and the Referee then discovers the kicker wearing an illegal kicking shoe.

Ruling: Kick is good. Kickoff A35. The kicker must replace the illegal shoe and is suspended for the succeeding play, unless a charged timeout is taken to replace the shoe.

A.R. 5.24 SLIPPERY SUBSTANCE ON JERSEY—HURRY-UP OFFENSE

With less than one minute remaining in the first half, after several prior checks, the Umpire possibly detects silicone on the jersey of A6. Team A is in a hurry-up offense.

Ruling: Umpire does not interrupt the hurry-up offense. At a normal game break or at halftime, he checks A6.

A.R. 5.25 JERSEY—SILICONE

Third-and-5 on A15. A2 runs to the A20 where he is tackled by the facemask and slammed to the ground by defensive lineman B1. At the end of the down, it is noticed that B1 has silicone on the front of his jersey.

Ruling: A's ball, first-and-10 on A35. B1 must be suspended for one down, and his jersey must be replaced. The team cannot allow the player to remain in the game by taking a charged timeout and replacing the jersey. Officials should confiscate the jersey.

A.R. 5.26 ILLEGAL UNIFORM

Third-and-6 on A21. A1 passes to the tight end who runs out of bounds at the A45. At the completion of the play, it is noticed that A2 has a towel that is approximately 20 inches long attached to the back of his belt. Written on the towel is "Superstar."

Ruling: A's ball, first-and-10 on A45. A2 must be suspended for at least one down and the towel removed. He can remain in the game by taking a charged timeout if the equipment is repaired.

RULE 6—FREE KICK

1) ONSIDE KICKS

A.R. 6.1 ONSIDE KICK—LEGAL RECOVERY AND ADVANCE

A1 tries an onside kick. The ball goes to the A43 where B1 touches the ball. B2 picks up the ball and runs to the A20, fumbles, and A1 recovers there and runs to the A24.

Ruling: A's ball, first-and-10 on A24. Legal recovery and advance.

A.R. 6.2 ONSIDE KICK—ILLEGAL TOUCH

On an onside kick from the A35, A1 illegally touches the ball at the A43. B1 picks up the ball, runs to the A20, fumbles, and A2 recovers there.

Ruling: B's ball, first-and-10 on A43. Team B has the option to take the ball at the spot of illegal touching by Team A, however, the five-yard penalty for illegal touching cannot be enforced from the illegal touch spot, unless that is also the dead-ball spot.

A.R. 6.3 ONSIDE KICK—ILLEGAL TOUCH—TEAM B RECOVERS

On an onside kick from the A35, A1 illegally touches the ball at the A44. The ball continues to roll to the A48 where a) B1 recovers and is tackled; or b) B1 touches the ball and it then rolls out of bounds there.

Rulings: a) and b): B's ball, first-and-10 on A43.

NOTE: Team B could also take the ball at the illegal touch spot (A44), but the five yard penalty for the illegal touch can only be enforced from the dead ball spot.

A.R. 6.4 ONSIDE KICK

On an onside kick from the A35: a) A2 illegally recovers the ball at the A42; b) the kick goes out of bounds untouched at the 50; or c) A2 illegally touches the kick at the A42, after which B1 picks up the kick at the A46 and returns it to the A21.

Rulings: a) B's ball, first-and-10 on A37. Illegal touch and recovery by Team A, so the penalty can be accessed from the dead-ball spot.
b) B's ball, first-and-10 on the 50.
c) B's ball, first-and-10 on A16. The five yard penalty for illegal touching can be enforced from the dead ball spot, provided Team B has possession at that spot.

A.R. 6.4.a ILLEGAL TOUCH BY A -- LEGAL RECOVERY BY A

On an onside kick attempt from the A35, A1 first touches the ball at the A44, and A2 then recovers the ball at the A46.

Ruling: B's ball, first-and-10 on A44. Since A's recovery at the A46 is a legal recovery, there is no option to enforce the 5 yard penalty from the dead ball spot. Team B's only options are for a rekick with a five yard penalty, or to take the ball at the illegal touch spot.

A.R. 6.5 ONSIDE KICK—KICKER CATCHES

Team A tries an onside kick which goes into the air and is caught by A2 at the A47: a) No Team B player was near the ball; or b) B2 could have caught ball.

Rulings: a) A's ball, first-and-10 on A47. Legal catch and recovery.

b) B's ball, first-and-10 on A32. Interference with the opportunity to catch a kick.

A.R. 6.6 ONSIDE KICK—INVALID FAIR-CATCH SIGNAL

On an onside kick from the A35, the ball is kicked down into the ground and bounces high into the air coming down at the A47 where B1 signals for a fair catch. A1 blocks him out of the way before the ball arrives, and A1 catches the ball there.

Ruling: A's ball, first-and-10 on A47. (B1's foul for invalid fair-catch signal after the ball hit the ground is declined.)

A.R. 6.7 ONSIDE KICK—FAIR-CATCH INTERFERENCE

On a surprise onside kick in the third quarter from the A35, Kicker A1 pops the ball into the air, not into the ground. B1 is in position to catch the kick at that A44, but A2 interferes with the ball (or B1), and touches the ball at the A44. The ball then goes out of bounds at the A46, last touched by A2.

Ruling: B's ball, first-and-10 on A29. Team B will decline the illegal touching foul and the kickoff out-of-bounds foul and accept the fair-catch interference foul.

A.R. 6.8 ONSIDE KICK—FORCE OUT

A1 attempts an onside kick from the A35. The ball bounces and goes into the air. As the ball is airborne near the sideline at the A46, A2 jumps up and controls the ball at the A46. Before A2 comes to the ground, he is pushed out of bounds where he completes the recovery. A2 would have landed inbounds.

Ruling: B's ball, first-and-10 on A46. Not a force out unless A2 is held up and carried out of bounds. (8-1-3-Item 6)

A.R. 6.09 ONSIDE KICK—ILLEGAL BLOCK BY TEAM A

On an onside kick from the A35, A1 blocks B1 above the waist at the A43 while the ball was at the A42. A2 falls on the ball at the A46.

Ruling: Rekick A25. Illegal block. Kickers may not block an opponent in the first 10 yards until either the kick has gone 10 yards or it has been touched by a Team B player.

A.R. 6.10 ONSIDE KICK—LEGAL BLOCK BY TEAM A

On an onside kick from the A35, A2 falls on the ball at the A47. While the ball was at the A44, A1 blocks B1 high at the A46.

Ruling: A's ball, first-and-10 on A47. Legal block and recovery.

A.R. 6.11 ONSIDE KICK—MULTIPLE FOULS BY TEAM A

On an onside kick from the A35, A1 blocks B1 high at the A44 while the ball is at the A42. The ball goes out of bounds untouched at the A48.

Ruling: B's ball, first-and-10 on A38. Team B also has the option of a rekick from the A25, but they would choose to enforce the penalty from the dead-ball spot.

A.R. 6.12 ONSIDE KICK—LEGAL BAT BY TEAM B

On an onside kick from the A35, the ball rolls toward the sideline at the A44 where B1 bats the ball backward toward the A46, and it goes out of bounds there.

Ruling: B's ball, first-and-10 on A46. No foul.

A.R. 6.13 ONSIDE KICK—FOUL BY TEAM A

On an onside kick from the A35, A3 is offside, and A4 then recovers the kick at the A47.

Ruling: Rekick from A30, after the five yard penalty.

A.R. 6.14 ONSIDE KICK—OUT OF BOUNDS

On an onside kick from the A35, the ball is touched by B2 at the A43 and muffed to the A44 where A2 then muffs it causing the ball to go out of bounds at the B48.

Ruling: B's ball, first-and-10 on B48. The only yardage penalty for a kickoff out of bounds is 25 yards from the spot of the kick.

A.R. 6.15 ONSIDE KICK—DOUBLE AND MULTIPLE FOULS

On an onside kick from the A35, the ball rolls to the A43 where A1 muffs it, and the ball then rolls out of bounds at the A44. After A1 muffed the ball and before it went out of bounds, B2 blocked A3 below the waist at the A42.

Ruling: Rekick A35.

A.R. 6.16 ONSIDE KICK—DOUBLE FOUL (5 VS. 15)

On an onside kick from the A35, A2 is offside. A1 recovers at the A47, and B1 tackles A1 by the facemask.

Ruling: Rekick 50. Double foul (5 vs. 15) applies, as there was no change of possession. Enforce B's foul from the previous spot and rekick. (14-3-1-Exc. 1)

A.R. 6.16.a ONSIDE KICK – DOUBLE FOUL (NOT 5 VS. 15)

On an onside kick from the A35, A1 is the first to touch the kick at the A42, and A2 then recovers the kick at the A46. During the kick, B1 blocks A3 below the waist at the A44.

Ruling: Rekick at the A35. This is not a 5 vs. 15, because the illegal touch spot is not a simple five.

A.R. 6.17 ONSIDE KICK—DOUBLE FOUL (NOT 5 VS. 15)

On an onside kick from the A35, the ball goes out of bounds at the A48. B1 clips while the ball is rolling toward the sideline.

Ruling: Rekick A35. Double foul, offset. This is not a 5 vs.15 enforcement, as the result of the play is a change of possession, and because a kickoff out of bounds is not a five yard penalty. (14-3-1)

A.R. 6.18 ONSIDE KICK—DOUBLE FOUL

On an onside kick from the A35, B3 is offside, and A4 then recovers the kick at the A44.

Ruling: Rekick A35. Double foul.

2) FREE KICK—BALL GOING OUT OF BOUNDS

A.R. 6.19 KICKOFF OUT OF BOUNDS—LAST TOUCHED BY TEAM B

On a kickoff from the A35, the ball rolls out of bounds on the B12 after first touching A1 and then B1.

Ruling: B's ball, first-and-10 on B12. Receivers last touched the ball, and A's touch was legal.

A.R. 6.20 KICKOFF OUT OF BOUNDS—LAST TOUCHED BY TEAM A

A1 free kicks from the A20 following a safety. The kick is muffed at the B40 by B1, is touched by A3, and it then rolls out of bounds at the B35.

Ruling: B's ball, first-and-10 on 50, which is 30 yards in advance of the spot of the kick.

A.R. 6.21 KICKOFF OUT OF BOUNDS

A kickoff from the A35 goes out of bounds, untouched, at the B42.

Ruling: B's ball, first-and-10 on B42. The foul for kickoff out of bounds is 25 yards from the spot of the kick, so it would be declined.

A.R. 6.22 KICKOFF OUT OF BOUNDS—DOUBLE FOUL

The kickoff from the A35 is muffed by B1 at the B6. A1 tries to recover but muffs the ball out of bounds at the B5. While the ball was loose, B2 blocked A2 low at the B15.

Ruling: Rekick A35. This is a double foul but not a 5 vs. 15.

A.R. 6.23 KICKOFF OUT OF BOUNDS

B1 commits a personal foul on a touchdown run by A1, and then during the subsequent Try, B2 also commits a personal foul. Team A elects to have both personal fouls enforced on the kickoff. On the ensuing kickoff from the B35, (30 yards of penalty), A attempts an inside kick, but the ball goes out of bounds, untouched, at the B16.

Ruling: B's ball, first-and-10 on B16. The penalty for a kickoff out of bounds is 25 yards from the spot of the kick, not a 25 yard penalty. Therefore, there is no option to go "half the distance to the goal" and give B the ball at the B17 ½ .

3) FREE KICK—BALL INTO RECEIVER'S END ZONE**A.R. 6.24 KICK INTO END ZONE -- FUMBLED**

On a kickoff from the A35, B1 catches the ball in the end zone and drops the ball after he starts to run. The ball rolls out to the B4 where B2 falls on the ball. There is a) 3:22, or b) 1:55 left in the fourth quarter.

Ruling:

- a) B's ball, first-and-10 on B4.
- b) B's ball, first-and-10 on B20. Inside two minutes, the ball returns to the spot of the fumble, which is a touchback.

A.R. 6.25 KICK INTO END ZONE—KICKER RECOVERS

On a kickoff from the A35, B1 muffs the ball at the B4. It rolls into the end zone where A2 falls on it.

Ruling: Touchdown Team A. Kickoff A35.

A.R. 6.26 KICK INTO END ZONE—REBOUNDS INTO FIELD OF PLAY

On a kickoff, the ball hits in the end zone untouched and rebounds to the B4 where A1 recovers and advances for a touchdown.

Ruling: A's ball, first-and-goal on B4. Kickers can recover but not advance.

A.R. 6.27 KICK INTO END ZONE—REBOUNDS OUT OF BOUNDS

On a kickoff, B1 muffs the ball at the 4-yard line, and the ball rolls into the end zone and rebounds out of bounds at the B2-yard line.

Ruling: B's ball, first-and-10 on B2.

A.R. 6.28 KICK INTO END ZONE—REBOUNDS OUT OF BOUNDS

On a kickoff, the untouched ball hits in the end zone. B1 then muffs the ball (in the end zone or the field of play) and it then rolls out of bounds at the B2-yard line.

Ruling: B's ball, first-and-10 on B2. There is no touchback option for a free kick hitting in the end zone, as there would be for a scrimmage kick, even if the ball was untouched by Team B,.

A.R. 6.29 KICK INTO END ZONE—TEAM B FOULS

During a kickoff from the A35, B2 clips on the B10. B1 touches the ball at the B2, and it then rolls over the end line.

Ruling: Rekick from 50, or B's ball, first-and-10 on B20.

A.R. 6.30 TEAM B BATS THE BALL IN ITS END ZONE

Kickoff from the A35. B1 tries to catch the kick in his end zone, but muffs it there. While the ball is still in the end zone, B1 bats it over the end line.

Ruling: B's ball, first-and-10 on B20 (decline foul), or rekick from A45. (11-6-1, 12-4-1-b)

A.R. 6.31 KICKOFF—PERSONAL FOUL PRIOR TO POSSESSION

On a kickoff from the A35, A2 grabs and pulls the facemask of B3 before Team B gains possession, and B1 then downs the ball in the end zone for a touchback.

Ruling: Rekick from A20, or B's ball, first-and-10 on B35.

A.R. 6.32 FOULS DURING FREE KICK

On A1's kickoff from the A35, B1 muffs the kick at the B10, and the ball rolls into the end zone. In the scramble for the loose ball, a) A2 holds B2; or b) B2 holds A2, to allow a teammate to recover the ball. The ball is ultimately recovered and downed by B3 in the end zone.

- Rulings:** a) Rekick A25, or B's ball, first-and-10 on B30. Fouls by the kicking team during the kick are enforced from the previous spot (rekick) or the dead-ball spot.
- b) Rekick A45, or B's ball, first-and-10 on B20. The only option for enforcing fouls by the receiving team during the kick, is the previous spot (rekick).

NOTE: Fouls by both teams during the kick are treated as offensive fouls.

4) MISCELLANEOUS FREE KICK PLAYS

A.R. 6.33 KICKOFF—LEGAL BAT BY TEAM A

On a kickoff, the untouched ball bounces at the B10 and is airborne out over the sideline. A2 jumps from the field of play and bats the ball backward into the field of play. A3 recovers the ball at the B15 and advances to the B1-yard line.

Ruling: A's ball, first-and-10 on B15. The ball is dead when A3 recovers.

A.R. 6.34 FAIR CATCH ON FREE KICK—EXTENSION OF PERIOD

On a kickoff from the A35, B1 signals for a fair catch at the B22. A1, not seeing the signal, tackles B1 just after he touches the ball. The ball rolls to the B20 where A2 recovers. Time for the half expired on the play.

Ruling: B's ball, first-and-10 on B37. Extend the period for a fair-catch kick or a snap from scrimmage.

A.R. 6.35 KICKOFF—DELAY OF GAME FOUL

The Back Judge hands the ball to the kicker for a kickoff at the A35 and winds the 25-second play clock. The kicker does not begin to move towards the ball before the play clock hits zero.

Ruling: Kickoff A30. Delay of kickoff.

Note: If the kicker has started toward the ball before the play clock hits 00:00, delay of game should not be called.

A.R. 6.36 TWELVE MEN ON THE FIELD AT THE TIME OF THE READY FOR PLAY

Team A lines up for a kickoff from the A35. The Back Judge starts the play clock, and the Referee blows the ball ready for play. Officials then discover that Team A or Team B has 12 men lined up for the kickoff, although the extra player runs off his side of the field just before the ball is kicked. The kick goes through the end zone.

Ruling: B's ball, first-and-10 on B20. No foul.

A.R. 6.37 KICKOFF—DOUBLE FOUL WITH A CHANGE

On an onside kick from the A35, A1 blocks B1 at the A43 while the ball is at the A44. B2 then recovers the ball at the A43 and returns it to the A20. During the return, B3 blocks A3 below the waist at the A30.

Ruling: B's ball, first-and-10 on A45, or Team B can choose to replay the down. (14-3-2)

A.R. 6.38 KICKER GOES OUT OF BOUNDS—LEGAL RECOVERY

With 1:30 remaining in the game, A1 punts a safety kick from the A20. B1 signals for a fair catch at the B40 and muffs the ball, which rolls to the B46. A2 steps on the sideline at the 50, returns inbounds with both feet, pushes B1 in the back, and recovers the ball at the B46.

Ruling: A's ball, first-and-10 on B46. A punt on a safety kick is a "free ball" after it goes 10 yards. A2's touching is legal, because the kicked ball has been touched by an opponent.

A.R. 6.39 KICKER GOES OUT OF BOUNDS—ILLEGAL RECOVERY

On an onside kick from the A35, A2 touches the ball at the A46, and A2 then recovers the ball at the A44. A2 had stepped on the sideline at the A40 and then re-established himself inbounds before touching the ball.

Ruling: Rekick A30. On free kicks, a member of the kicking team who has been out of bounds cannot touch the kick until the ball has been touched by a member of the receiving team.

A.R. 6.40 KICKING TEAM OFFSIDE ON KICKOFF

On a kickoff from the A35, A7 is offside. B1 catches the kick and returns it to the B30 where he is downed.

Ruling: Rekick A30, or B's ball, first-and-10 on B35.

A.R. 6.41 KICKING TEAM OFFSIDE ON KICKOFF—KICK OUT OF BOUNDS

On a kickoff from the A35, A5 is offside. The kick goes out of bounds, untouched, at the B32.

Ruling: Rekick A30, or B's ball, first-and-10 on B40.

NOTE: The five-yard penalty for the offside can not be added on from the B40. This is a multiple foul—kickoff out of bounds and kicking team offside. Only one can be enforced.

A.R. 6.42 KICKING TEAM OFFSIDE ON KICKOFF—KICK OUT OF BOUNDS

On a second-quarter kickoff from the A35, the untouched kick goes out of bounds at the B38. A2 was offside.

Ruling: B's ball, first-and-10 on B43. Multiple foul. The kickoff out of bounds foul is declined (B's ball 25 yards from the spot of the kick), and the offside penalty is enforced from the dead-ball spot.

A.R. 6.43 KICKING TEAM OFFSIDE ON KICKOFF—TOUCHBACK

On a kickoff from the A35, the ball is downed in B's end zone for a touchback. During the kickoff, A2 was offside.

Ruling: Rekick from the A30, or B's ball, first-and-10 on B25.

A.R. 6.44 KICKOFF—ILLEGAL FORMATION BY TEAM A

On a kickoff from the A35, Team A lines up with six players on one side of the ball, and four plus the kicker on the other side. As the kicker starts toward the ball, one of the players goes in motion behind the kicker, so that when the ball is kicked, Team A has seven players on one side of the ball. B1 catches the ball at the B15 and returns it to the B30.

Ruling: Rekick A30, or B's ball, first-and-10 on B35. Team B has the option to enforce Team A fouls that occur before Team B gets possession of the free kick, from either the previous spot or the dead-ball spot.

A.R. 6.45 KICKOFF—ILLEGAL FORMATION BY TEAM A

On A's kickoff from the A35, all members of Team A are within 5 yards of the A35 when the referee blows the ball ready for play, but after the ready, as the kicker is running forward to kick the ball, A3 loops behind kicker A1 to the A28, and he is at the A34 when the ball is kicked. The ball is kicked thru the end zone.

Ruling: Rekick A30, or B's ball, first-and-10 on B25.

A.R. 6.46 WEDGE ON KICKOFF

On A's kickoff from the A35, B1 and B2 drift back and come together 1 yard from each other at the B11 yard line and then start forward as a two-man wedge. B3 joins them on the same yard line and within a yard of B2 a) at the B12 yard line, or b) at the B16 yard line. B4 returns the ball to the B40 where he is tackled.

Rulings:

- a) B's ball, first-and-10 on B6. Spot foul.
- b) B's ball, first-and-10 on B40. No foul.

Note: It is a foul if 3 or more players intentionally come together to form a wedge and move up field in that formation. The point where an illegal wedge forms, is the deepest part of a return team's formation, as the blockers drift back toward the kick returner. If 3 or more players come together after they have moved up field by more than 2 or 3 yards, intent can not be determined, so there is no foul.

A.R. 6.47 WEDGE - KICKOFF

On a Kickoff from the A35, the ball is muffed by B1 at the B4 and rolls into the end zone where B2 recovers the ball and runs to the B17. During B2's run B4, B5 and B6 form a wedge at the B30, and the three of them block A5 high at the B33.

Ruling: B's ball, first-and-10 on B17. (This is not an illegal wedge, because it did not form downfield at the inception of the play).

RULE 7—BALL IN PLAY, DEAD BALL, SCRIMMAGE

1) ENCROACHMENT/OFFSIDE/ILLEGAL FORMATION

A.R. 7.1 DELAY BY THE DEFENSE—ABRUPT MOVEMENT

Third-and-10 on B30. While Team A is at the line of scrimmage, and A1 is calling signals, defensive tackle B1 a) abruptly moves in an effort to cause A2 to false start, or b) misjudges the snap signal and moves forward into the neutral zone, but backs out before the snap. There is no reaction by Team A players.

Rulings: a) Third-and-5 on B25. Blow whistle immediately, regardless of whether A2 or any offensive player reacts.
b) No foul.

A.R. 7.2 ENCROACHMENT

First-and-10 on 50. Tight end A2, in a three-point stance, lifts his hand and moves slowly to a wider position. As he resets, B2 comes across and contacts A2.

Ruling: A's ball, first-and-5 on B45. No foul by A2. (7-4-3)

A.R. 7.3 ENCROACHMENT

Fourth-and-5 on 50. Nose guard B1 is lined up legally on the defensive line of scrimmage. Center A1 moves the ball forward a couple of inches in a normal snapping motion and contacts B1's hand.

Ruling: A's ball, first-and-10 on B45. Team B is not allowed to interfere with the normal snapping motion of the ball by the center. If, in the opinion of the officials, this is not a normal snapping motion, the foul would be on the offense for an illegal snap. (7-4-3)

A.R. 7.4 NEUTRAL ZONE INFRACTION

Fourth-and-1 on B40. Defensive end B2 penetrates deep beyond the neutral zone and has an unabated path toward the quarterback, punter, or field-goal kicker.

Ruling: A's ball, first-and-10 on B35. Blow play dead immediately. Neutral Zone Infraction.

A.R. 7.5 DEFENSIVE ALIGNMENT OVER CENTER – PUNT OR FIELD GOAL

Fourth-and-10 on A20. Team A lines up in an apparent punting formation, with B1 on the line of scrimmage and directly over snapper A2. The ball is snapped to the punter A1. a) A1 muffs the snap, picks up the ball and runs to the A23 where he is downed; or b) A1 shanks the punt out of bounds at the 50.

Rulings: a) Fourth-and-5 on B25. Illegal formation. The foul happens at the snap, due to the scrimmage kick formation.
b) Fourth-and-5 on B25, or B's ball, first-and-10 on 50. Illegal formation.

A.R. 7.6 DEFENSIVE ALIGNMENT OVER CENTER—PUNT OR FIELD GOAL

Fourth-and 5 on B25. Team A lines up in a field-goal formation with B1 on the line of scrimmage and directly over snapper A2. Just before the ball is snapped, B1 moves back one-and-a-half yards off the line of scrimmage, although he is still directly over the center. The field-goal attempt from the B32 is missed.

Ruling: B's ball, first-and-10 on B32. There is no foul, as B1 was not within one yard of the line of scrimmage at the snap. (7-5-2)

A.R. 7.7 DEFENSIVE ALIGNMENT OVER CENTER—PUNT OR FIELD GOAL FORMATION

Fourth-and-5 on A25. Team A lines up in a punt formation, however personal protector A2 is, a) lined up behind the right guard, 2 yards behind the line of scrimmage, or b) initially sets 7 yards deep, steps 3 yards forward to call signals, and then returns to a position 7 yards deep before the ball is snapped. B1 is lined up on the line of scrimmage directly over center A3. The ball is snapped to punter A1 who shanks the punt out of bounds at the A45.

Ruling:

- a) B's ball, first-and-10 on A45. A2 was not in a normal scrimmage kick formation, thus making B1's position legal.
- b) B's ball, first-and-10 on A45. Motion by Team A removes the restriction on Team B relative to lining up over the center on the line of scrimmage.

2) NEUTRAL-ZONE INFRACTION

A.R. 7.8 NEUTRAL-ZONE INFRACTION

Second-and-4 on B40. As quarterback A1 is calling signals, right offensive guard A3 pulls back or moves forward in reaction to movement by B1 into the neutral zone. B1 was positioned a) two-and-a-half positions away from A3; or b) three positions away from A3.

Rulings: a) First-and-10 on B35. Blow dead. Neutral-zone infraction. (7-4-4-b)
b) Second-and-9 on B45. Blow dead. False start. B1 was not in close proximity to A3. (7-4-4-b)

A.R. 7.9 FALSE START—NOT NEUTRAL-ZONE INFRACTION

Third-and-8 on B24. Linebacker B6 fakes a charge but does not enter the neutral zone. Tackle A5 who is directly opposite immediately reacts and charges into B6.

Ruling: Third-and-13 on B29. Blow dead. False start. (7-4-2)

A.R. 7.10 FALSE START OR NEUTRAL-ZONE INFRACTION

Second-and-7 on A30. Defensive right end B1 jumps into the neutral zone outside the tight end, causing A3 to flinch. A3 is a) a wingback located directly opposite B1; b) a fullback; c) a slotback located seven yards outside B1 with no offensive player in between them; (d) a wide receiver located 15 yards outside B1 and outside slotback A2 with no one other than A2 located between them, or e) the quarterback (who takes a half-step back as a result of B1's action).

- Rulings:** a) Second-and-2 on A35. Neutral-zone infraction. (7-4-4-b)
 b) Second-and-12 on A25. False start. (7-4-2)
 c) Second-and-2 on A35. Neutral-zone infraction. (7-4-4-b)
 d) Second-and-2 on A35. Neutral-zone infraction. (7-4-4-b)
 e) Second-and-12 on A25. False start. (7-4-2). Although the QB is "protected", the action by B1 occurred more than 2 ½ positions outside the QB.

A.R. 7.11 FALSE START OR NEUTRAL-ZONE INFRACTION

Second-and-10 on A40. B1 jumps into the neutral zone causing wideout A3 to flinch. A3 is the widest receiver in a trips formation on the left side of the line, making him at least four players removed from B1. B1 enters the neutral zone a) between the offensive left guard and the center, or b) between the offensive right guard and center.

- Rulings:** a) Second-and-5 on A45. Neutral-zone infraction, because B1 entered the neutral zone between the wideout and the ball. (7-4-4-b)
 b) Second-and-15 on A35. False start. (7-4-2)

3) FALSE START—LEGAL AND ILLEGAL MOTION—ILLEGAL SHIFT**A.R. 7.12 ILLEGAL MOTION OR FALSE START**

Second-and-10 on B40. At any time in the game, as the ball is snapped, a) right tackle A2 is going from a two-point to a three-point stance; b) eligible receiver A3 is going from a two-point to a three-point stance; or c) deep back A4 is rolling forward as the ball is snapped. A1 is sacked at the B46.

- Rulings:** a) Second-and-15 on B45. False start. (Run 10, if the other criteria are satisfied)
 b) Third-and-16 on B46. Let the play go through. Illegal motion.
 c) Second-and-15 on B45. False start. (Run 10, if the other criteria are satisfied) (7-4-2)

A.R. 7.12.a ABRUPT MOVEMENT – FALSE START

Third-and-4 on A20. Shotgun QB A1 thrusts his hands forward in an exaggerated manner in an attempt to draw Team B offside. No one from Team B reacts. A1 then receives the snap and throws a pass to A8 who makes the catch at the A31 where he is pushed out of bounds.

Ruling: Third-and-9 on A15. Blow play dead immediately. False start, regardless of the lack of a reaction by Team B.

A.R. 7.12.6 ABRUPT MOVEMENT ON SHIFT – FALSE START

Third-and-3 on B5. Prior to the snap, left wing back A8 and left tight end A9 abruptly move from the left side of the formation to the right side. This action causes nose guard B3, who is aligned directly across from the Center, to move into the neutral zone. The ball is snapped with B3 in the neutral zone, and A1 immediately takes a knee.

Ruling: Third-and-8 on B10. False start.

A.R. 7.13 QUARTERBACK TAKES POSITION UNDER GUARD -- SNAP

Second-and-5 on A35. Quarterback A1 accidentally takes a position under his guard, and the center then snaps the ball. B2 recovers the ball on the A25 and is downed there.

Ruling: B's ball, first-and-10 on A25. Decline the foul for illegal formation.

A.R. 7.14 QUARTERBACK TAKES POSITION UNDER GUARD—CALLS SIGNALS

Second-and-4 on B36. Quarterback A1 extends his hands under the right guard and starts calling signals. Team B does not react. A1 then realizes his mistake and moves to the center, and ultimately throws an incomplete pass.

Ruling: Third-and-4 on B36. There is no foul on A1 while he is behind someone other than the center (regardless of any reaction by Team B), unless the ball is snapped while A1 is behind someone other than the center.

A.R. 7.15 BALL SNAPPED WHEN QUARTERBACK NOT BEHIND CENTER

Second-and-10 on B40. While quarterback A1 is behind the guard calling audibles, the ball is snapped and recovered by B2 who runs for a touchdown.

Ruling: Touchdown. Kickoff B35. Decline the foul for illegal formation.

A.R. 7.16 BALL SNAPPED WITH QUARTERBACK BEHIND CENTER

Second-and-10 on B40. While quarterback A1 is standing immediately behind the center, or has his hands under center, calling audibles, the ball is snapped and a) glances off A1's leg, or b) does not touch the quarterback, and rolls into the backfield where A2 recovers at the B45 and runs for a touchdown.

Rulings: a) and b): Touchdown Team A. Kickoff A35. If the ball is snapped when there is a player in position to receive the snap—either in a shotgun formation or under center—it is a backward pass, and the ball continues in play, regardless of the time remaining in the game. (8-7-1-Note)

A.R. 7.16.A SNAP WITH NO PLAYER IN POSITION TO RECEIVE HAND-TO-HAND SNAP

Second-and-10 on A20. QB A1 has moved from under center calling audibles, or he has moved to a backfield position. However, before A1 has reset for a full second, the ball is snapped. a) The ball is snapped to and caught by backfield player A2 who runs to the A30; b) The ball is snapped to backfield player A2, but he muffs it so the ball hits the ground and bounces back up into his hands, and he then runs to the A18; c) The ball is snapped over A2's head and is rolling on the ground where it is recovered by A3 at the A10; or d) the ball is snapped and rolling on the ground with no player in position to recover it, and B1 ultimately recovers it at the A10.

Rulings:

- a) Second-and-15 on A15. Illegal shift, because the T-QB failed to reset in the backfield for a full second;
- b) Third-and-12 on A18. Decline the foul for illegal shift.
- c) Third-and-20 on A10. Decline the foul for illegal shift.
- d) B's ball, first-and-goal on A10. Decline the foul for illegal shift.

A.R. 7.17 BALL SNAPPED THROUGH QUARTERBACK'S LEGS

Third-and-10 on B40. Quarterback A1 lines up under center with his hands in position to receive a hand-to-hand snap, when the center snaps the ball through A1's legs to tailback A2. A2 runs with the ball to the B25.

Ruling: First-and-10 on B25. Legal play. If the quarterback is behind the center, the ball need not be snapped to him. (8-7-1-Note)

A.R. 7.18 T-FORMATION QUARTERBACK GOES IN MOTION

Third-and-10 on A30. T-formation quarterback A1 is up at the line calling signals with his hands under center. Before the ball is snapped, he walks away from under center calling to the bench as though he has the wrong personnel in the game. When he is several yards away from the center, and clearly more than a yard behind the line of scrimmage, the ball is snapped to tailback A2 who runs for a touchdown. When the ball is snapped, A1 a) is still moving or has just stopped, or b) has come to a complete stop for a full second before the ball is snapped.

Rulings: a) Third-and-15 on A25. Illegal shift, because the T-QB has failed to reset in the backfield for a full second.

b) Touchdown Team A. Kickoff A35. If the quarterback sets for a full second, he has legally changed to a backfield position, and the snap is legal.

A.R. 7.19 ILLEGAL MOTION

Fourth-and-1 on A40. Team A legally sets in punt formation. Back A2 then moves in behind the center, and without stopping, receives the snap and runs to the A42.

Ruling: Fourth-and-6 on A35. Illegal motion. (7-4-7)

A.R. 7.20 PLAYER IN MOTION – TEAMMATE GIVES ARM SIGNALS

Third-and-2 on A23. Prior to the ball being snapped, back A2 legally goes in motion. Back A4, who is lined up as the deep back, gives signals by moving his arms while A2 is in motion. A3 runs to the A31.

Ruling: A's ball, first-and-10 on A31. Action of A4 is legal.

A.R. 7.21 ILLEGAL SHIFT

First-and-10 on B30. Team A breaks the huddle. A2 is the wideout but goes to the wrong side of the formation, and before he sets, Quarterback A1 tells him to go to the other side of the formation. All other Team A players had been set for one second. Before A2 ever sets, the ball is snapped while A2 is moving two yards outside of the tackle. The pass is complete to A2 at the B5.

Ruling: A's ball, first-and-15 on B35. Illegal shift. All Team A players must come to a complete stop simultaneously for one second after a shift or huddle. (7-4-8)

A.R. 7.22 FORMATION—LEGAL BEFORE AND AFTER SHIFT

Third-and-10 on B40. As Team A comes to the line, split end A2 is clearly two yards off the line of scrimmage, leaving ineligible A4 as the end man on the line of scrimmage. As quarterback A1 calls signals, a) Team A executes a designed shift, moving A2 up to the line "covering" ineligible A4, and tailback A3 moves into the slot, two yards off the line of scrimmage; or b) before the ball is snapped, A2 realizes that he is lined up in the wrong place, so he moves up to the line, "covering" ineligible A4. After a full second, the ball is snapped, and A1 scrambles to the B20.

Rulings: a) Third-and-15 on B45. Illegal formation. The offense must present a legal formation both before and after a shift.

b) A's ball, first-and-10 on B20. When the offense has clearly just mistakenly lined up in the wrong place, and it is corrected before the snap, there is no foul. (7-4-8)

A.R. 7.23 POSITIONS—SWINGING GATE

Fourth-and-3 on B20. On a field-goal attempt, center A5 lines up on the end of the line in the middle of the field. Holder A2 and kicker A1 line up directly behind A5. The rest of the team is lined up at the inbounds line 15 yards away from center A5. The ball is snapped by A5 to up-back A4, who is lined up behind the rest of the line at the inbounds spot. A5 did not snap the ball through his legs. A4 runs to the B5 where he is tackled. Center A5: a) reported as eligible prior to the snap, or b) A5 did not report as eligible prior to the snap.

Rulings: a) A's ball, first-and-goal on B5. Legal formation. The snap does not have to go through the snapper's legs.

b) Fourth-and-8 on B25. Illegal formation. (7-5-1)

4) POSITION CHANGE

A.R. 7.24 POSITION CHANGE—UNREPORTED ILLEGAL NUMBER

Second-and-15 on B45. A1 completes a pass to A2 who runs to the B30. The Referee notices end A2 wearing an ineligible number, and he did not report prior to the snap.

Ruling: Second-and-20 on 50.

A.R. 7.25 POSITION CHANGE—LEGAL RETURN

Third-and-5 on B7. At the start of the second period, tackle A3, who had reported that he was playing end on the last play of the first period, left the field at the end of the first period, returned for the second period, and lined up in a tackle position without reporting. Runner A2 goes to the B1.

Ruling: A's ball, first-and-goal on B1. Legal return as the quarter ended. (7-3-2-b)

A.R. 7.26 POSITION CHANGE—ILLEGAL SUBSTITUTION

Third-and-2 on A30. A3, wearing the number of an ineligible receiver, reports as an eligible player and lines up at tight end. A3 catches a pass to the A35. On the next down, A3 reports to the Referee and returns to his original ineligible position at tackle. A1 runs for a touchdown.

Ruling: A's ball, first-and-15 on A30. A3 must go out for one play. When A3 reports the second time, the Referee should advise A3 his action is illegal. (5-3-2-i)

5) DOWN BY CONTACT/NOT DOWN BY CONTACT

A.R. 7.27 DOWN BY CONTACT

Third-and-6 on B30. Runner A1 goes around end and is knocked off balance by B1 at the B28. A1 staggers and falls to a knee at the B26, fumbles, and A3 recovers at the B20.

Ruling: Fourth-and-2 on B26. Down by contact. (7-2-1-a)

A.R. 7.28 DOWN BY CONTACT

First-and-10 on A40. A2 and B3 both jump up at the B30 in a legal attempt to catch a pass. As the players collide in midair, A2 controls the ball and immediately falls down at the B30. He gets up and runs to the B20.

Ruling: A's ball, first-and-10 on B30. Down by contact. (7-2-1-a)

A.R. 7.29 DOWN BY CONTACT OR NOT

First-and-10 on A25. A2 dives for and catches a pass at the A30, jumps to his feet, and runs to the 50 where he runs out of bounds. While A2 is still on the ground at the A30, B1 reaches and touches a) A2's hair or jersey, or b) A2's towel that is hanging from his belt, but he touches no other part of A2's body.

Rulings: a) Second-and-5 on A30. Down by contact.

b) First-and-10 on 50. Not down by contact.

A.R. 7.30 DOWN BY CONTACT—OPPONENT TAKING BALL

First-and-10 on A40. A2 and B3 collide in air at the B30 as both legally go for a pass. They fall to the ground without the ball, and then A2 catches the ball while lying on the ground. After a momentary pause, B3 reaches over and takes the ball from A2.

Ruling: A's ball, first-and-10 on B30. An opponent cannot take the ball away from a player in possession while he is down on the ground. (7-2-1-f)

A.R. 7.31 NOT DOWN BY CONTACT—LEGAL ADVANCE

First-and-10 on A30. A2 and B3 both jump up at the B35 and collide in midair while legally going for a pass. They fall separately after the collision, and A2 then catches the pass and falls down to the ground. He gets up and runs to the B15.

Ruling: A's ball, first-and-10 on B15. Legal advance. (7-2-1-a)

A.R. 7.32 NOT DOWN BY CONTACT—LEGAL ADVANCE

First-and-10 on A40. A2 and B3 collide in midair at the B30 while legally going for a pass. They fall to the ground without the ball, and the ball is lying on B3's back (ball has not touched the ground). A2 reaches over and takes the ball off B3's back and runs to the B20.

Ruling: A's ball, first-and-10 on B20. Legal advance. (7-2-1)

A.R. 7.33 NOT DOWN BY CONTACT—LEGAL ADVANCE

First-and-10 on B30. On a backward pass, A1 catches the ball and is knocked off balance by B2 on the B36. A1 regains his balance, runs to the B32, stumbles to one knee, and then falls to the ground on the B28. A1 then gets up and scores.

Ruling: Touchdown Team A. Kickoff A35. (7-2-1-a)

A.R. 7.34 NOT DOWN BY CONTACT—NEW SERIES TO TEAM A

Third-and-5 on A30. Runner A1 goes to the A34 where B1 takes the ball from him, takes two steps, is tackled, fumbles, and A1 recovers on the A35.

Ruling: A's ball, first-and-10 on A35. (7-3-1-c) Clock will start on the snap.

A.R. 7.35 NOT DOWN BY CONTACT—FUMBLE

Third-and-10 on B40. A1 runs to the B25 where he slips and falls to the ground. The ball slides out of A1's hand and rests on his arm while A1 is on the ground. B1 reaches in, picks up the ball, and runs to the 50-yard line where he is tackled.

Ruling: B's ball, first-and-10 on 50. Runner A1 is not down by contact. B1 did not take the ball from the hands of a downed runner. Team B may advance with the fumble. (7-2-1-f)

A.R. 7.36 NOT DOWN BY CONTACT—LEGAL ADVANCE

Second-and-3 on A45. A2 takes a handoff and runs to the 50 where he slips and falls to the ground. Immediately after falling to the ground, A4 takes the ball from A2 and runs for a touchdown.

Ruling: Touchdown Team A. Kickoff A35. (7-2-1-f)

NOTE: The restrictions stated in 7-2-1-f (taking the ball from a player) do not apply to a teammate.

6) INADVERTENT WHISTLE

A.R. 7.37 INADVERTENT WHISTLE—FOUL

Second-and-15 on A30. Prior to a legal pass, B1 holds end A2 on the A40. The pass goes off A3's hands. The Back Judge then inadvertently blows his whistle. B2 intercepts and scores.

Ruling: A's ball, first-and-10 on A35. The game clock starts on the snap, and the play clock is set to 25 seconds. (7-2-1-n)

A.R. 7.38 INADVERTENT WHISTLE—FUMBLE OWN END ZONE

Second-and-16 on A6. A1's fumble at the A5 rolls into the end zone. The Referee inadvertently blows his whistle as the ball is loose in the end zone. A2 recovers in the end zone.

Ruling: Second-and-16 on A6. Replay the down. The game clock starts on the snap, and the play clock is set to 25 seconds. (7-2-1-n)

A.R. 7.39 INADVERTENT WHISTLE—FUMBLE OPPONENT'S END ZONE

First-and-goal on B5. A1's fumble at the B7 rolls into the end zone where A2 recovers. When the ball was loose in the end zone, the Back Judge inadvertently blew his whistle.

Ruling: First-and-goal on B5. Replay the down. The game clock starts on the snap, and the play clock is set to 25 seconds. (7-2-1-n)

A.R. 7.40 INADVERTENT WHISTLE—FUMBLE OPPONENT'S END ZONE

First-and-goal on B5. Coming out of the two-minute warning of the first half, A1 runs to the B2 and fumbles the ball into the end zone. As the ball is rolling loose in the end zone, the Back Judge inadvertently blows his whistle. A2 recovers the ball in the end zone.

Ruling: First-and-goal on B5, or second-and-goal on B2 (A's option). The game clock starts on the snap, and the play clock is set to 25 seconds. (7-2-1-n)

A.R. 7.41 INADVERTENT WHISTLE—KICK IN THE AIR

Fourth-and-10 on A30. A1 punts the ball from the A15 and while the kick is in the air at the 50, the Line Judge inadvertently blows his whistle. B3 catches the punt and returns it to the A40.

Ruling: Fourth-and-10 on A30. Replay the down. The game clock starts on the snap, and the play clock is set to 25 seconds. (7-2-1-n)

A.R. 7.42 INADVERTENT WHISTLE—AFTER CHANGE OF POSSESSION

Fourth-and-10 on A30. A1's punt is caught by B1 at the B40 and returned to the B45 where he fumbles the ball to the 50 where A2 recovers. The Back Judge inadvertently blows his whistle during the fumble when the ball is at the B47.

Ruling: B's ball, first-and-10 on B45. The game clock starts on the snap, and the play clock is set to 25 seconds. (7-2-1-n)

7) FUMBLE—OUT OF BOUNDS/OUT OF END ZONE/INSIDE TWO MINUTES

A.R. 7.43 FUMBLE OUT OF BOUNDS—TOUCHBACK

First-and-goal on B7. B2 intercepts a pass in the end zone, is tackled, fumbles, and the ball goes out of bounds on the B3.

Ruling: B's ball, first-and-10 on B20. Touchback. (8-7-3-Item 3-c)

A.R. 7.44 FUMBLE OUT OF BOUNDS—TOUCHBACK

Fourth-and-8 on B49. B3 catches a punt in the end zone. He attempts to run in the end zone, fumbles, and the ball goes out of bounds over the end line.

Ruling: B's ball, first-and-10 on B20. Touchback. (8-7-3-Item 4-b)

A.R. 7.45 FUMBLE OUT OF BOUNDS—FORWARD

Second-and-5 on B30. A3 takes a handoff and runs to the B26 and fumbles. The ball touches the Line Judge who is standing on the sideline at the B25. The ball then rolls to the B22 where B2 falls on the ball.

Ruling: Third-and-1 on B26. Fumble forward out of bounds. Return the ball to the spot of the fumble, and wind the clock on the ready-for-play signal. (8-7-3-Item 3-b)

A.R. 7.46 FUMBLE THROUGH END ZONE—TOUCHBACK

Fourth-and-5 on B12. A1 runs to the B9 where he is tackled and fumbles the ball forward out of bounds in the end zone.

Ruling: B's ball, first-and-10 on B20. Touchback. (8-7-3-Item 3-a)

A.R. 7.47 FUMBLE INSIDE TWO MINUTES

Second-and-goal on B6. Thirty seconds remain in the game. A2 takes a handoff behind the line and runs to the left. A2 is tackled at the B4 and fumbles with the ball going into the end zone. A3 recovers the ball in the end zone.

Ruling: Third-and-goal on B4. The clock will stop upon the recovery, but it restarts on the Referee's ready-for-play signal at the B4. (8-7-6-c)

A.R. 7.48 FUMBLE BACKWARD AND OUT OF BOUNDS — INSIDE TWO MINUTES

Third-and-3 on B33. Thirty seconds remain in the game. A2 runs toward the sideline where he fumbles at the B29. The ball goes out of bounds at the B31.

Ruling: Fourth-and-1 on B31. The clock starts on the ready for play.

8) MISCELLANEOUS SCRIMMAGE PLAYS

A.R. 7.49 SAFETY—ENTIRE BALL NOT OUT OF END ZONE

First-and-10 on A5. A1 circles back in the end zone to avoid tacklers. A1 is contacted by B1 in the end zone and fumbles the ball. While the ball is loose, A3 clips in the end zone, and A4 recovers the ball on the goal line. The back of the ball is still in A's end zone.

Ruling: Safety. Safety kick A10. (14-1-14)

A.R. 7.50 LOCKED LEGS—LEGAL

Third-and-5 on B30. Guard A1 locks his leg with tackle A2. A legal forward pass is completed to A3 who is downed on the B6. Prior to the pass, B1 held A3 on the B15.

Ruling: A's ball, first-and-goal on B6. Decline holding penalty. (14-6, 7-5-1-Note)

A.R. 7.51 HOLDER—EXTENDED HANDS

Fourth-and-5 on B14. Holder A1 is kneeling as the apparent holder for a field-goal attempt. He extends his hands, but the snap goes to kicker A2 who throws a forward pass to end A3 who catches it in the end zone.

Ruling: Touchdown Team A. Kickoff A35. (7-6-4)

A.R. 7.52 FOUL BY DEFENSE—TRY

On a Try, the ball is originally spotted on the right hashmark as Team A is going for two points. A1 hands off to A2 who goes wide left around the left hashmark and is tackled on the B1 by the facemask.

Ruling: Retry B½-yard line on the left hashmark.

RULE 8—FORWARD PASS, BACKWARD PASS, FUMBLE

SECTION 1—FORWARD PASS

(A) CATCH/NO CATCH

A.R. 8.1 COMPLETED CATCH

First-and-10 on A20. A2 leaps to catch a forward pass at the A31, touches his right foot there, and drags his left toe at the A30. A2 is contacted by B1 at the A31 and falls out of bounds and does not lose the ball on contact with the ground.

Ruling: A's ball, first-and-10 at A31. Completed catch.

A.R. 8.2 COMPLETED CATCH

Second-and-10 on A30. A2 catches a pass in stride near the sideline at the A45. His first two steps are inbounds, but his third step is out of bounds, and as his third step comes down, he drops the ball.

Ruling: First-and-10 on A45. The pass is complete, so the receiver fumbled the ball out of bounds after he had completed the pass.

A.R. 8.3 COMPLETED CATCH—NOT OUT OF BOUNDS

First-and-10 on A20. Airborne A2 controls a pass and his right foot touches the ground inbounds, then his left foot steps on B2 at the A40, who is on the ground contacting the sideline. A2 then continues for a touchdown.

Ruling: Touchdown Team A. Kickoff A35. (3-21-1)

A.R. 8.4 COMPLETED CATCH—NOT DOWN BY CONTACT

First-and-10 on B20. A2 jumps and controls a forward pass in the air in the end zone. Before he touches the ground with both feet, B3 pushes A2 in the back causing A2 to lose the ball. A2 regains control of the ball in the air at the B1, falls down at the B2, gets up, and scores.

Ruling: Touchdown. The catch is considered to be at the last spot A2 controls the ball before he falls to the ground. Not down by contact, as B3 does not contact A2 after he regains control of the pass. (7-2-1-a)

A.R. 8.5 COMPLETED CATCH—CONTACT IN AIR

Second-and-10 on A15. A1 throws a long pass to the B45 where B2 and A2 go up together trying to catch the pass. a) A2 and B2 collide in the air with both of them touching the ball, but only after they separate in the air does A2 get possession of the ball; b) A2 catches the ball in the air, but before he comes down to the ground, contact by B2 jars the ball loose from A2's hands, although after separating from contact with B2, A2 regains control of the ball either before or after hitting the ground; or c) after A2 gains control of the ball in the air, he is contacted in the air by B2. In all situations listed, A2 falls to the ground at the B45 after losing contact with B2, and then gets up (untouched) and runs for a touchdown.

Rulings: a) Touchdown Team A. Kickoff A35.

b) Touchdown Team A. Kickoff A35.

c) First-and-10 on B45. (7-2-1-a)

A.R. 8.6 COMPLETED CATCH

First-and-10 on A20. A1 throws a high pass to end A2, who jumps and controls the ball in the air at the A32. B3 contacts A2 from behind and knocks him back to the A30 where he lands on his feet without anyone in contact with him. A2 scrambles and: a) runs to the A36 where he is downed, or b) runs to the A28 where he is downed.

Rulings: a) A's ball, first-and-10 on A36. If A2 breaks away, he is allowed to advance.

b) A's ball, second-and-2 on A28. If A2 breaks away, he is allowed to advance or lose yardage. (7-2-1-a)

A.R. 8.7 CHUCKED OUT OF BOUNDS—COMPLETE PASS

First-and-10 on 50. Wide receiver A2 is illegally chucked out of bounds at the B40. A2 remains out of bounds and runs down the sideline until the end zone. He then reestablishes in the end zone and catches a touchdown pass.

Ruling: Touchdown Team A. Decline illegal contact and take the play. The Rule Book does not specify that eligible players must return immediately to the field of play, only on kicking plays.

A.R. 8.8 GOING TO THE GROUND—COMPLETE OR INCOMPLETE PASS

Second-and-5 on A35. A1 throws a forward pass to A2 at the A40. A2 dives for the ball and controls the ball in the air. The first thing to hit the ground is the point of the ball. a) A2 briefly loses control of the ball when it hits the ground; or b) A2 never loses control of the ball.

Rulings: a) Third-and-5 on A35. Incomplete pass.

b) First-and-10 on A40.

A.R. 8.9 GOING TO THE GROUND—INCOMPLETE PASS

First-and-10-on A30. A1 throws a pass to A2 who dives and controls the ball while airborne at the A38, but the ball comes out as he hits the ground.

Ruling: Second-and-10 on A30. The pass is incomplete, as the receiver went to the ground in the process of making the catch and did not maintain possession of the ball throughout the process of contacting the ground.

A.R. 8.10 GOING TO THE GROUND—INCOMPLETE PASS

First-and-10-on B25. A1 throws a pass to A2 who controls the ball and gets one foot down before he is contacted by B1. The contact by B1 sends him across the goal line and to the ground in the end zone. The ball comes out as he hits the ground.

Ruling: Second-and-10 on B25. The pass is incomplete, as the receiver went to the ground in the process of making the catch and did not maintain possession of the ball throughout the process of contacting the ground.

A.R. 8.11 GOING TO THE GROUND—COMPLETE PASS

First-and-10-on A30. A1 throws a pass to A2 at the A45 who controls the ball and gets one foot down before he is contacted by B1. The contact by B1 causes A2 to go to the ground where he maintains control of the ball.

Ruling: First-and-10 on A45. The pass is complete, as the receiver went to the ground in the process of making the catch and maintained possession of the ball throughout the process of contacting the ground.

A.R. 8.12 GOING TO THE GROUND—COMPLETE PASS

First-and-10-on B25. A1 throws a pass to A2 who controls the ball and gets one foot down before he is contacted by B1. He goes to the ground as a result of the contact, gets his second foot down, and with the ball in his right arm, he braces himself at the three-yard line with his left hand and simultaneously lunges forward toward the goal line. When he lands in the end zone, the ball comes out.

Ruling: Touchdown Team A. Kickoff A35. The pass is complete. When the receiver hits the ground in the end zone, it is the result of lunging forward after bracing himself at the three-yard line and is not part of the process of the catch. Since the ball crossed the goal line, it is a touchdown. If the ball is short of the goal line, it is a catch, and A2 is down by contact.

A.R. 8.13 GOING TO THE GROUND—COMPLETE PASS

First-and-10-on B25. A1 throws a pass to A2 who is contacted by a defender before he completes the catch at the three-yard line. Despite B2's contact, A2 keeps his balance, gets both feet down, and lunges over the goal line. The ball comes out as he hits the ground.

Ruling: Touchdown Team A. Kickoff A35. The receiver went to the ground as the result of lunging for the goal line, not in the process of making the catch.

A.R. 8.14 INCOMPLETE PASS

Second-and-5 on A40. A pass is thrown to the sideline where A2 controls the ball with one foot inbounds and hops on the same foot inbounds prior to landing out of bounds.

Ruling: Third-and-5 on A40. Both feet did not touch inbounds.

A.R. 8.15 INCOMPLETE PASS—SECOND STEP ON PLAYER

First-and-10 on B25. A2 jumps up to catch a pass at the B10 and comes down near the sideline. A2's left foot lands on the ground, and his right foot comes down on B2 who is laying on the ground. A2's next step is out of bounds.

Ruling: Second-and-10 on B25. Incomplete pass.

A.R. 8.16 INCOMPLETE PASS—ROLLS OVER ON PLAYER

First-and-10 on B25. A2 jumps up to catch a pass in the back of the end zone. He controls the ball in the air and comes down with only one foot on the ground in the end zone as B2 tackles him. A2 lands on top of B2 in the end zone, and in the process of being tackled, A2 rolls over on top of B2 and his arm then touches the end line.

Ruling: Second-and-10 on B25. Incomplete pass.

A.R. 8.17 INCOMPLETE PASS—PLAYER JUMPS FROM OUT OF BOUNDS

Second-and-10 on A40. In an effort to intercept a pass at the B45, B2, who is standing with one foot on the sideline and the other inbounds, jumps up in the air and tips the ball up. B2 then comes down to the ground with both feet inbounds and jumps up again and controls the ball. B2 again comes down with both feet inbounds and then carries the ball out of bounds at the B45.

Ruling: Third-and-10 on A40. Incomplete pass, as B2 is considered out of bounds when he touches the ball the first time.

A.R. 8.17.a INCOMPLETE PASS – BALL OUT OF BOUNDS

First-and-10 on B47. A4 controls a pass near the sideline at the B23 while airborne. Defender B3 jumps from out of bounds and touches the ball in A4's hands before A4 gets his second foot to the ground. After A4 comes to the ground, he runs for a touchdown. a) the ball was still loose when B3 touched it, or b) the ball was held securely in A4's hands throughout.

Rulings: a) and b): Second-and-10 on B47. Incomplete pass, because the ball touched something that was out of bounds before the pass was complete.

Note: Same result if this occurs in the end zone.

A.R. 8.17.b INCOMPLETE PASS – BALL OUT OF BOUNDS

Second-and-10 on B12. A4 controls a pass near the sideline at the B2-yard line with his left foot on the ground in bounds. As he is striding to take his second step, he reaches the ball out in his right hand and it hits the pylon. His right foot then hits the ground in bounds, and then the rest of his body lands in bounds in the end zone, where he maintains control of the ball.

Ruling: Third-and-10 on B12. Incomplete pass, because the ball touched out of bounds (the pylon) before the pass was complete.

A.R. 8.18 COMPLETED PASS—FOOT TOUCHES PYLON

Second-and-10 on B30. A1 throws a forward pass high to A2 near the sideline. A2 controls the ball in the air and gets one foot down inbounds. His second foot touches the pylon and then touches down in the end zone.

Ruling: Touchdown. (3-21-1-b)

A.R. 8.19 INCOMPLETE PASS—QUARTERBACK'S HAND MOVING FORWARD

Third-and-9 at the B39. Quarterback A1 sets up to pass at the B46. His hand moves forward and then he is hit by B1. This causes A1's body to turn, and the pass goes backward and hits the ground at the B48.

Ruling: Fourth-and-9 on B39. Incomplete pass. (If a Team B player contacts the passer or ball after forward movement begins and the ball leaves the passer's hand, a forward pass is ruled regardless of where the ball strikes the ground or a player.) (3-22-2) Note 1

A.R. 8.20 QUARTERBACK "TUCK"

Second-and-10 on A30. After quarterback A1's hand has started forward in a passing motion, he changes his mind and does not pass the ball. In the process of tucking the ball back to his body, the ball is knocked loose by B1 and recovered by B2 at the A25 where he is touched down. The ball came loose when it: a) was half way back to his body; b) was touching his non-passing hand but not yet secured against his body or in both hands; c) had just touched the quarterback's body; or d) was secured against A1's body.

Rulings: a) Third-and-10 on A30. Incomplete pass.
b) Third-and-10 on A30. Incomplete pass.
c) Third-and-10 on A30. Incomplete pass.
d) B's ball, first-and-10 on A25. This is a fumble, because A1 gets the ball all the way back to his body. (3-22-2-Note 2)

A.R. 8.21 QUARTERBACK "TUCK" OR "RE-COCK"

Second-and-10 on A30. After quarterback A1's hand has started forward in a passing motion, he changes his mind and does not pass the ball. The ball is knocked out of A1's hand by B1 and recovered by B2 at the A25 where he is touched down. B1 knocked the ball loose from A1's hand, while a) A1 continues the motion of the ball downward toward the ground and/or his body; or b) after A1 has begun to "re-cock" the ball (the ball has changed its forward motion and is being pulled back by A1).

Rulings: a) Third-and-10 on A30. Incomplete pass.
b) B's ball, first-and-10 on A25. This is a fumble, because A1 is no longer "tucking" the ball. (3-22-2-Note 3)

A.R. 8.22 INCOMPLETE PASS—NO FORCE OUT

Second-and-10 on B45. A1 throws a pass to A2 near the sideline. A2 goes high to catch the pass, secures possession while in the air, but is then pushed by B1 causing one of A2's feet to come down on the sideline. B1 does not play the ball but instead pushes A2 with both hands on his waist. Had he not been pushed, A2 would have come down inbounds with both feet at the B30.

Ruling: Third-and-10 on B45. Incomplete pass.

A.R. 8.23 COMPLETE PASS—CARRY OUT

Second-and-10 on B45. A1 throws a pass to A2 near the sideline. A2 goes high to catch the pass, secures possession while in the air, and would have come down with both feet inbounds at the B30; however, B1 wraps him up while he is still in the air and carries A2 toward the sideline where he finally comes down out of bounds a) at the B28, or b) at the B32.

Rulings: a) First-and-10 on B28.
b) First-and-10 on B30. Carry out and forward progress.

A.R. 8.24 FUMBLE OUT OF BOUNDS—NO CARRY OUT

First-and-10 on A25. A1 runs to the A30 where he fumbles the ball near the sideline. B1 secures control of the ball, but before his second foot touches the ground, A2 pushes him out of bounds at the A31. B1 never bobbles or loses control of the ball.

Ruling: Second-and-5 on A30. Fumble forward out of bounds.

A.R. 8.25 NOT A SIMULTANEOUS CATCH

First-and-10 on A20. A2 and B3 simultaneously control a pass in the air at the A40. As they land, both players land on their feet and wrestle for the ball on their feet. Eventually, B3 takes the ball away from A2 and is tackled at the A38.

Ruling: B's ball, first-and-10 on A38. Until one of the players in simultaneous possession of the ball goes to the ground or out of bounds, the ball remains alive.

A.R. 8.26 SIMULTANEOUS CATCH

First-and-10 on A20. A2 and B3 simultaneously control a pass in the air at the A40. As they land, one or both players fall down to the ground.

Ruling: A's ball, first-and-10 on A40. The ball is dead.

A.R. 8.27 NOT A SIMULTANEOUS CATCH

First-and-10 on A20. A2 and B3 simultaneously control a pass in the air at the A40. As they land, one or both players land with one foot out of bounds.

Ruling: Second-and-10 on A20. Incomplete pass.

A.R. 8.28 NOT A SIMULTANEOUS CATCH

First-and-10 on A20. A2 controls a pass in the air at the A40. B3 then also gets control of the ball before they land. As they land, A2 and B3 fall down to the ground.

Ruling: A's ball, first-and-10 on A40. Not a simultaneous catch as A2 gains control first and retains control.

A.R. 8.29 NOT A SIMULTANEOUS CATCH

First-and-10 on A20. B3 controls a pass in the air at the A40 before A2, who then also controls the ball before they land. As they land, A2 and B3 fall down to the ground.

Ruling: B's ball, first-and-10 on A40. Not a simultaneous catch as B3 gains control first and retains control.

(B) ILLEGAL PASSES**A.R. 8.30 PASS BEYOND LINE OF SCRIMMAGE**

First-and-10 on A30. Quarterback A1 scrambles to the A32 and throws a forward pass to end A2, who is tackled and downed on the 50.

Ruling: Second-and-13 on A27. A forward pass from beyond the line of scrimmage is a five-yard penalty from the spot of the pass and loss of down. The clock starts on the ready-for-play signal.

A.R. 8.31 PASS BEYOND LINE OF SCRIMMAGE

First-and-10 on A30. Quarterback A1 scrambles to the A32 and throws a forward pass to end A2. B1 interferes with A2, but A2 catches the ball and runs for a touchdown.

Ruling: Second-and-13 on A27. Illegal pass. No pass interference can occur on an illegal forward pass, unless it is a second forward pass from behind the line, or a pass thrown after the ball has crossed the line and comes back behind the line.

A.R. 8.32 ILLEGAL PASS—SECOND FORWARD PASS

Second-and-12 on A10. Quarterback A1 has his pass batted back into his hands in the end zone. A1 then shovels the ball forward to back A2 who is tackled at the A9.

Ruling: Safety. Safety kick A20.

A.R. 8.33 ILLEGAL FORWARD PASS

Third-and-5 on B11. Quarterback A1 hands off to back A2 who runs to the B5 where he attempts to lateral the ball to A3, but the ball goes forward to the B4-yard line where B2 bats the ball in the air into the end zone. B3 then falls on the ball.

Ruling: Fourth-and-4 on B10. An illegal forward pass by A2 is incomplete when it hits the ground. Five yards and loss of down from the spot of the pass.

A.R. 8.34 ILLEGAL FORWARD PASS AFTER PUNT—COMPLETE

Fourth-and-5 on A30. The punt is partially blocked by B1 and rolls to the A32 where B2 tries to pick it up, but B2 muffs it, and it rolls back to the A27. A1 picks up the ball there, sees end A3 at the A40, and throws him the ball. A3 catches the ball at the A40 and runs to the B25 where he is tackled.

Ruling: A's ball, first-and-10 on A22. A's pass was illegal, but Team A keeps the ball after penalty enforcement, as the ball was touched by Team B beyond the line of scrimmage.

A.R. 8.35 ILLEGAL FORWARD PASS—COMPLETE—FUMBLED

Fourth-and-5 on A30. The punt is partially blocked by B1. The ball rolls to the A32 where B2 tries to pick it up, but it gets away and rolls back to the A27. A1 picks up the ball there, sees end A3 at the A40, and throws him the ball. A3 catches the ball at the A40 and runs to the B25 where he is stripped of the ball by B3, who recovers there.

Ruling: B's ball, first-and-10 on the B25. A's pass was illegal, but the play continues after it was caught by A3. The penalty is declined.

A.R. 8.36 ILLEGAL FORWARD PASS—INTERCEPTED

Fourth-and-5 on A30. The punt is partially blocked by B1. The ball rolls to the A32 where B2 tries to pick it up, but it gets away and rolls back to the A27. A1 picks up the ball there, sees end A2 at the A40, and throws him the ball. B1 interferes with A2 as he is reaching for the forward pass. B1 intercepts the pass and runs for a touchdown.

Ruling: Touchdown Team B. Kickoff B35. No foul by B1, as the pass was "not from scrimmage." Team B will decline the foul for A1's illegal forward pass.

A.R. 8.37 ILLEGAL FORWARD PASS—DEFENSIVE PASS INTERFERENCE

Third-and-10 on A30. During a forward pass that was thrown after A1 had crossed the line and then returned behind it, B1 interferes with receiver A2 at the A45. The pass is complete to A2 who is tackled at the 50.

Ruling: Third-and-10 on A30. Double foul. Pass interference, roughing the passer, and intentional grounding rules apply on legal or illegal passes thrown from behind the line of scrimmage. They do not apply on illegal passes thrown from beyond the line of scrimmage.

A.R. 8.38 FORWARD PASS—CAUGHT BY INELIGIBLE

First-and-10 on A5. A1 drops back into his end zone and sets up a screen pass. A1 throws the ball to eligible A2, but ineligible A5 catches it and is tackled in the end zone.

Ruling: Safety. Safety kick A20.

A.R. 8.39 FORWARD PASS—CAUGHT BY INELIGIBLE

First-and-10 on A6. A1 drops back into his end zone and throws a screen pass to eligible A2, but ineligible A5 catches it in the end zone and is tackled at a) the A2; or b) the A16.

Rulings: a) Safety. Safety kick A20.

b) Safety. Safety kick A20.

A.R. 8.40 ILLEGAL FORWARD PASS—NO PASS INTERFERENCE

Second-and-10 on A10. Quarterback A1 drops back into his end zone and has his forward pass batted back into his hands by B1. A1 throws another pass from the end zone to A3 who had gone out of bounds and returned inbounds. A3 is about to catch the pass when B4 interferes with A3. The pass falls incomplete.

Ruling: Safety. Safety kick A20. There is no foul by the defense, since A3 is an ineligible receiver.

A.R. 8.41 ILLEGAL FORWARD PASS—SAFETY

Second-and-10 on B15. On the last play of the first half, A1 throws a forward pass which B1 intercepts in the end zone and runs out to the B3. As he is being tackled, B1 throws a backward pass to B2. B2, running in the end zone, attempts a backward pass to B3 that goes forward and hits the ground.

Ruling: Safety. Team B must safety kick if Team A so elects.

(C) LEGAL/ILLEGAL TOUCHING

A.R. 8.42 ELIGIBLE RECEIVER—ILLEGALLY CHUCKED OUT OF BOUNDS

Third-and-5 on B40. End A2 is illegally chucked out of bounds at the B30, returns inbounds, and is interfered with by B2 while the pass is in the air at the B25. B2 intercepts the ball and is tackled at the B40.

Ruling: A's ball, first-and-10 on B25. As A2 is an eligible receiver, this is defensive pass interference. Decline the illegal contact penalty.

A.R. 8.43 LEGAL TOUCHING—ILLEGALLY CHUCKED OUT OF BOUNDS

Third-and-5 on B40. End A2 is illegally chucked out of bounds at the B30, comes back inbounds, catches a pass at the B25, and runs for a touchdown.

Ruling: Touchdown Team A. Kickoff A35. An eligible receiver forced out of bounds illegally can be the first to touch a pass. Decline the illegal contact penalty.

A.R. 8.44 INELIGIBLE RECEIVER—NO PASS INTERFERENCE

Second-and-10 on A30. A3 is pushed out of bounds at the A34, and the pass is then thrown to him. He re-enters, gets both feet down, and reaches for the pass. B4 pushes A3 away from the ball and intercepts it. B4 runs it back to the A20 where he is downed.

Ruling: B's ball, first-and-10 on A20. There can be no interference on A3, as he is an ineligible receiver.

A.R. 8.45 RECEIVER OUT OF BOUNDS

Second-and-10 on A30. A3 is pushed out of bounds at the A34. He jumps from out of bounds and touches the pass before he gets both feet down. A3 catches the pass and runs to the A40 where he is downed.

Ruling: Third-and-10 on A30. A3 is out of bounds. Incomplete pass.

A.R. 8.46 RECEIVER OUT OF BOUNDS—LEGAL TOUCHING

First-and-10 on B25. Wide receiver A2 muffs a forward pass up into the air near the sideline, then steps out of bounds, re-establishes inbounds, and then completes the catch at the B10 where he is tackled.

Ruling: First-and-10 on B10. Completed pass. Once pass is touched legally, all players become eligible.

A.R. 8.47 ILLEGAL TOUCH—OFFENSIVE PASS INTERFERENCE

Second-and-10 on A30. A3 is pushed out of bounds at the A34. He re-enters, gets both feet down, and interferes with B4's opportunity to catch the pass by pushing him away from the ball. A3, first touches, then catches the pass and runs to the A40.

Ruling: Second-and-20 on A20. The foul for illegal touching is declined and the foul for offensive pass interference is enforced.

A.R. 8.48 PASS TOUCHES INELIGIBLE RECEIVER Second-and-10 on A30. A1 throws a forward pass that glances off tackle A5 at the A28 and is then caught by end A2 at the A40 where he fumbles and B1 recovers.

Ruling: B's ball, first-and-10 on A40. There is no foul for illegal touching, as the touching was unintentional.

A.R. 8.49 PASS TOUCHES INELIGIBLE RECEIVER—CAUGHT BY T-QUARTERBACK

Second-and-10 on A30. T-QB A1 throws a forward pass that glances off the back of tackle A5's helmet and ricochets up into the air. A1 catches the ball and runs to the A45.

Ruling: Second-and-15 on A25. Although A5's unintentional touching of the pass was not a foul, an originally ineligible player, (A1), is not eligible to touch the pass until it has been touched by a defensive player or an eligible offensive player. (8-1-5-d)

A.R. 8.50 PASS TOUCHES INELIGIBLE RECEIVER

Fourth-and-8 on B12. On a fake field-goal attempt, quarterback A1 throws a screen pass that accidentally hits guard A6 on the helmet at the B14. Back A2 pushes B2 out of the way at the B14, catches the pass, and runs it into the end zone.

Ruling: Touchdown Team A. There is no foul for unintentional touching of a forward pass. No offensive pass interference behind the line of scrimmage or after ball is touched.

A.R. 8.51 INELIGIBLE RECEIVER—FAILED TO REPORT

Third-and-1 on A18. Player number 74 comes into the game and lines up at tight end. He is late coming in and runs directly to his position at the end of the line. Quarterback A1 throws number 74 a pass, and he catches the ball at the A25 and runs to the 50-yard line where he fumbles and B1 recovers at that spot.

Ruling: B's ball, first-and-10 on 50. Decline the penalties for illegal touching and illegal formation.

A.R. 8.52 INELIGIBLE RECEIVER

Third-and-5 on B40. End A2 is chucked out of bounds at the B36, comes back inbounds, catches a pass, and runs for a touchdown.

Ruling: Third-and-10 on B45. Illegal touching of a forward pass, as the chuck is legal. The ball remains alive until the end of the play.

A.R. 8.53 ILLEGAL CONTACT—ILLEGAL TOUCH

Third-and-5 on 50. End A2 is illegally chucked at the B40. He continues to run down the field and voluntarily goes out of bounds at the B35. He returns inbounds, catches a pass, and runs for a touchdown.

Ruling: Third-and-5 on 50. Offsetting fouls. The ball remains alive until the end of the play.

SECTION 2—PASS INTERFERENCE/INELIGIBLE PLAYER DOWNFIELD

(A) PASS INTERFERENCE

A.R. 8.54 OFFENSIVE PASS INTERFERENCE

Second-and-10 on A30. Tight end A3 blocks the linebacker on the line of scrimmage, breaks contact, and then initiates new contact six yards downfield prior to the pass being thrown to wide receiver A4 at the A45.

Ruling: Second-and-20 on A20. Offensive pass interference.

A.R. 8.55 OFFENSIVE PASS INTERFERENCE

Third-and-4 on A30. A1 throws a shovel pass to A2 who catches it at the A29 and runs to the A40. Prior to the pass, center A5 goes downfield and blocks linebacker B1 at the A32.

Ruling: Third-and-14 on A20. Offensive pass interference.

A.R. 8.56 OFFENSIVE PASS INTERFERENCE

First-and-10 on A30. Quarterback A1 throws a forward pass to end A2 at the 50. As both players are looking at the ball, A2 uses his right arm to push off and separate himself from B2. A2 catches the ball at the 50 where he is downed.

Ruling: A's ball, first-and-20 on A20. Offensive pass interference by A2 for pushing off. It would be defensive pass interference if B2 had used his arm to separate himself from A2 to intercept the pass.

A.R. 8.57 OFFENSIVE PASS INTERFERENCE

First-and-goal on B7. Tight end A2 blocks B1 at the line of scrimmage and maintains his block without losing contact and drives B1 downfield to the goal line. The pass is thrown to A3 who cuts behind A2 at the goal line while A2 is still blocking in the end zone. A3 catches the ball for a touchdown.

Ruling: First-and-goal on B17. Offensive pass interference.

A.R. 8.58 DEFENSIVE PASS INTERFERENCE

First-and-10 on A30. A1 throws a forward pass to A2 at the 50. As both players are looking for the ball, B2 uses his left arm to hold down A2's left arm so he cannot lift it to catch the pass, which falls incomplete.

Ruling: A's ball, first-and-10 on 50. Defensive pass interference. It would be offensive pass interference if A2 was holding down B2's arm to prevent an interception.

A.R. 8.59 DEFENSIVE PASS INTERFERENCE

Second-and-10 on A30. B1 cuts end A2 below the waist at the B40 as A2 is reaching up for the ball. The pass falls incomplete.

Ruling: A's ball, first-and-10 on B40. This is defensive pass interference because the ball is in the air to that receiver, but it is not an illegal cut, because the ball is in the air.

A.R. 8.60 DEFENSIVE PASS INTERFERENCE—ALSO ENFORCE PERSONAL FOUL

Third-and-2 on A20. A1 throws a forward pass to end A3 at the A35. B1 pulls A3 down by the facemask causing the pass to fall incomplete.

Ruling: A's ball, first-and-10 on 50. Since the pass interference was also a personal foul, enforce both fouls.

A.R. 8.61 NOT PASS INTERFERENCE—ENFORCE PERSONAL FOUL

Third-and-2 on A20. A1 throws a forward pass to A3 at the A35. B1 pulls A3 down by the facemask after the ball was tipped by either A3 or B2. The pass falls incomplete.

Ruling: A's ball, first-and-10 on A35. This is not defensive pass interference, as the ball was tipped, but the personal foul is enforced from the previous spot.

A.R. 8.62 DEFENSIVE PASS INTERFERENCE—BALL SNAPPED INSIDE 2 YARD LINE

First-and-goal on B1½. Quarterback A1 throws a pass from the B4 to A3 who is three yards deep in B's end zone. B1 commits pass interference in the end zone.

Ruling: First-and-goal on B¾. Half the distance.

A.R. 8.63 NOT PASS INTERFERENCE—TANGLED FEET

First-and-10 on A30. A1 throws a forward pass to A2 at the 50. Both A2 and B2 are looking back at the ball when their feet become entangled causing one or both to fall down. The pass is incomplete.

Ruling: Second-and-10 on A30. This is considered to be "inadvertent" contact, since both players were looking at and playing the ball.

A.R. 8.64 NOT PASS INTERFERENCE

First-and-10 on A30. A1 throws a forward pass to end A2 at the 50. Both A2 and B2 are looking back at the ball when they have a violent collision. They both had an equal opportunity to get to the ball. The pass falls incomplete.

Ruling: Second-and-10 on A30. This is not a foul, as both players were playing the ball.

A.R. 8.65 NOT PASS INTERFERENCE

First-and-10 on A30. A1 throws a forward pass to A2 at the 50. As A2 reaches for the ball, B2 puts his right hand on or around A2's back but does not twist or turn him. The pass falls incomplete.

Ruling: Second-and-10 on A30. This is not a foul. Putting a hand on or around A2's back is only a foul if A2 is pulled, twisted, or knocked off balance by B2. Prior to either player touching the ball.

A.R. 8.66 NOT PASS INTERFERENCE

First-and-10 on A30. A1 throws a forward pass to A2 at the 50. Neither A2 or B2 are looking at the ball when their feet tangle. The pass is catchable.

Ruling: Second-and-10 on A30. This is not a foul, as neither player is looking for, nor playing the ball. (8-5-3-b)

A.R. 8.67 NOT PASS INTERFERENCE—CONTACT BEHIND LINE OF SCRIMMAGE

Second-and-8 on A20. Wide receiver A3, near the sideline, is blocked below the waist at the A18 as he reaches for a pass from the quarterback. The pass is in the air when the block occurs.

Ruling: Third-and-8 on A20. This is legal, as the pass is in the air, and defensive pass interference is not possible behind the line of scrimmage.

A.R. 8.68 NOT PASS INTERFERENCE—PASS UNCATCHABLE

Third-and-4 on 50. Eligible receiver A2 runs to the B40, pushes off B2, and breaks to the sideline. The pass is thrown immediately to A2 but it is uncatchable and incomplete.

Ruling: Fourth-and-4 on 50. No penalty for pass interference, as the pass is uncatchable by the involved player.

A.R. 8.69 NOT PASS INTERFERENCE—PUNT FORMATION

Fourth-and-10 on 50. Team A lines up in a punt formation, but instead of punting, A1 takes the snap and throws a pass to wideout A2. B1 chucks A2 at the B40 before the pass, and again at the B25 while the pass was in the air. The contact by B1 prevents A2 from catching the pass, which falls incomplete.

Ruling: B's ball, first-and-10 on 50. No foul for defensive pass interference or illegal contact with the widest man when Team A presents an apparent punting formation.

A.R. 8.70 PASS INTERFERENCE—PUNT FORMATION—BALL PUNTED

Fourth-and-10 on 50. Team A lines up in a punt formation with A3 lined up as a wideout. A1's punt is blocked at the A40 and the ball bounces right back into A1's hands. A1 then immediately passes the ball to A3 at the B30. Just before the catchable pass reaches A3 at the B30, B1 pushes A3 out of the way and B1 intercepts the pass and is downed at the B40.

Ruling: A's ball, first-and-10 on B30. Defensive pass interference rules are back in effect after the ball is punted.

A.R. 8.71 PASS INTERFERENCE—PUNT FORMATION

Fourth-and-10 on 50. Team A lines up in a punt formation with A3 lined up as a wideout. A1 muffs the snap and scrambles toward the sideline. Just before A1 gets to the sideline, A1 passes the ball to A3 at the B30. Just before the catchable pass reaches A3 at the B30, B1 pushes A3 out of the way and B1 intercepts the pass and is downed at the B40.

Ruling: B's ball, first-and-10 on B40. The exception to defensive pass interference rules remains in effect until the ball is punted.

A.R. 8.72 HOLDING—PUNT FORMATION

Fourth-and-10 on 50. Team A lines up in a punt formation, but instead of punting, A1 takes the snap and throws a pass to wideout A2. B1 holds A2 at the B40 before or after the pass. A1's subsequent pass to A2 falls incomplete.

Ruling: A's ball, first-and-10 on B45. Defensive holding is a foul despite the punt formation. (12-1-6)

A.R. 8.73 NOT PASS INTERFERENCE—FACE GUARDING

Fourth-and-4 on B40. A1 drops back to the B48 while looking for an open receiver. He throws a pass to A2 who has gotten behind B1 at the B20. B1 turns his back to the passer, and at the B21, waves both his hands in A2's face. Because B1's hands are in front of A2's face, A2 loses sight of the ball and it falls incomplete.

Ruling: B's ball, first-and-10 on B40. Not defensive pass interference. Must have contact to have pass interference.

A.R. 8.74 NOT PASS INTERFERENCE—TIPPED PASS

Second-and-10 on A35. A1 throws a forward pass which is tipped by defensive tackle B5. Receiver A2 is interfered with as he fails to catch the pass at the 50.

Ruling: Third-and-10 on A35. Not pass interference. Pass interference restrictions end when a pass is touched. (8-5-1)

(B) INELIGIBLE PLAYER DOWNFIELD

A.R. 8.75 INELIGIBLE PLAYER DOWNFIELD

Second-and-5 on A30. Tackle A6 blocks his man legally and drives him downfield to the A35-yard line. A6 loses contact and then retreats voluntarily back to the line of scrimmage. The pass is thrown to eligible A2 and falls incomplete.

Ruling: Second-and-10 on A25, or third-and-5 on A30.

A.R. 8.76 INELIGIBLE PLAYER DOWNFIELD— OFFENSIVE PASS INTERFERENCE

Second-and-5 on A30. Tackle A6 blocks his man legally and drives him downfield to the A35 and then loses contact. A6 then moves laterally and: a) blocks B2; or b) does not block. The forward pass is then thrown incomplete to A2 at the 50.

Rulings: a) Second-and-15 on A20, or third-and-5 on A30. Offensive pass interference

b) Second-and-10 on A25, or third-and-5 on A30. Ineligible player downfield

A.R. 8.77 PASS TOUCHES INELIGIBLE PLAYER DOWNFIELD

Second-and-5 on A30. Tackle A6 goes downfield prior to the pass being thrown, and the forward pass hits him at the A35 and falls incomplete.

Ruling: Second-and-10 on A25, or third-and-5 on A30. The foul is for an ineligible receiver downfield, not illegal touching (unless A6 tried to touch the pass).

A.R. 8.78 PASS TOUCHES INELIGIBLE PLAYER DOWNFIELD

Second-and-5 on A30. Tackle A6 blocks his man legally and drives him downfield to the A35. A6 stops at the A35, but the pass intended for A2 hits A6 in the back, and: a) falls incomplete; or b) is intercepted by B2 at the A40 where he is downed.

Rulings: a) Third-and-5 on A30.

b) B's ball, first-and-10 on A40.

SECTION 3—FOULS ON PASSES AND ENFORCEMENT

(A) INTENTIONAL GROUNDING

A.R. 8.79 INTENTIONAL GROUNDING

Third-and-5 on 50. A1 scrambles out of the pocket and is about to be tackled on the A42 when he throws the ball directly down to the ground at the A44, or out of bounds at the A44.

Ruling: Fourth-and-15 on A40. Intentional grounding.

A.R. 8.80 INTENTIONAL GROUNDING

First-and-10 on B40. Quarterback A1 runs to his right near the sideline and is about to be tackled by B1 at the B48 when he throws the ball out of bounds at the B45.

Ruling: Second-and-20 on 50. Intentional grounding.

A.R. 8.81 INTENTIONAL GROUNDING – 10 SECOND RUNOFF

Second-and-8 on A42. Thirty seconds remain in the game, and Team A is behind in the score and out of timeouts. Quarterback A1 drops back looking for receivers and then, after delaying, throws the ball down directly in front of him at the A34 with no defenders near him.

Ruling: Third-and-18 on A32. Intentional grounding. Ten-second run off. Start the game clock on the ready-for-play signal.

A.R. 8.82 INTENTIONAL GROUNDING

First-and-10 on B20. There is :45 remaining in the first half, and Team A is hurrying in an effort to score before halftime. A1 muffs the snap, and a) regains possession of the ball before it hits the ground; or b) the ball hits the ground but bounces right back into A1's hands. A1 then immediately spikes the ball to stop the clock.

Rulings: a) Second-and-10 on B20. No foul.

b) Second-and-20 on B30, and run 10 seconds off the clock. This is intentional grounding. (If Team A has remaining timeouts, they can call a timeout in lieu of the 10-second run-off, but the yardage would still be enforced).

A.R. 8.83 NOT INTENTIONAL GROUNDING—BALL BACK TO LINE OF SCRIMMAGE

Second-and-3 on A45. Quarterback A1 scrambles out of the pocket and is about to be tackled on the A30 when he throws a forward pass that lands at the A47.

Ruling: Third-and-3 on A45. Not intentional grounding.

A.R. 8.84 NOT INTENTIONAL GROUNDING—NOT UNDER PRESSURE

Third-and-3 on B40. Quarterback A1 drops straight back and, without any defenders near him, throws the ball downfield to an open area at the B35. The pass falls incomplete with no receivers in proximity.

Ruling: Fourth-and-3 on B40. Not intentional grounding, as the quarterback is not under pressure.

A.R. 8.85 NOT INTENTIONAL GROUNDING—STOP CLOCK

First-and-10 on A1. T-QB A1 steps back into the end zone and immediately throws the ball down in front of him to stop the clock with 35 seconds remaining in the game. He is not under pressure.

Ruling: Second-and-10 on A1. Not intentional grounding.

A.R. 8.86 NOT INTENTIONAL GROUNDING—BALL OUT OF POCKET

Second-and-5 on A35. A1 hands the ball to A2 who runs outside the tackle and then pitches the ball back to A1 who is still in the pocket. A1, under severe pressure, then throws the ball out of bounds beyond the line of scrimmage but with no receiver in the area.

Ruling: Third-and-5 on A35. Not intentional grounding as the ball was out of the pocket before the pass.

A.R. 8.87 INTENTIONAL GROUNDING—ELIGIBILITY OF RECEIVER

Third-and-8 on A42. Quarterback A1 drops back in the pocket, and while under severe pressure at the A30, throws the ball into an area in which A5 is the only Team A player. The pass falls incomplete. a) A5 is left tackle number 77; b) A5 is tight end number 81 who was covered by a wide receiver at the snap; or c) A5 was wide receiver number 88 who stepped on the sideline while running his route.

Rulings: a) Fourth-and-20 on the A30. Intentional grounding.

b) Fourth-and-8 on A42. Decline penalties for illegal formation and ineligible downfield. Not intentional grounding, as A1 threw to a player whom he thought was eligible.

c) Fourth-and-8 on A42. No foul unless A5 was first to touch the pass. Not intentional grounding as A1 threw to a player who was eligible at the snap.

A.R. 8.88 PASS—UNNATURAL THROWING MOTION

Second-and-10 on A45. Quarterback A1, still in the pocket, and under heavy pressure at the A34, in an effort to avoid a sack, throws the ball behind his back toward the sideline where the ball hits on the A47. There is an eligible receiver six yards away from where the ball hits.

Rulings: Third-and-21 on A34. Intentional grounding, because the ball was not thrown to an eligible receiver.

NOTE: When the quarterback throws with an unnatural throwing motion, he loses the "in the vicinity" protection with regard to where the ball lands in relation to an eligible receiver.

A.R. 8.89 HANDOFF TO INELIGIBLE RECEIVER

Second-and-5 on A45. Quarterback A1 is under heavy pressure in the pocket, and in an effort to avoid a sack, tries to hand the ball forward to lineman A67 at the A35. The ball touches A67, but knowing he is ineligible, A67 doesn't take the ball from A1 but instead lets the ball drop to the ground. The ball is knocked around and ultimately recovered and downed at the A41 a) by A2, or b) by B2.

Rulings: a) Second-and-10 on A40, or third-and-9 on A41.

b) B's ball, first-and-10 on A41. Illegal forward handing resulting in a fumble; not intentional grounding.

(B) PERSONAL FOULS PRIOR TO

A.R. 8.90 PERSONAL FOUL—PASS—FUMBLE

Second-and-5 on 50. B5 head slaps A3 on the line of scrimmage prior to the pass. A1 completes a pass to A2 at the B40. A2 fumbles and B4 recovers at the B35.

Ruling: A's ball, first-and-10 on B35. Enforce from the previous spot.

A.R. 8.91 PERSONAL FOUL—PASS—INTERCEPTION

Second-and-5 on 50. A3 chop blocks prior to the pass. B3 intercepts a forward pass at the B40, runs, and is downed at the A30.

Ruling: B's ball, first-and-10 on A15. When the personal foul is prior to an interception, the enforcement is 15 yards from the dead-ball spot.

A.R. 8.92 PERSONAL FOUL—ILLEGAL FORWARD PASS—INTERCEPTION

Second-and-10 on A40. Quarterback A1 scrambles to the A41 where a) he throws a forward pass; or b) he returns to the A39 where he throws a forward pass. The pass is intercepted by B1, who is downed at the 50. A2 pulled and twisted B3's facemask at the line of scrimmage at the snap.

Rulings: a) and b): B's ball, first-and-10 on A35. The personal foul can be carried over on legal or illegal forward passes.

A.R. 8.93 PERSONAL FOUL PRIOR TO INTERCEPTION

Second-and-10 on B25. Before the pass, A2 chop blocks at the B27. The pass is intercepted in the end zone by B1. As B1 runs with the ball a) he is tackled in the end zone; or b) he fumbles and the fumble is recovered and downed in the end zone by A2.

Rulings: a) B's ball, first-and-10 on B35. As the play resulted in a touchback, the foul is enforced from the 20-yard line.

b) B's ball, first-and-10 on B15. The enforcement is from the goal line (deemed the spot of the interception), and the ball is returned to Team B.

A.R. 8.94 PERSONAL FOUL—PASS—INTERCEPTION—FUMBLE

First-and-10 on A20. A1 throws a pass that is intercepted by B3 at the A40. Tackle A6 chop blocks prior to the interception. B3 returns the interception to the A17 and fumbles, and the ball goes out of bounds at the A20.

Ruling: B's ball, first-and-goal on A10.

A.R. 8.95 PERSONAL FOUL PRIOR TO TOUCHBACK

Second-and-goal on B5. At the snap, center A2 pulls B2 to the ground by his facemask. A1 runs around right end and fumbles at the B3. The ball rolls into the pylon.

Ruling: B's ball, first-and-10 on B35. Touchback, and the personal foul is enforced from the 20-yard line.

A.R. 8.96 PERSONAL FOUL—FOLLOWED BY A DOUBLE CHANGE OF POSSESSION

Second-and-10 on A40. While A1 drops back to pass, A2 grabs and twists the facemask of B1. A1 is hit and fumbles the ball at the A30. B1 recovers at the A26 and runs to the A20 where he fumbles the ball, and A2 recovers and is downed there.

Ruling: B's ball, first-and-10 on A13. Enforcement is from the spot of B's recovery of the fumble.

A.R. 8.97 PERSONAL FOUL DURING FUMBLE—FOLLOWED BY CHANGE OF POSSESSION

Second-and-10 on B45. A2 is running at the B40 when he fumbles. During the fumble, A2 grabs and twists B2 by the facemask. B3 then recovers the fumble and runs out of bounds on the A45.

Ruling: B's ball, first-and-10 on A30. The personal foul by Team A prior to B's recovery of the fumble is enforced from the dead-ball spot.

SECTION 4—BACKWARD PASS AND FUMBLE

(A) BACKWARD PASS

A.R. 8.98 BACKWARD PASS

B1 catches a kickoff in the end zone and runs to the B10 where he attempts a backward pass to B2. B2 muffs the ball at the B8, and B3 catches it and runs to the 50.

Ruling: B's ball, first-and-10 on 50. A backward pass can be advanced.

A.R. 8.99 BACKWARD PASS

Second-and-10 on B45. A1 throws a backward pass to A3 at the B49 where: a) A3 catches the pass, takes three steps, fumbles, and B2 recovers and runs for a touchdown; or b) A3 muffs the pass which hits the ground and B1 recovers and runs for a touchdown.

Rulings: Touchdown in both a) and b).

A.R. 8.100 BACKWARD PASS—DIRECT SNAP FROM CENTER

Fourth-and-6 on A30. With one-minute remaining in the first half, the snap goes off punter A1's hands and is recovered by A2 at the A18 who runs for a touchdown.

Ruling: Touchdown Team A. Kickoff A35. A direct snap is treated as a backward pass.

A.R. 8.101 BACKWARD PASS—BALL GOES OUT OF BOUNDS

Fourth-and-5 on B20. With 1:52 left in the game, A1 throws a backward pass to back A2 who muffs the ball forward where it rolls out of bounds on the B14.

Ruling: A's ball, first-and-10 on B14. This is a legal play. The clock starts on the ready for play.

A.R. 8.102 BACKWARD PASS—RECOVERED BEYOND THE LINE

Fourth-and-goal on B5. Quarterback A1 tosses a backward pass to back A3 who muffs the pass at the B10. The ball is muffed by several players until it rolls into the end zone and A5 recovers. Team A is behind 21-17, and this was the last play of regulation.

Ruling: Touchdown. Legal recovery by A5. The Try must be attempted. Team A wins.

A.R. 8.103 BACKWARD PASS—BATTED IN FLIGHT BY DEFENSE

First-and-10 on 50. Quarterback A1 pitches the ball backward, and it is batted (in flight) on the A45 by B6 to the A40 where B5 recovers the ball and runs for a touchdown.

Ruling: Touchdown Team B. Kickoff B35. A pass in flight (forward or backward) may be batted in any direction by any defensive player. (12-4-1)

A.R. 8.104 MUFFED SNAP ON KICK TRY

During a Try, holder A2 muffs the snap. A3 picks up the ball and throws a pass to end A4 in the end zone.

Ruling: Try good. Award 2 points. Kickoff A35.

A.R. 8.105 BACKWARD PASS—LEGAL PUSH TO RECOVER

Second-and-4 on B40. A2 passes backward to A3 who muffs the ball. B1 attempts to recover the ball, but A3 pushes him in the back, recovers the ball, and runs to the B30.

Ruling: A's ball, first-and-10 on B30. Legal action by A3.

A.R. 8.106 BACKWARD PASS—DEFENSIVE HOLDING

Second-and-15 on A3. A1 flips a backward pass to A2 who is in the end zone. Before A2 can catch the ball, B2 tackles him, and the ball goes out of bounds in the end zone.

Ruling: A's ball, first-and-10 on A8. The foul (holding) by B2 is enforced from the previous spot.

(B) FUMBLES**A.R. 8.107 FUMBLE—OUT OF BOUNDS**

Third-and-8 on B34. A2 fumbles near the sideline at the B28. B2, who was out of bounds, steps inbounds and recovers the fumble at the B25 with one foot touching the sideline.

Ruling: A's ball, fourth-and-2 on B28. For a legal recovery, the player must have both feet inbounds prior to the recovery. Fumble forward out of bounds. The clock starts on the ready for play.

A.R. 8.108 FUMBLE—OUT OF BOUNDS

Third-and-6 on A40. Back A2 runs to the 50 and fumbles the ball to the B48 where B3 and A3 recover the ball simultaneously. A3's right foot is touching the sideline.

Ruling: A's ball, first-and-10 on 50. A simultaneous recovery belongs to the fumbling team, but A3 being out of bounds makes this a fumble forward out of bounds. The clock starts on the ready for play.

A.R. 8.109 FUMBLE—FOURTH-DOWN FUMBLE RULE

Fourth-and-7 on B17. A1 runs to the B16 and fumbles. The ball rolls back to the B21 where A2 picks it up and throws a completed pass to end A3 in the end zone.

Ruling: B's ball, first-and-10 on B21. Fourth-down fumble.

A.R. 8.110 FUMBLE—LAST TWO MINUTES

First-and-10 on 50. On the last play of the game with the score tied, end A2 catches a forward pass at the B10 and runs to the B1-yard line, is tackled, and the ball pops out of A2's hands into the air. A3 catches the ball in the end zone.

Ruling: Go to overtime. Only A2 can recover and advance the ball.

A.R. 8.111 FUMBLE—LAST TWO MINUTES

First-and-10 on B20. After the two-minute warning, A1 fumbles on the B18. B1 picks up the ball there and goes to the B20 where he fumbles. B2 recovers there and runs to the B30.

Ruling: B's ball, first-and-10 on B20. The ball is dead when recovered by B2. B1 fumbled and is the only Team B player who can recover and advance in the last two minutes.

A.R. 8.112 FUMBLE—LAST TWO MINUTES

First-and-10 on A20. After the two-minute warning, A1 attempts to hand the ball off to A2 at the A18. A2 doesn't get the ball cleanly and continues to bobble the ball until he gets to the A21, at which point a) he gains full control of the ball without it ever hitting the ground; or b) before getting control of the ball, it hits the ground once at the A21 and bounces right back up into A2's hands and he gains complete control. A2 runs to the 50 where he is run out of bounds.

Rulings: a) A's ball, first-and-10 on 50. This is transferring player possession and not a fumble until the ball hits the ground.
b) A's ball, second-and-12 on A18. Since the ball hit the ground, this is considered a fumble on the exchange, and therefore the ball returns to the A18 which is the spot of the fumble by the fumbling player (A1).

A.R. 8.113 FOUL DURING FUMBLE

Second-and-12 on A40. A2 runs to the B45, fumbles, and B5 recovers. B3 committed a personal foul at the 50 during the fumble.

Ruling: A's ball, first-and-10 on B30. When the foul occurs during the fumble, the basic spot of enforcement is the spot of the fumble.

A.R. 8.114 FOUL DURING FUMBLE

Second-and-12 on A40. A2 fumbles at the A35. B6 holds A2 to allow B5 to recover the fumble at the A35.

Ruling: A's ball, first-and-10 on A45. When the fumble is behind the line of scrimmage, the enforcement spot is the previous spot.

A.R. 8.115 FOUL DURING FUMBLE

Third-and-6 on A44. A2 runs to the B45 where he fumbles. A3 recovers the ball on the B40. During the fumble, A4 holds on the 50.

Ruling: Third-and-10 on A40. Foul by Team A during the fumble. Foul occurs behind the spot of the fumble. Three-and-one enforcement principle applies. (14-1-5)

A.R. 8.116 FOUL DURING FUMBLE

First-and-10 on A40. A2 fumbles the ball at the A45, and during the fumble, B1 grabs and twists A3's facemask in an effort to recover the fumble. A2 recovers the fumble at the 50 and runs to the B42 where he is tackled.

Ruling: First-and-10 on B40. The foul is enforced from the spot of the fumble, because the foul happened during the fumble.

A.R. 8.117 FOUL DURING FUMBLE

Second-and-18 on A4. A1 drops back to pass and fumbles the ball in his end zone. B2 grabs A1 by the facemask and pulls him away from the ball as B3 recovers the ball.

Ruling: A's ball, first-and-10 on A19. A personal foul by Team B behind the line of scrimmage during a fumble is enforced from the previous spot.

A.R. 8.118 FUMBLE—OUTSIDE / INSIDE TWO MINUTES

Second-and-7 on B15. B1 intercepts a pass in the end zone, runs, and fumbles the ball in the end zone. The ball rolls out to the B3 where B2 recovers: a) prior to the two-minute warning; or b) after the two-minute warning.

Rulings: a) B's ball, first-and-10 on B3.
b) B's ball, first-and-10 on B20.

(C) MISCELLANEOUS PLAYS**A.R. 8.119 FORWARD HANDOFF—KICKOFF**

On the kickoff to start the second half, B1 catches the kick on the B4-yard line and runs to the B10 where he hands the ball forward to B2 who is in front of him. B2 muffs the handoff, the ball hits the ground on the B11, and A1 falls on the ball there.

Ruling: A's ball, first-and-10 on B11. This is illegal forward handing resulting in a fumble.

A.R. 8.120 FORWARD HANDOFF BEYOND THE LINE

Third-and-10 on B40. A1 scrambles, and when he is at the B39, attempts to hand the ball to A2 who is at the B38. A2 muffs the handoff, and the ball rolls to the B35 where B1 attempts to pick it up but accidentally kicks the ball, and it continues to roll to the B12 where B1 finally falls on it.

Ruling: B's ball, first-and-10 on B12, or A's ball, fourth-and-14 on B44.

A.R. 8.121 LEGAL BATTING OF FORWARD PASS

First-and-10 on A25. A1 throws a forward pass to A2 who, at the A40, bats the ball forward to eligible A3 at the A45, who catches the ball and runs for a touchdown.

Ruling: Touchdown Team A. Kickoff A35. Legal play.

A.R. 8.122 CONTROLLED BAT OF PASS

Third-and-10 on A40. Receiver A2 jumps in the air and controls the forward pass at the B30. Before coming to the ground, A2 throws the ball a) forward; or b) backward, to A3 who catches the ball and runs for a touchdown.

- Rulings:** a) Third-and-20 on A30. The illegal bat is enforced from the previous spot. This also applies if the pass is incomplete or intercepted.
b) Touchdown Team A. Kickoff A35.

A.R. 8.123 BATTING PASS

First-and-10 on A25. A1 passes forward to A2 who, at the A30, bats the ball forward to tackle A6 who was legally downfield. A6 catches the ball and runs for a touchdown.

Ruling: Touchdown Team A. Kickoff A35. Legal play.

A.R. 8.124 LEGAL FORWARD HANDING

Second-and-10 on A20. Quarterback A1, in a shotgun formation, hands off forward to back A2, who runs right on a sweep, stops, and passes from the A18 to A1 at the A26 who catches the pass and is tackled at the A31.

Ruling: A's ball, first-and-10 on A31. A1 is eligible, and the handoff forward to an eligible receiver behind the line is legal and not considered a forward pass.

A.R. 8.125 LEGAL FORWARD PASS

Second-and-10 on A30. Quarterback A1 drops back to the A23. As he begins to pass (his hand has started forward), he is grabbed and spun by B1. The ball is released backward and goes out of bounds at the A20.

Ruling: Third-and-10 on A30. Incomplete forward pass. (3-22-2-Note 1)

A.R. 8.126 PASS/FUMBLE

Third-and-10 on A45. Quarterback A1 is set up to pass, and as his passing motion begins, he is hit by B1, knocking the ball loose. The ball hits the ground at the A40 where B1 recovers it and is downed. a) A1's hand, with control of the ball, had started forward before the ball came loose in his hand; or b) the ball was loose in A1's hand when his hand started forward.

Rulings: a) Fourth-and-10 on A45. Incomplete pass.

b) B's ball, first-and-10 on A40. Fumble. (3-22-2)

A.R. 8.127 NO GRASP AND CONTROL

Third-and-2 on A27. Quarterback A1 scrambles to the A24 and is grabbed by B1 below the waist. No other Team B players are in the vicinity. A1 continues to throw the ball while falling forward. A3 catches the ball on the A45 and scores.

Ruling: Touchdown Team A. Kickoff A35. The quarterback's safety is not in jeopardy. (12-2-13-6)

A.R. 8.128 GRASP AND CONTROL

Second-and-5 on A25. Quarterback A1 is grabbed at the waist and controlled by B1 at the A20. B2 and B3 also are about to tackle A1, but prior to A1 hitting the ground, he is able to throw the ball to A2 at the A48 who then scores.

Ruling: Third-and-10 on A20. Grasp and control. The quarterback's safety is in jeopardy. (12-2-13-6)

A.R. 8.129 INTERCEPTION—FORWARD PROGRESS

Second-and-10 on B25. A1's pass is intercepted by B1 in B's end zone, and B1 is tackled from behind by A2. A2 drives B1 into the field of play (either while B1 is airborne or on his feet), causing B1 to fall to his knee on the B1-yard line.

Ruling: B's ball, first-and-10 on B1.

A.R. 8.130 NO PASS INTERFERENCE—ELIGIBILITY LOST

Third-and-10 on A40. Eligible receiver A1, near the sideline, is chucked out of bounds by B1 at the A42. Before he can come back inbounds, B2 grabs his arm and restricts A1 from being able to reach for the pass on the A43. The pass falls incomplete.

Ruling: Fourth-and-10 on A40. No foul, as A1 cannot re-establish eligibility and be the first to touch the pass.

A.R. 8.131 ACTION BY QUARTERBACK IMMEDIATELY AFTER SNAP

Second-and-10 on B25. Quarterback A1 takes the snap and then immediately a) fakes spiking the ball into the ground; or b) fakes taking a knee at the B26. A1 then throws a complete pass to A2 in the end zone.

Rulings: a) Touchdown Team A. Legal play.

b) Third-and-11 on B26.

A.R. 8.132 QUARTERBACK SPIKE OF THE BALL

Third-and-10 on B25. Quarterback A1 muffs the snap, and a) pushes the ball to the ground in an attempt to spike it, and B3 falls on the ball at the B30; b) regains possession of the ball before it hits the ground, and immediately spikes the ball which glances off A2's foot and hits the ground; or c) regains possession of the ball and immediately spikes the ball which glances off A2's foot and bounces up (without hitting the ground) and is intercepted by B3 at the B30 where he is tackled.

Rulings: a) B's ball, first-and-10 on B30. This is a fumble.

b) Fourth-and-10 on B25. Incomplete pass, as the ball hit the ground after glancing off A2's foot. There is no foul for unintentional touching.

c) B's ball, first-and-10 on B30. Interception. There is no foul for unintentional touching. (3-22-2)

RULE 9—SCRIMMAGE KICKS

1) PUNT MUFFED BY TEAM B IN FIELD OF PLAY

A.R. 9.1 BOUNCES IN END ZONE AND OUT OF BOUNDS IN FIELD OF PLAY

Fourth-and-10 on A40. The punt is muffed by B2 on the B5, where it bounces into the end zone and rebounds out to the B3-yard line, where it goes out of bounds.

Ruling: B's ball, first-and-10 on B3.

A.R. 9.2 BOUNCES IN END ZONE AND REBOUNDS TO FIELD OF PLAY

Fourth-and-10 on A40. The punt is muffed by B2 on the B5, where it bounces into the end zone and rebounds back into the field of play, where B4 recovers on the B2.

Ruling: B's ball, first-and-10 on B2.

A.R. 9.3 BOUNCES IN END ZONE AND REBOUNDS TO FIELD OF PLAY

Fourth-and-10 on A40. The punt is muffed by B2 on the B5, where it bounces into the end zone and rebounds back into the field of play, where A4 recovers on the B2.

Ruling: A's ball, first-and-goal on B2.

A.R. 9.4 BOUNCES IN END ZONE AND OUT OF BOUNDS OVER END LINE

Fourth-and-10 on A40. The punt is muffed by B2 on the B5, where it bounces into the end zone and over the end line.

Ruling: B's ball, first-and-10 on B20. Touchback.

A.R. 9.5 BOUNCES INTO END ZONE WHERE TEAM B RECOVERS

Fourth-and-10 on A40. The punt is muffed by B2 on the B5. It bounces into the end zone, where B2 recovers.

Ruling: B's ball, first-and-10 on B20. Touchback.

A.R. 9.6 BOUNCES INTO END ZONE WHERE TEAM A RECOVERS

Fourth-and-10 on A40. The punt is muffed by B2 on the B5. It bounces into the end zone, where A4 recovers.

Ruling: Touchdown Team A. Kickoff A35.

A.R. 9.7 BOUNCES INTO END ZONE AND TEAM B RUNS IT OUT

Fourth-and-10 on A40. The punt is muffed by B2 on the B5. It bounces into the end zone, where B2 recovers and runs it out to the B15.

Ruling: B's ball, first-and-10 on B15.

2) PUNT MUFFED IN FLIGHT BY TEAM B IN END ZONE

A.R. 9.8 REBOUNDS BACK INTO FIELD OF PLAY AND OUT OF BOUNDS

Fourth-and-10 on A40. The punt is muffed in flight by B2 in the end zone, and before touching anyone else, it rebounds back into the field of play and goes out of bounds at the B5.

Ruling: B's ball, first-and-10 on B5.

A.R. 9.9 REBOUNDS BACK INTO FIELD OF PLAY—TEAM B RECOVERS

Fourth-and-10 on A40. The punt is muffed in flight by B2 in the end zone, and before touching anyone, it rebounds back into the field of play, where B3 recovers on the B5.

Ruling: B's ball, first-and-10 on B5.

A.R. 9.10 REBOUNDS BACK INTO FIELD OF PLAY—TEAM A RECOVERS

Fourth-and-10 on A40. The punt is muffed in flight by B2 in the end zone, and before touching anyone, it rebounds back into the field of play, where A4 recovers on the B5.

Ruling: A's ball, first-and-goal on B5.

A.R. 9.11 TEAM B TOUCHES IN END ZONE—TEAM A RECOVERS

Fourth-and-10 on 50. B1 muffs the punt in flight in the end zone. A1 recovers in the end zone.

Ruling: Touchdown Team A. Kickoff A35.

A.R. 9.12 FIELD-GOAL ATTEMPT—TEAM B TOUCHES—TEAM A RECOVERS

Fourth-and-6 on B31. On a field-goal attempt, receiver B1 muffs the ball in flight in the end zone and the ball is recovered in the end zone by A7.

Ruling: Touchdown Team A. Kickoff A35.

3) PUNT HITS IN END ZONE AND REBOUNDS TO FIELD OF PLAY

A.R. 9.13 TEAM B FALLS ON BALL

Fourth-and-10 on A40. The punt hits in the end zone and rebounds out to the B5 where B2 falls on it and is touched down.

Ruling: B's ball, first-and-10 on B20. The ball is dead when it hits in the end zone, untouched by Team B.

A.R. 9.14 TEAM B MUFFS BALL AND IT GOES OUT OF BOUNDS

Fourth-and-10 on A40. The punt hits in the end zone and rebounds out to the B5, where B2 muffs it, and it goes out of bounds at the B6.

Ruling: B's ball, first-and 10 on B20. The ball is dead when it hits in the end zone, untouched by Team B.

A.R. 9.15 TEAM B MUFFS BALL AND TEAM A RECOVERS

Fourth-and-10 on A40. The punt hits in the end zone and rebounds out to the B5, where B2 muffs it, and A2 recovers.

Ruling: B's ball, first-and 10 on B20. The ball is dead when it hits in the end zone, untouched by Team B.

A.R. 9.16 TEAM A RECOVERS

Fourth-and-10 on A40. The punt hits in the end zone and rebounds out to the B5, where A6 recovers.

Ruling: B's ball, first-and-10 on B20. The ball is dead when it hit in the end zone, untouched by Team B.

4) TEAM A TOUCHES PUNT IN END ZONE OR FIELD OF PLAY

A.R. 9.17 TEAM A BATS BACKWARD AND TEAM B RECOVERS IN FIELD OF PLAY

Fourth-and-10 on A40. The airborne punt is batted from the end zone by A5, while he is contacting the ground in the end zone, back into the field of play, where B2 recovers at the B5 and runs to the B25.

Ruling: B's ball, first-and-10 on B20. Touchback. The ball is dead when it is touched by Team A in the end zone, as it has not previously been touched by Team B.

A.R. 9.18 TEAM A TOUCHES IN FIELD OF PLAY AND BALL GOES OUT OF BOUNDS

Fourth-and-10 on A40. A4 touches the punt in the field of play at the B5, and the ball then goes out of bounds at the B4.

Ruling: B's ball, first-and-10 on B5, the spot of A's first touching.

A.R. 9.19 TEAM A TOUCHES IN FIELD OF PLAY AND TEAM B RECOVERS

Fourth-and-10 on A40. A4 touches the punt in the field of play at the B10, and B2 recovers the ball at the B4.

Ruling: B's ball, first-and-10 on B10, the spot of A's first touching.

A.R. 9.20 TEAM A TOUCHES IN END ZONE AND TEAM B RECOVERS

Fourth-and-5 on A45. The punt hits on the B5 and bounces up and over the goal line. A2 jumps from the B2, and while airborne over the end zone, he bats the ball backward. The ball hits in the end zone and then rolls into the field of play where B1 picks it up, runs to the B30, fumbles, and A3 recovers.

Ruling: B's ball, first-and-10 on B20. Touchback. The ball is dead when it hits in the end zone, untouched by Team B.

A.R. 9.21 TEAM A BATS BALL BACKWARD AND OUT OF BOUNDS FROM END ZONE

Fourth-and-5 on A45. The punt bounces from the field of play into the end zone but is still airborne and has not touched in the end zone. A1 leaps from the B1 and bats the ball back across the goal line. The batted ball crosses the goal line inside the pylon, crosses the sideline in flight at the B2, and first hits the ground out of bounds at the B3 (extended).

Ruling: B's ball, first-and-10 on B2. The spot of the first touching is considered to be at the B1.

A.R. 9.22 TEAM A BATS BALL FROM END ZONE OUTSIDE OF PYLON

Fourth-and-5 on A45. The punt bounces from the field of play into the end zone but is still airborne and has not touched in the end zone. A1 leaps from the B1 and bats the ball back across the goal line (extended). The batted ball crosses the sideline in the end zone (and the goal line extended, outside the pylon), and first hits the ground out of bounds at the B2 (extended).

Ruling: B's ball, first-and-10 on B20. Touchback. (11-6-1)

5) FIRST TOUCHING

A.R. 9.23 FIRST TOUCH—LAST PLAY OF PERIOD

Fourth-and-16 on A8. On the last play of the half, punter A1 gets off a poor punt, and A2 first touches the ball at the A12. B1 picks it up and runs to the A4 where he fumbles and A3 recovers in the end zone.

Ruling: B's ball, first-and-10 on A12. Team B may choose to extend the period because A2 was the first to touch the punt.

A.R. 9.24 FIRST TOUCH—RECOVERY AND FUMBLE BY TEAM B

Fourth-and-5 on A30. Punter A1 kicks from the A16. The ball bounces at the B48 and then is first touched by A2 at the B46. The ball rolls to the B40 where B1 picks it up and runs to the 50, fumbles, and A2 recovers.

Ruling: B's ball, first-and-10 on B46, the spot of the first touch violation.

A.R. 9.25 FIRST TOUCH—FOUL BY TEAM B

Fourth-and-10 on 50. Punter A1 kicks from the A36. A2 is the first to touch the ball at the B14. The ball rolls to the B10, where B1 picks up the ball, runs to the 50, fumbles, and A3 recovers there. During B1's run, B2 clipped on the B40.

Ruling: A's ball, first-and-10 on B35. The personal foul by B2 can be carried over the fumble and enforced from the dead ball spot. The enforcement of that foul eliminates the spot of first touching.

A.R. 9.26 TEAM B FOUL – BAT – RECOVERY BY TEAM A

Fourth-and-10 on B40. While the punt is in the air, B1 blocks A3 in the back or holds A3 at the B20. The punt lands at the B10 where A2 intentionally bats the ball backward into receiver B1. A3 then recovers at the B12.

Ruling: A's ball, first-and-10 on B30. The enforcement of B1's foul negates the first touching violation. Since the foul was not a post-possession foul, or a foul after Team B gained possession, it is enforced from the previous spot. It is an offensive foul, as Team B is deemed to have been the offensive team at the time of the foul. B1's action was therefore illegal at the time it occurred.

A.R. 9.27 ILLEGAL TOUCH—PLAYER FROM OUT OF BOUNDS

Fourth-and-10 on 50. A1's punt is rolling, (a) at the B5; or (b) at the B4, when it is recovered by A2. A2 had been blocked out of bounds at the B40 but returned immediately inbounds.

Rulings: a) Fourth-and-15 on A45, or B's ball, first-and-10 on B10.

b) Fourth-and-15 on A45, or B's ball, first-and-10 on B20. The illegal touching inside the 5-yard line by a player who has been out of bounds gives Team B the additional option of a touchback.

A.R. 9.28 FIRST TOUCH—PLAYER FROM OUT OF BOUNDS

Fourth-and-10 on 50. A1 punts the ball deep to B3 at the 10-yard line. B3 lets the ball go, and flyer A2 bats the ball at the B1 back to the B5. As the ball is rolling at the B5, A3 who had been blocked out of bounds, comes in and re-establishes himself, and then falls on the ball at the B5.

Ruling: B's ball, first-and-10 on B5. Team B takes the ball at the most advantageous spot of first touching. The touch by A3, while a first touch, is not a foul, because the ball has previously been touched by another player (A or B on scrimmage kick plays).

A.R. 9.29 ILLEGAL TOUCH—PLAYER FROM OUT OF BOUNDS—MULTIPLE SPOTS

Fourth-and-10 on the 50. Gunner A2 is blocked out of bounds as he covers the punt, but A2 returns and re-establishes inbounds and is then the first to touch the rolling punt at the B16. The punt continues to roll toward the goal line untouched by anyone else, until A2 downs the ball on the B4.

Ruling: B's ball, first-and-10 on B20, or fourth-and-15 on A45. Multiple fouls by A2. Team B can take the ball at the spot of the first touch (B16), enforce the five-yard penalty from the dead-ball spot (also the spot of A2's second touching), enforce the five-yard penalty at the previous spot and replay the down, or take a touchback due to the touching inside the 5-yard line. There is no option to enforce the five-yard penalty from the first illegal touch spot (B16), because that was not the dead-ball spot.

A.R. 9.30 FIRST TOUCH—POSSESSION BY TEAM A

Fourth-and-8 on B48. The punted ball is coming down at the B4-yard line, where A2 catches it and his momentum carries him into the end zone; however, he releases the ball at the B1-yard line. The ball rolls into the end zone. No Team B player could have caught the ball.

Ruling: B's ball, first-and-10 on B4, the spot where A2 first possessed the ball.

A.R. 9.31 FIRST TOUCH—NO TOUCHBACK

Fourth-and-8 on B48. A2's punt bounces once at the B2, near the sideline and pylon at the goal line. It then bounces high across the goal line, inside the pylon. A3 jumps from the field of play at the B1, and while airborne over the sideline, he bats the ball back into the field of play. The ball first hits at the B3 where A5 recovers.

Ruling: B's ball, first-and-10 on B3, the spot of A5's recovery.

A.R. 9.32 FIRST TOUCH—NO TOUCHBACK

Fourth-and-4 on 50. A1 punts the ball and A2 and A3 run downfield to cover it before it goes into the end zone. A2 recovers the ball at the B4, and his momentum takes him toward the goal line. A3, while his foot is in the end zone, grabs his teammate A2 and prevents him from going into the end zone or touching the goal line.

Ruling: B's ball, first-and-10 on B4.

6) TOUCHBACK—TEAM A CARRIES BALL INTO END ZONE

A.R. 9.33 TEAM A RECOVERS BALL AND CARRIES IT INTO END ZONE

Fourth-and-10 on B40. After a punt, the ball bounces on the B8 and rolls to the B4, where A2 picks it up and runs into the end zone.

Ruling: B's ball, first-and-10 on B20. Touchback.

A.R. 9.34 TEAM A CATCHES BALL AND CARRIES IT INTO END ZONE

Fourth-and-14 on 50. B1 gives a valid fair-catch signal at the B4 and steps aside hoping that the punted ball will roll into end zone. No Team B player tries to catch the ball. A2 controls the ball in the air at the B3 and carries it into the end zone.

Ruling: B's ball, first-and-10 on B20. Touchback.

A.R. 9.35 TEAM A RECOVERS PUNT AND CARRIES IT INTO END ZONE

Fourth-and-5 on A45. The punt hits at the B9 and rolls toward the end zone. A2 possesses the ball at the B7 and carries it into the end zone.

Ruling: B's ball, first-and-10 on B20. Touchback.

A.R. 9.36 TEAM A RECOVERS BALL AND CARRIES IT INTO END ZONE—FOULS

Fourth-and-10 on A45. A1 first touches and recovers the punt on the B4 and carries it into the end zone. Before A1 reaches the goal line: a) A2 clips on B6; or b) B1 clips on B6.

Rulings: a) B's ball, first-and-10 on B35. Although the ball is technically not dead, the foul would be enforced from the succeeding spot.

b) B's ball, first-and-10 on B10. Twenty-ten enforcement.

A.R. 9.37 TEAM A RECOVERS BALL AND TOUCHES IN END ZONE

Fourth-and-5 on A45. The punted ball is untouched and rolling inside the B5. A2 dives on the ball at the B4 to prevent it from going into the end zone. A2 gains possession at the B2-yard line. A2's right foot is touching the goal line as he possesses the ball.

Ruling: B's ball, first-and-10 on B20. Touchback.

7) IMPETUS

A.R. 9.38 IMPETUS—TEAM A BLOCKS TEAM B INTO BALL

Fourth-and-10 on 50. The punted ball rolls to the B6. B1 steps aside and makes no attempt to field the ball. A2 blocks B1 into the ball, and: a) the ball rolls over the end line; or b) the ball rolls to the B3 where A4 recovers.

Rulings: a) B's ball, first-and-10 on B20. Touchback.

b) B's ball, first-and-10 on B3.

A.R. 9.39 IMPETUS—TWENTY-TEN ENFORCEMENT

Fourth-and-5 on B45. A's punt is muffed at the B8 by B1 (no new impetus). The punt goes into B's end zone, where there is a scramble for the ball. B2 bats the ball in the end zone backward over the end line.

Ruling: B's ball, first-and-10 on B10. Illegal bat, but since A's impetus put the ball in the end zone, and Team B didn't run with the ball, enforcement is twenty-ten. (12-1-8)

8) POST-POSSESSION

A.R. 9.40 POST-POSSESSION

Fourth-and-3 on A45. A1's punt goes out of bounds at the B6. During the punt, B2 clips in the end zone.

Ruling: B's ball, first-and-10 on B3. Post-possession foul and no return.

A.R. 9.41 POST-POSSESSION—TWENTY-TEN

Fourth-and-8 on A40. A1 punts, and during the punt, B2 blocks low at the B8. The punted ball goes over the end line.

Ruling: B's ball, first-and-10 on B10. Since there was no return, it is considered a touchback, and then the penalty is enforced. (3-26)

A.R. 9.42 POST-POSSESSION—SAFETY

Fourth-and-2 on B45. A1 punts, and B1 catches the punt on the B5 and returns to the B22. During the punt, B2 clips in the end zone.

Ruling: Safety. Safety kick B20. Post-possession foul and a return.

A.R. 9.43 NOT POST-POSSESSION

Fourth-and-5 on A20. B1 clips A2 at the B45 while the punt is in the air. The ball bounces and touches A1's foot at the B36. B1 then muffs it, and A3 falls on the ball at the B30.

Ruling: A's ball, first-and-10 on A35. Since Team A legally recovers the ball, this is not a post-possession foul. Previous spot enforcement.

A.R. 9.44 NOT POST-POSSESSION—TEAM A FOULS DURING KICK

Fourth-and-16 on B38. B1 gives a valid fair-catch signal at the B8, steps aside, and the ball bounces at the B8, where it touches B1's foot and rolls toward the sideline near the B2. A2 blocks B1 low, and A3 picks up the ball at the B2 and runs for a touchdown.

Ruling: Fourth-and-31 on A47. Previous spot enforcement. (12-2-14)

A.R. 9.45 NOT POST-POSSESSION—TEAM B LOSES POSSESSION

Fourth-and-10 on A40. During the punt, B1 holds A1 at the B45. B2 fields the punt at the B10 and returns it to the B15 where he fumbles. A2 scoops up the ball there and runs to the B5 where he fumbles. B2 recovers and downs the ball at the B5.

Ruling: A's ball, first-and-10 on 50. This is not a post-possession foul, as Team B did not retain possession of the ball throughout the down. It was an offensive foul at the time committed, and, therefore, a 10-yard penalty.

A.R. 9.46 NOT POST-POSSESSION—TEAM B LOSES POSSESSION

Fourth-and-10 on B45. While the punt is in the air, B1 pulls A2 down by the facemask at the B20. B1 fields the punt at the B10, but he fumbles at the B26 where the ball is recovered and downed by A3.

Ruling: A's ball, first-and-10 on B26. Since this is not a post-possession foul, the personal foul would be enforced from the previous spot. In this case, however, Team A would decline the penalty and choose the result of the play.

9) PUNT CROSSES LINE OF SCRIMMAGE AND RETURNS

A.R. 9.47 PUNT OVER AND BACK—TOUCHED BY TEAM B

Fourth-and-12 on A20. B1 partially blocks the punt and the ball bounces to the a) A22, or b) A21, where B2 attempts to recover but knocks the ball back to the A18 where A2 picks up the ball, runs, and is tackled at the A25.

Rulings: a) and b): A's ball, first-and-10 on A25. The ball was touched by Team B beyond the line of scrimmage.

A.R. 9.48 PUNT OVER AND BACK—SIMULTANEOUS RECOVERY

Fourth-and-5 on 50. B1 partially blocks the punt. The ball rolls to the B48 where it hits B2's leg and rolls back to the A48 where A1 and B1 fall on it.

Ruling: B's ball, first-and-10 on A48. The simultaneous recovery of a legal kick by eligible opposing players belongs to the receivers.

A.R. 9.49 PUNT OVER AND BACK—UNTOUCHED BEYOND THE LINE

Fourth-and-10 on A25. A1's punt is partially blocked, hits on the A28, and then bounces back to the A22, untouched by anyone beyond the line. A2 recovers the ball at the A22 and he a) is downed there; b) runs with the ball to the A33; c) runs with the ball to the A36; or d) throws a pass from the A22, which is complete to A3 at the 50.

Rulings: a) B's ball, first-and-10 on A22. If Team A recovers but does not attempt to advance, Team B gets the ball at the spot of recovery.

b) B's ball, first-and-10 on A33. If Team A recovers and attempts to advance, but does not reach the line to gain, Team B gets the ball at the dead ball spot.

c) A's ball, first-and-10 on A36. If Team A recovers and advances beyond the line to gain, Team A has a first down.

d) A's ball, fourth-and-15 on A20. Illegal pass, as the ball has been beyond the line.

A.R. 9.49 a BLOCKED PUNT AND FORWARD PASS

Fourth-and-9 on A10. A1's punt is partially blocked and goes to the A13 where it rebounds, untouched, to the A8. A1 recovers the loose ball at the A8 and throws a pass to A2 at the A15. A2 catches the ball and is tackled a) at the A16, or b) at the A26. Team A was in an illegal formation at the snap.

Rulings:

a) B's ball, first-and-10 on A11. The illegal formation penalty can be enforced from the dead ball spot, since it occurred during a scrimmage kick play. The illegal forward pass penalty can only be enforced from the previous spot, because it occurred after the scrimmage kick play ended.

b) Fourth-and-14 on A5. Neither penalty can be enforced from the dead ball spot, because the result of the play was a first down for Team A.

A.R. 9.50 FIELD GOAL OVER AND BACK—UNTOUCHED BEYOND THE LINE

Fourth-and-10 on B25. A1's field-goal attempt from the B32 is partially blocked, hits on the B22, and then bounces back to the B27, untouched by anyone beyond the line. A2 recovers the ball at the B27 and he a) is downed there; b) runs with the ball to the B17; c) runs with the ball to the B14; or d) throws a pass from the B27, which is complete to A3 at the B10.

Rulings: a) B's ball, first-and-10 on B32;

b) B's ball, first-and-10 on B17;

c) A's ball, first-and-10 on B14;

d) A's ball, fourth-and-15 on B30. Illegal pass, as the ball has been beyond the line.

10) FAIR-CATCH KICK

A.R. 9.51 FAIR CATCH—EXTEND PERIOD FOR FAIR-CATCH KICK

Fourth-and-10 on A6. The score is 28-26 in favor of Team A. On the last play of the game, a partially blocked punt goes to the A28 where B1 gives a valid fair-catch signal. No time remains on the clock. a) B1 catches it on the A28; b) A4 interferes on the A28, and the ball is then caught by B1; or c) B1 muffs the ball on the A28 and it rolls out of bounds on A30.

Rulings: a) Only option is a fair-catch kick on A28. Extend period.

b) Fair-catch kick or snap at the A14. Fair-catch interference. Extend period.

c) Game over.

A.R. 9.52 NO FAIR CATCH—NO EXTENSION

Fourth-and-5 on A10. There are four seconds remaining in the game, and the score is tied. B1 gives a valid fair-catch signal at the A35. The ball is carried by the wind toward B2 who did not signal. B2 catches the ball on the A30 as time runs out.

Ruling: Go to overtime. No extension allowed.

A.R. 9.53 FAIR-CATCH INTERFERENCE—OPTION TO EXTEND PERIOD

Fourth-and-10 on A12. On the last play of the half, B1 signals for a fair catch at the 50. A1 tackles B1 before the ball arrives. The ball hits A1 in the back and rebounds to the A29 where: a) B2 recovers; or b) A2 recovers.

Rulings: a) Receivers may extend the period with a snap or fair-catch kick at the A35.

b) Receivers may extend the period with a snap at the A29 (most advantageous spot of first touching), or receivers could elect a fair-catch kick at the A35 (enforcement of the fair-catch interference).

A.R. 9.54 INTERFERENCE WITH OPPORTUNITY—no signal

Fourth-and-7 on A11. With five seconds remaining in a tied game, B1 does not give a fair catch signal, and A2 contacts B1 at the A35 prior to B1 catching the ball. B1 is downed at the A35 as time expires.

Ruling: B's ball, first-and-10 on A20. Extend for a scrimmage play only.

11) MISCELLANEOUS SCRIMMAGE KICK PLAYS**A.R. 9.55 BLOCK IN THE BACK BY THE PUNTING TEAM**

Fourth-and-10 on 50. As A2 is running downfield after a punt, he pushes B2 in the back at the B40. B2 is also running downfield in an effort to get in position to set up a block. The block happens a) while the kick is still in flight; b) while the ball is rolling on the ground at the B10; or c) after B3 has picked up the punt and is running with the ball at the B20. B3 is tackled at the B30.

Rulings: a) B's ball, first-and-10 on B40 (or rekick from A40). This foul can be tacked on to the end of the return, or it can be enforced at the previous spot.

b) B's ball, first-and-10 on B30. No foul.

c) B's ball, first-and-10 on B30. No foul. (12-1-4-b-Note)

NOTE: This rule applies to scrimmage kicks – field goals and punts – but not free kicks.

A.R. 9.56 DOUBLE PUNT—BEHIND LINE OF SCRIMMAGE

Fourth-and-5 on A30. B1 blocks the punt, and the ball rolls to the A16. A2 picks it up there and punts it again. The ball goes out of bounds at the B40.

Ruling: B's ball, first-and-10 on B40. Legal punt from behind the line.

A.R. 9.57 BLOCKED PUNT—PASS INTERFERENCE RULES IN EFFECT

Fourth-and-5 on A30. The punt is partially blocked, and the ball bounces to the A26 where A2 picks it up. A2 throws a pass to end A3 at the 50. B1 pushes A3 away from the ball, intercepts it, and scores.

Ruling: A's ball, first-and-10 on 50. Defensive pass interference. (8-5-2)

A.R. 9.58 BLOCKED PUNT—SECOND PUNT—PLAYERS DOWNFIELD

Fourth-and-10 on A30. At the snap, A1 and A2 release legally to go downfield. The punt is blocked behind the line of scrimmage. The blocked punt never crosses the line of scrimmage, and it is picked back up by the punter and punted again. Prior to the second punt, several Team A players had gone downfield and are downfield at the time of the second punt. The punted ball goes out of bounds untouched at the B10.

Ruling: B's ball, first-and-10 on B10. It is legal for all Team A players to go downfield after the first punt.

A.R. 9.59 PLAYER ILLEGALLY DOWNFIELD

Fourth-and-5 on A30. Back A2 goes in motion and is outside his tight end A3 by two yards when the ball is snapped. A3 goes downfield at the snap before the ball is kicked. B1 catches the punt at the B40, runs to the A10, is tackled, fumbles, and A4 recovers there.

Ruling: Fourth-and-10 on A25. A3 is not eligible to go downfield before the ball is kicked. (9-1-2)

NOTE: There is no option to enforce the foul from the dead-ball spot, because Team B lost the ball.

A.R. 9.60 PLAYER ILLEGALLY DOWNFIELD

Fourth-and-10 on A40. Center A3 is three yards downfield when A1 punts the ball. B1 fields the ball at the B10 and returns it to the B20.

Ruling: Fourth-and-15 on A35, or B's ball, first-and-10 on B25. Option for Team B.

A.R. 9.61 TEAM A FOUL AT THE SNAP—ENFORCEMENT OPTIONS

Fourth-and-10 on A40. At the snap, tackle A3 is not on the line of scrimmage. B2 returns the punt to the B20.

Ruling: Fourth-and-15 on A35, or B's ball, first-and-10 on B25. Team B has the option to enforce from the previous spot or the succeeding spot.

NOTE: All fouls by Team A prior to the receiving team securing possession include the option to enforce from the previous spot or the dead-ball spot, provided that the receiving team does not lose possession.

A.R. 9.62 TEAM A FOUL PRIOR TO PUNT

Fourth-and-10 on B40. Prior to the punt, A2 holds B2 as B2 rushes the punter. The punt is caught by B3 at the B10 and returned to the B20.

Ruling: Fourth-and-20 on 50, or B's ball, first-and-10 on B30. Team B has the option to enforce any foul by the punting team that occur prior to the receiving team gaining possession, from the previous spot or from the dead-ball spot.

A.R. 9.63 TEAM A OR B FOULS DURING PUNT

Fourth-and-10 on B40. While the punt is in the air, a) A2 grabs B2 and pulls him to the ground at the B36; or b) B3 grabs A3 and pulls him to the ground at the B36. The punt rolls into the end zone for a touchback.

Rulings: a) Not a foul. B's ball, first-and-10 on B20. Touchback.

b) B's ball, first-and-10 on B10.

NOTE: Fouls by both teams during a scrimmage kick are treated as offensive fouls.

A.R. 9.64 TEAM A FOUL DURING PUNT—DOUBLE CHANGE OF POSSESSION

Fourth-and-10 on 50. A2 pulls B2 down by the facemask as A1 punts the ball. The ball is fielded at the B10 by B1, who runs to the B20 where he fumbles. A2 recovers at the B20 and runs to the B15 where he fumbles. B2 recovers and downs the ball at the B12.

Ruling: B's ball, first-and-10 on B12, or fourth-and-25 on A35. There is no option to carry Team A fouls over a double change of possession.

A.R. 9.65 TEAM A FOUL DURING FIELD GOAL

Fourth-and-10 on B19. A1's field-goal attempt from the B26 is short and rolling toward the end zone, when A2 grabs and twists the facemask of B1. The untouched kick then rolls into the end zone. A3 was illegally in motion when the ball was snapped.

Ruling: B's ball, first-and-10 on B26, or fourth-and-25 on B34. There is no option to enforce either foul from the succeeding spot or the spot of the kick.

A.R. 9.66 BALL OUT OF BOUNDS IN END ZONE

Fourth-and-10 on 50. The punt is bouncing toward the pylon. A1 steps on the sideline at the B1 and then dives for the ball, which is still airborne one yard in the end zone, and bats it back to the B2. A2 recovers and falls to the ground at the B3.

Ruling: B's ball, first-and-10 on B25. Touchback plus a five-yard POP penalty. The ball is out of bounds behind the goal line when touched by A1, because A1 has not re-established back inbounds. The ball is therefore dead in the end zone for a touchback when it is touched by an out-of-bounds player.

A.R. 9.67 SUBSTITUTES ENTER FIELD DURING PUNT PLAY—MULTIPLE FOULS

Fourth-and-10 on 50. A1 punts the ball to the B10 where B2 picks up the ball and returns it to the B40. a) While the ball was rolling at the B10 (before B2 picked it up); or b) during the return, substitutes from Team B came onto the field at the B30, thinking the play was over, and then returned to the bench area without interfering in the play. During B2's return, B3 blocks A4 in the back at the B26.

Rulings: a) B's ball, first-and-10 on B5. Multiple fouls by Team B. The illegal substitution would be enforced from the B10 to the B5. The block in the back would be enforced from the B26 to the B16. (14-4)

b) B's ball, first-and-10 on B16. Multiple fouls by Team B. The illegal substitution occurs during the return and would, therefore, be enforced from the end of the run (B40) or the spot of the foul (B30), five yards. The block in the back would be enforced from the B26. (14-4)

A.R. 9.68 SUBSTITUTES ENTER FIELD DURING PUNT PLAY—DOUBLE FOULS

Fourth-and-10 on 50. A1 punts the ball to the B10 where B2 picks up the ball and returns it to the B40. a) While the ball was rolling loose at the B10 (before B2 picked it up); or b) during the return, substitutes from Team A came onto the field at the B35, thinking the play was over, and then returned to the bench area without interfering in the play. During B2's return, B3 blocks A4 in the back at the B26.

Rulings: a) B's ball, first-and-10 on B16, or fourth-and-10 on 50. Double foul with a change of possession. (14-3-2)

b) B's ball, first-and-10 on B26. Double foul after a change of possession. (14-3-3)

A.R. 9.69 PUNT FROM BEYOND THE LINE

Fourth-and-10 on 50. Punter A1 scrambles after a bad snap and runs to the B45 where he punts the ball out of bounds at the B25.

Ruling: B's ball, first-and-10 on B25, or fourth-and-15 on A45. This is a punt, even though it is from beyond the line, and it is therefore B's ball at the dead-ball spot. All rules on scrimmage kicks apply. Team A's 10-yard penalty is a "spot foul" and can therefore only be enforced from the spot of the kick, with the down replayed.

A.R. 9.70 PUNT FROM BEYOND THE LINE—invalid FAIR-CATCH SIGNAL

Fourth-and-22 on A40. Punter A1 picks up the poor snap on the second bounce. He runs to the A42 where he punts the ball. B1 tries to block the kick and runs into A1 at the A42, knocking him down. B2 gives an invalid fair-catch signal at the 50, and muffs the ball up into the air at the A49. B3 catches it at the A48 and runs for a touchdown.

Ruling: B's ball, first-and-10 on the B45, or fourth-and-22 on A40. Double foul with a change of possession. Although the scrimmage kick was from beyond the line, scrimmage kick rules remain in effect.

A.R. 9.71 PUNT—DOUBLE FOUL AFTER A CHANGE

Fourth-and-5 on A45. Receiver B1 holds kicker A4 on the B30 during the punt. B2 catches the punt at the B10 and runs to the B45 where he is tackled. During the return, A3 trips B2 at the B40.

Ruling: B's ball, first-and-10 on B30. (14-3-3)

A.R. 9.72 KICKER OUT OF BOUNDS DURING A PUNT

Fourth-and-12 on A21. At the snap, A1, who is lined up wide on punt coverage, runs out of bounds untouched to avoid being blocked by B1 and B2. A1 returns to the field of play at the A26. B1 attempts to catch the punted ball at the B41 but muffs it and the ball rolls to the B19 where B3 and A4 simultaneously recover the ball.

Ruling: Fourth-and-17 on A16 or B's ball, first-and-10 on B24. Team B has the option to enforce at the previous spot or the dead ball spot.

A.R. 9.73 KICKER OUT OF BOUNDS DURING A PUNT—NO FOUL

Fourth-and-7 on A31. A1, who is attempting to cover the fourth-down punt, is contacted and forced out of bounds by B3 at the A34. A1 returns to the field of play at the A39. B2 signals for and makes a fair catch at the B39.

Ruling: B's ball, first-and-10 on B39. Contact by B3 is what caused A1 to run out of bounds. No foul.

A.R. 9.74 BLOCKING OUT OF BOUNDS DURING PUNT/DURING RETURN

Fourth-and-10 on A40. A1's punt is fielded by B1 at the B10 and returned to the 50. B2 blocks A2 causing A2 to go out of bounds, and B3 then immediately goes out of bounds and blocks A2 again at the B40 while they are both out of bounds. The block by B3 occurs a) during the kick; or b) during the return.

Rulings: a) B's ball, first-and-10 on B5. It is illegal to go out of bounds to block an opponent during a punt. This is a post-possession foul.

b) B's ball, first-and-10 on 50. No foul. This action did not happen during the punt. (12-2-8-c)

A.R. 9.75 TOUCHBACK – DOUBLE FOUL WITH A CHANGE

Fourth-and-Three on B36. During Kicker A1's punt, B2 clips A2 at the B16. The ball lands at the B6 and A3 bats the ball at the B4 into the end zone where B2 recovers the ball and runs for a touchdown. Team A had six players on the line of scrimmage.

Ruling: B's ball, first-and-10 on B10. This is a double foul with a change of possession, which results in a touchback. Enforcement is from the 20 yard line. B also has the option to replay the down.

A.R. 9.76 BLOCK IN THE BACK OF THE TACKLER

Fourth-and-15 on A35. A1 punts and B1 catches the punt at the B20. B1 returns the punt and is tackled by A2 at the B35. A2 was blocked in the back above the waist by B3, the block forced A2 into B1, and he made the tackle at the B35.

Ruling: B's ball, first-and-10 on B25. Illegal block in the back. (12-1-4-b)

A.R. 9.77 BALL TOUCHES OFFICIAL DURING SCRIMMAGE KICK

Fourth-and-5 on A45. A1 punts the ball to the B2 where it bounces and hits the Back Judge who was straddling the goal line. The ball bounces back to the B2 where it is downed by A2. If the ball had not struck the official, it would have gone into the end zone.

Ruling: B's ball, first-and-10 on B2. When the ball touches an official who is inbounds, the touching is ignored. (7-2-3)

A.R. 9.78 FIRST TOUCHING AND ILLEGAL KICKING

Fourth-and-10 on 50. A1's punt is first touched by A2 on the B2. The ball then bounces to the B6 where B5 kicks it into and out of the back of the end zone.

Ruling: B's ball, first-and-10 on B2. The result of the play is a safety, but if Team A declines B's illegal kicking foul to get the safety result, Team B would have the option to take the ball at the spot of first touching. If Team A accepts the illegal kicking foul, it would be enforced from the spot of the foul—the B6 to the B3. (This is not a twenty-ten, as B's impetus put the ball in the end zone.) Therefore, A's best option is to decline the penalty, forcing Team B to take the ball at the spot of first touching.

A.R. 9.78.a BLOCKED PUNT – ILLEGALLY KICKED BALL

Fourth-and-10 on 50. A1's punt is blocked at the A40, and the ball rolls loose on the ground at the A47, when A1 kicks it downfield. The ball hits B1 at the B45 and bounces back and out of bounds a) at the B45 or b) at the A45.

Rulings:

a) B's ball, first-and-10 on A40. Illegally kicking the ball during a loose ball behind the line of scrimmage is enforced from the previous spot with a loss of down. (Option to enforce from the dead ball spot)

b) B's ball, first-and-10 on A35. Because the ball was punted, and because it was B's ball at the end of the punt play, the yardage can be enforced from the dead ball spot.

A.R. 9.79 PUNT—ILLEGAL TOUCH AND POP

Fourth-and-4 on A45. During the punt, flyer A2 inadvertently steps on the sideline at the B30, (not making an effort to avoid a player and not blocked out), as he is running downfield to cover the punt. He continues to run, immediately re-establishing himself in bounds, and ultimately falls on the ball (a) at the B5; or (b) at the B2.

Rulings:

- a) Fourth-and-9 on A40. Multiple fouls by A2. No kicking team player, who has been out of bounds, may touch or recover a punt beyond the line until it has been touched by another player from either team; and no kicking team player may voluntarily go out of bounds. (Decline option to enforce from the dead-ball spot.)
- b) Fourth-and-9 on A40, or B's ball, first-and-10 on B20. If the foul for illegal touching after having been out of bounds is accepted, there is a touchback option, as the touching occurred inside the five yard line. However, the POP is a multiple foul, so it cannot also be enforced.

A.R. 9.80 PUNT—ILLEGAL TOUCH AND POP

Fourth-and-10 on 50. A1's punt is at the B17 when A2, who had re-established back inbounds after having gone out of bounds on his own (untouched by Team B), touches the rolling punt at the B17. The punt then rolls out of bounds at the B14.

Ruling: B's ball, first-and-10 on B19, or fourth-and-15 on A45. There is no option to move the ball to the spot of the first touch and also enforce the penalty from that spot.

A.R. 9.81 DOUBLE CHANGE OF POSSESSION—FOUL DURING RETURN

Fourth-and-10 on A40. B1 catches the punt on the B25 and runs to the B35 where he fumbles. A2 recovers the fumble at the B34 and runs to the B33 where he fumbles, and B2 recovers and is downed at the B30. During B1's run, B2 illegally blocks in the back at the B37.

Ruling: B's ball, first-and-10 on B25. (Declining B's foul results in B's ball at the B30. If accepted, it is enforced from the B35 as a foul on a running play. There is no option to enforce B's foul from the dead-ball spot).

A.R. 9.82 SCRIMMAGE KICK FROM BEHIND THE LINE OF SCRIMMAGE

Fourth-and-Seven on B10. Team A trails 23-20 and lines up for a field goal from the B17 with 0:42 remaining in the game. Holder A2 muffs the snap and Kicker A1 recovers the ball at the B16 and runs to the B10 where he dropkicks the ball through the uprights with 0:35 remaining. The ball is dropped just inside the B10, but part of A1's body is still on or behind the B10.

Ruling: Field goal good. Kick off A35. (On a scrimmage kick, the kicker's entire body must be beyond the line of scrimmage for this to be illegal).

RULE 10—FAIR CATCH

1) FAIR CATCH/NO FAIR CATCH

A.R. 10.1 FAIR CATCH—DEAD-BALL FOUL

Fourth-and-5 on 50. B1 gives a valid fair-catch signal at the B8. B1 catches the ball at the B4, after which B2 clips A2 in the end zone.

Ruling: B's ball, first-and-10 on B2. Dead-ball foul. (14-1-7)

A.R. 10.2 NO FAIR CATCH SIGNAL—NO PROTECTION

Fourth-and-5 on 50. B1 gives a valid fair-catch signal at the B10. The punted ball hits B1 in the hands and goes up in the air. B1 falls down at the B12. A2 pushes B2 out of the way at the B10, catches the ball, and scores. B1 could not have caught the ball.

Ruling: A's ball, first-and-goal on B10. The ball is dead where caught. B2 does not have protection, as he did not signal.

A.R. 10.3 NO FAIR CATCH—TOUCHBACK

Fourth-and-5 on 50. B1 signals for a fair catch at the B10. B1 then steps forward to the B13 allowing the ball to hit the ground behind him. A1 then blocks B1 (high) into the ball forcing it into the end zone. A2 recovers there.

Ruling: B's ball, first-and-10 on B20. Touchback. No foul by A1 as the fair catch is not completed. B1 is deemed not to have touched the ball.

A.R. 10.4 NO FAIR CATCH—OUT OF BOUNDS

Fourth-and-12 on A12. The punt is shanked off the side of the kicker's foot. B1 is running toward the sideline at the B48 and gives a valid fair-catch signal. He catches the ball with one foot inbounds but his second step is out of bounds. Time in the game expires on the play.

Ruling: Game over. No option for a fair-catch kick, as the fair catch was not completed inbounds.

A.R. 10.5 NO FAIR CATCH—LEGAL ADVANCE BY TEAM B

Fourth-and-10 on A40. B1 gives a legal fair-catch signal at the B15 as the ball goes over his head. The ball in flight hits A2, who is not near a Team B player. The ball bounces into the air toward B1, who recovers it and runs for a touchdown.

Ruling: Touchdown Team B. Kickoff B35. Legal advance. No foul by A2.

A.R. 10.6 ADVANCE AFTER GIVING FAIR-CATCH SIGNAL

Fourth-and-10 on A40. B1 gives a valid fair-catch signal at the B10 and a) the ball hits the ground; b) the ball, while in the air, hits A2; or c) the ball hits the ground and then bounces off A2's leg. B1 or B2 then recovers the ball at the B15 and runs to the 50 where he is tackled.

Rulings: a) B's ball, first-and-10 on B15. The ball is dead when recovered by Team B.

b) B's ball, first-and-10 on B50. Legal return by Team B because the ball was touched by Team A. (Decline Fair Catch Interference)

c) B's ball, first-and-10 on B50. Legal return by Team B because the ball was touched by Team A.

2) INVALID SIGNAL

A.R. 10.7 INVALID SIGNAL

Fourth-and 5 on A35. The punt is short and B1 gives a fair-catch signal at the B40 after the ball hits the ground at the B44. B2 picks up the ball at the B44 and scores.

Ruling: B's ball, first-and-10 on B35. Five yard penalty for Invalid signal after the ball hit the ground, enforced from the spot of the foul.

NOTE: The ball is dead when recovered by B1 or B2 after the ball hits the ground.

A.R. 10.8 INVALID SIGNAL—KICKOFF HITS GROUND

On an onside kick from the A35, A1 "tops" the ball causing it to go down into the ground and then bounce high in the air to the A46 where it comes down to waiting B1. B1 signals for a fair catch, but just before B1 catches the ball, A2 blocks him aside and the ball hits the ground and is recovered by B3 at the A45.

Ruling: B's ball, first-and-10 on B49. Invalid fair-catch signal as the ball had hit the ground, so the action by A2 was legal. Spot enforcement.

A.R. 10.9 INVALID SIGNAL—ANOTHER TEAM B PLAYER CATCHES

Fourth-and-5 on A40. B1 gives an invalid fair-catch signal at the B14. The wind carries the punted ball in the air to the B8 where B2 catches the ball.

Ruling: B's ball, first-and-10 on B8. Team A takes the result of the play because the penalty would place the ball at the B9.

A.R. 10.10 INVALID SIGNAL—FOULS BY TEAM A and TEAM B

Fourth-and-10 on A40. A1 punts and B1 gives an invalid fair-catch signal at the B25. A2 contacts B1 prior to the catch. B1 muffs the ball and it rolls to the B15 where: a) B2 recovers, or b) A3 recovers.

- Rulings:** a) B's ball, first-and-10 on B20, or Team B has the option to replay. Double foul with a change. (14-3-2)
b) Fourth-and-10 on A40. Replay. Double foul. (14-3-1)

A.R. 10.11 INVALID SIGNAL—MUFF BY TEAM B

Fourth-and-10 on A40. A1 punts and B1 gives an invalid fair-catch signal and muffs the ball up into the air. B1 could have caught the muff, but A2 hits B1 at the B18, and B1 muffs the ball. A2 then recovers the ball at the B15.

Ruling: A's ball, first-and-10 on B15. Legal contact after the invalid signal.

A.R. 10.12 INVALID SIGNAL—MUFF BY TEAM B

Fourth-and-5 on B45. B1 makes an invalid fair-catch signal at the B6, but the wind carries the ball toward B2 who is at the B5. B2 muffs the ball up into the air. B3 is about to catch the muff when A2 pushes B2 away and catches the ball on the B5.

Ruling: A's ball, first-and-goal on B5. Legal contact after invalid fair-catch signal.

A.R. 10.13 NOT INVALID SIGNAL—BEHIND LINE OF SCRIMMAGE

Fourth-and-6 on A45. The punt is partially blocked, and B1 gives a fair-catch signal at the A40. B1 catches the ball there and runs to the A10.

Ruling: B's ball, first-and-goal on A10. Not an invalid signal as ball was behind the line of scrimmage. The advance is legal. 10-2-2-Note

A.R. 10.14 INVALID SIGNAL—CONTACT BY TEAM A

Fourth-and-10 on B45. B1 gives an invalid fair-catch signal at the B6. B1 catches the punted ball there and is immediately tackled by A2.

Ruling: B's ball, first-and-10 on B3. There was no foul by A2.

3) SIGNAL AND LEGAL/ILLEGAL BLOCK

A.R. 10.15 VALID SIGNAL—LEGAL BLOCK

Fourth-and-5 on B45. B1 signals for a fair catch at the B10 and lets the ball go over his head. A1 touches the ball at the B4, and B1 then blocks A1. A1 falls on the ball at the B2.

Ruling: B's ball, first-and-10 on B4. It is legal for the signaler to block after the ball is touched by another player.

A.R. 10.16 VALID SIGNAL—ILLEGAL BLOCK

Fourth-and-10 on A20. B1 gives a valid fair-catch signal at the B35, steps aside, and lets the punted ball go over his head. The ball bounces at the B32, and while it is rolling at the B30, B1 blocks A2 above the waist from the side at the B32, which allows B1 to recover the ball at the B30.

Ruling: B's ball, first-and-10 on B17. Enforce from spot of the foul.

A.R. 10.17 VALID SIGNAL—ILLEGAL BLOCK

On a kickoff, B3 gives a valid fair-catch signal at the B25-yard line. The ball goes over B3's head and is caught by B4 at the B22 and advanced to the B30. Prior to B4 catching the ball, B3 blocked an opponent at the B20-yard line.

Ruling: B's ball, first-and-10 on B10. The ball is dead when B4 catches it, and the penalty is enforced from the spot of the foul.

A.R. 10.18 VALID SIGNAL—TWENTY-TEN ENFORCEMENT

Fourth-and-4 on B40. B1 gives a valid fair-catch signal at the B10 and allows the punted ball to go over his head and roll into the end zone, after which B2 clips in the end zone.

Ruling: B's ball, first-and-10 on B10. Twenty-ten enforcement. (14-1-7)

A.R. 10.19 VALID SIGNAL—FIRST TOUCH - LEGAL RECOVERY AND ADVANCE

Fourth-and-8 on A45. B1 signals for a fair catch on the B10 but allows the ball to hit the ground behind him. At the B1, A1 bats the ball back to the B4. B1 then pushes A2 from behind in order to recover the ball and advance to the B12.

Ruling: B's ball, first-and-10 on B12. No foul.

A.R. 10.20 VALID SIGNAL—LEGAL RECOVERY OF TEAM B'S MUFF

Fourth-and-5 on A35. B1 gives a valid fair-catch signal at the B25. B1 attempts to make the catch but muffs the ball. A2, who had been out of bounds, re-establishes himself and recovers the muffed punt at the B23.

Ruling: A's ball, first-and-10 on B23. A2's recovery is legal because the punted ball had been touched by another player.

A.R. 10.21 INVALID SIGNAL—ILLEGAL BLOCK

Fourth-and-4 on A34. B1 gives an invalid fair-catch signal at the B35, steps aside, and blocks A2 at the B36. The punted ball rolls to the B18 where A3 and B2 simultaneously fall on the ball with B2 touching the sideline.

Ruling: B's ball, first-and-10 on B18. Decline both penalties. (14-6)

A.R. 10.22 INVALID SIGNAL—ILLEGAL BLOCK

Fourth-and-12 on B38. B1 gives an invalid fair-catch signal at the B8. B1 allows the punted ball to bounce, and it rolls toward the end zone. B1 then blocks A2 above the waist from the side at the B6 when the ball is at the B4. A4 falls on the ball in the end zone.

Ruling: B's ball, first-and-10 on B3. Accept the penalty for the illegal block. (14-4)

A.R. 10.23 VALID SIGNAL—ILLEGAL BLOCK/ILLEGAL ADVANCE

Fourth-and-4 on B45. A1 punts, and B1 gives a valid fair-catch signal at the B10, but muffs the ball, and it hits the ground. B2 then muffs the ball, after which B1 pushes A1 out of the way at the B8. B2 picks up the ball at the B6, and runs to the B30.

Ruling: B's ball, first-and-10 on B6. B1 can block after the ball has touched another player, but Team B can not advance until the ball is touched by a member of the kicking team.

4) FAIR-CATCH INTERFERENCE

A.R. 10.24 FAIR-CATCH INTERFERENCE

Fourth-and-5 on B40. B1 gives a valid fair-catch signal at the B5. The punted ball hits A2 on the shoulder as A2 is standing directly in front of B1 at the B6. B1 catches the ball at the B6 and runs to the 50. B1 fumbles at the 50 and A2 recovers there.

Ruling: B's ball, first-and-10 on B21. Penalize 15 yards from the spot of the foul. Fair-catch interference.

A.R. 10.25 FAIR-CATCH INTERFERENCE

Fourth-and-5 on 50. B1 gives a valid fair-catch signal at the B10. The punted ball hits B1 in the hands and goes up into the air. A2 pushes B1 out of the way and catches the ball at the B10 as B1 was going to catch the ball. A2 scores.

Ruling: B's ball, first-and-10 on B10. Fair-catch interference. 10-2-2-Item 3-Penalty

A.R. 10.26 FAIR-CATCH INTERFERENCE—PERSONAL FOUL

Fourth-and-2 on A16. B1 gives a valid fair-catch signal at the A40. B1 is about to catch the punted ball at the A40 when A2 grabs B1's facemask prior to the catch and flips him to the ground. The ball goes over B1's head to the A45 where B2 picks it up and scores.

Ruling: Team B first-and-10 on A25, or fourth-and-10 on A8. The ball is dead when Team B recovers it. The foul for fair-catch interference is enforced from the spot of that foul, and Team B can fair-catch kick or snap. The facemask foul is a multiple foul which would be enforced from the previous spot or the dead-ball spot (A45), as it is a foul by the kicking team during the kick. (14-4)

A.R. 10.27 FAIR-CATCH INTERFERENCE AND PERSONAL FOUL

Fourth-and-10 on A30. Punter A1 kicks the ball toward the side line at the B15. B2 signals for a fair-catch at the B14. B2 muffs the airborne kick at the B14 and attempts to catch the muffed ball at the B15. A5 hits B2 helmet to helmet before he can complete the catch at the B15. The ball rolls out of bounds at the B18.

Ruling: B's ball, first-and-10 on B33 or A's ball, fourth-and-25 on A15. (Decline the FCI which would give B the ball at the B15. The UNR occurred during a scrimmage kick and is not a spot enforcement).

A.R. 10.28 FAIR-CATCH INTERFERENCE

Fourth-and-10 on A40. A1 punts and B1 signals for a fair catch at the B20. B2 is standing in front of B1 (not blocking) and is driven back into him by A4, causing B1 to muff the ball. A6 recovers the loose ball at the B25.

Ruling: B's ball, first-and-10 on B35. Fair-catch interference by A4.

A.R. 10.29 NOT FAIR-CATCH INTERFERENCE—LEGAL BLOCK BY TEAM A

Fourth-and-10 on A40. A1 punts the ball and B1 signals for a fair catch at the B20. B2 is blocking in front of B1 and is driven back into him by A5, causing B1 to muff the ball. A6 recovers the loose ball at the B25.

Ruling: A's ball, first-and-10 on B25. No foul since B2 was actively blocking.

A.R. 10.30 FAIR-CATCH INTERFERENCE/INTERFERENCE WITH MAKER—END ZONE

Fourth-and-10 on B40. B1 is confused about where he is on the field and signals for a fair catch while standing in his end zone. A2, covering the punt, contacts B1, a) before; or b) after B1 completes the fair catch in his end zone.

Rulings: a) and b): B's ball, first-and-10 on B35. The penalty for fair-catch interference, and interference with the opportunity to make a fair catch in the end zone, are both enforced from the 20-yard line.

5) INTERFERENCE WITH OPPORTUNITY

A.R. 10.31 INTERFERENCE WITH OPPORTUNITY

Fourth-and-10 on 50. B1 runs from the B8 to the B10 in an effort to catch the punted ball (no fair-catch signal given). A2 stays in B1's way at the B10 without any contact but hinders B1's chance to catch the ball. The ball bounces at the B10, hits B1's leg, and rolls to the B5 where: a) B1 recovers there; or b) A2 recovers at the B5, picks up the ball, and scores.

Rulings: a) and b): B's ball, first-and-10 on B25. Even if no signal has been given, B1 must be given an unhindered opportunity to catch the ball.

A.R. 10.31.a CONTACT WITH PUNT RECEIVER

Fourth-and-Six on A49. A1's punt is partially blocked, and the ball goes into the air to the B47. B1 tries to catch the ball at the B46, but in the process of catching the punt, immediately after he touches the ball, he is run into by A6, causing him to muff the ball. The ball rolls to the B49 where A3 recovers.

Ruling: A's ball, first-and-10 on B49. (It is legal to contact, but not rough, the punt receiver after he has touched the punt. The fact that the punt was partially blocked is irrelevant).

A.R. 10.32 INTERFERENCE WITH OPPORTUNITY

Fourth-and-2 on 50. The punt is partially blocked by B1, and A2 and B1 both jump up to try to catch the ball at the B48. A2 catches the ball at the B48 and runs to the B40.

Ruling: B's ball, first-and-10 on A37. Interference with the opportunity to make a catch.

A.R. 10.33 INTERFERENCE WITH OPPORTUNITY—KICKOFF

On a kickoff from the A35, A1 leaps from the A44 and catches the ball on the A46, prior to the ball being touched by anyone. B1 could have caught the ball at the A46.

Ruling: B's ball, first-and-10 on A31. Interference with the opportunity to make a catch.

NOTE: If the ball was kicked down into the ground as it came off the tee, there would be no fair-catch interference, since the ball would have already touched the ground.

6) INTERFERENCE WITH THE MAKER OF A FAIR CATCH

A.R. 10.34 INTERFERENCE WITH MAKER—VALID SIGNAL—LAST PLAY

Fourth-and-10 on 50. B1 makes a valid fair-catch signal and catches the punt at the B10. A2 then contacts B1 after B1 completes the catch. Time runs out in the half.

Ruling: B's ball, first-and-10 on B25 (extend for fair-catch kick or a play from scrimmage).

A.R. 10.35 INVALID SIGNAL—CONTACT AFTER CATCH

Fourth-and-10 on 50. B1 makes an invalid fair-catch signal and catches the punt at the B10. A2 then tackles B1 after B1 completes the catch.

Ruling: B's ball, first-and-10 on B5. No foul by A1 unless A1 commits unnecessary roughness on the tackle.

A.R. 10.36 INTERFERENCE WITH MAKER—BLOCKED INTO

Fourth-and-10 on A40. B1 gives a valid fair-catch signal at the B10 while waiting to catch A1's punt. Flyer A2 and B2 have been engaged with each other since the snap, and at the B13, B2 pushes A2 causing him to contact B1 just before the punt arrives. The ball hits B1 in the leg and rolls to the B12 where B3 recovers and runs for a touchdown.

Ruling: B's ball, first-and-10 on B12. There is no fair-catch interference, as A2 was blocked into B1. The ball is dead where B3 recovers because of B1's signal.

RULE 11—SCORING

1) TOUCHDOWN

A.R. 11.1 TOUCHDOWN—CATCH AND DRIVEN BACK

First-and-goal on B8. Tight end A2 goes into the end zone and leaps to catch a pass from A1. While he is airborne in the end zone, A2 controls the ball and is driven back to the 1-yard line by B2 and retains the football.

Ruling: Touchdown Team A. Kickoff A35.

A.R. 11.2 TOUCHDOWN—BATTED PASS IN END ZONE

Third-and-3 on B16. A1 throws a forward pass to end A2 along the end line. A2 bats the ball toward end A3 who catches it in the end zone.

Ruling: Touchdown Team A. Kickoff A35. (12-1-8-Exc.)

A.R. 11.3 TOUCHDOWN—KICKERS RECOVER IN END ZONE

On a kickoff, the ball touches B1 at the B10 and rolls into the end zone. A1 falls on the ball in the end zone.

Ruling: Touchdown Team A. Kickoff A35.

A.R. 11.4 TOUCHDOWN—TEAM A BATS BALL INTO OWN END ZONE

Fourth-and-12 on A14. The punt is partially blocked and the ball rolls to the A4 where A2 bats it toward his goal and B1 falls on it in the end zone.

Ruling: Touchdown Team B. Kickoff B35. No foul.

2) TRY

A.R. 11.5 TRY ATTEMPT—SUCCESSFUL – TEAM B FOUL

On a Try attempt from the 2-yard line, the kick is good. B2 is offside.

Ruling: One point try successful, kickoff A40; or retry at the B1, kickoff A35.

A.R. 11.6 TRY ATTEMPT—OPTION FOR SAFETY

On a Try from the B2, holder A2 muffs a poor snap, and the ball rolls to the B12. Kicker A1 recovers and runs to the B4, where he fumbles to the B3. A3 reaches down to pick up the ball and B3 deliberately kicks it away from him. The ball hits the pylon.

Ruling: Option for Team A: Retry from B1; or one-point safety awarded to Team A. Kickoff A45. The result of the play is a successful one-point Try, so if accepted, the Team B foul is enforced on the kickoff.

A.R. 11.7 TRY ATTEMPT—DEFENSIVE FOUL

On a Try attempt from the 2-yard line, B3 pushes eligible A3 out of the way in the end zone, intercepts the pass intended for A3, and falls to the ground.

Ruling: Retry from the 1- or 2-yard line. The defensive pass interference foul is a spot foul and does not carry-over to the kickoff.

A.R. 11.8 TRY ATTEMPT—DEFENSIVE FOUL

On a Try attempt from the 2-yard line, the kick is blocked. B6 was offside on the play.

Ruling: Retry from the 1- or 2-yard line. The foul does not carry-over to the kickoff, since the Try was unsuccessful.

A.R. 11.9 TRY ATTEMPT— 5 VS. 15

During a successful Try, B2 is called for leverage. A1 was illegally in motion at the snap.

Ruling: Retry at B1 or B2. (A's option). This is a 5 vs. 15, as there was no change of possession. There is no option to enforce the yardage on the ensuing kickoff. (14-3-1)

A.R. 11.10 BEFORE SNAP FOR TRY ATTEMPT—5 VS. 15

Before the ball is snapped on a Try, A5 false starts, and B2 comes across the line and knocks A6 to the ground. Unnecessary roughness is called on B2.

Ruling: Retry at B1, kickoff at A35, or Retry at B2, kickoff at 50. (A's option). This is a 5 vs. 15, as there was no change of possession. Since the ball was not snapped and no kick made, the "double foul" need not be enforced on the Try to allow the kick, so Team A could choose to enforce the yardage on the ensuing kickoff. (14-3-1)

A.R. 11.11 TRY ATTEMPT—5 VS. 15

During a successful Try, B2 is offside and after the ball is dead, A2 is called for unnecessary roughness.

Ruling: The Try is good. Kickoff A20. This is a clean hands score, so the score counts, and the foul against A2 is enforced on the kickoff. (14-1-9)

A.R. 11.12 TRY ATTEMPT—SWINGING GATE

On a Try attempt from the 2-yard line, long snapper number 88 reports as an ineligible player. Team A lines up in a “swinging gate” formation with snapper number 88 on the end of the line. Team A then shifts to a normal kicking formation, number 88 remains at center, and the kick attempt is good.

Ruling: Retry from the B7. Illegal formation. On all scrimmage plays, offensive player numbers must be correct both before and after any shift. (7-4-8-Note)

3) SAFETY**A.R. 11.13 SAFETY—BALL HALF OUT OF END ZONE**

Second-and-10 on A2. Runner A1 is tackled in his end zone with part of the ball in the field of play and part in the end zone.

Ruling: Safety. Safety kick A20. The entire ball must be out of the end zone.

A.R. 11.14 SAFETY—TEAM A BATS BALL INTO OWN END ZONE

Fourth-and-12 on A14. A’s punt is blocked and the ball rolls to the A4 where A2 bats the ball toward his goal. A3 falls on the ball in the end zone.

Ruling: Safety. Safety kick A20.

A.R. 11.15 SAFETY—FUMBLE INTO OWN END ZONE

Fourth-and-7 on A45. A1 punts the ball to B2 in the end zone. B2 runs out of the end zone, is tackled at the B3, fumbles, and the ball goes out of bounds across the end line.

Ruling: Safety. Safety kick B20.

A.R. 11.16 FUMBLE IN END ZONE—FOUL IN FIELD OF PLAY—TEAM A’S IMPETUS

Third-and-6 on B22. B2 intercepts a pass in the end zone, and while running in the end zone, fumbles the ball which rolls to the B3. B4 then bats the loose ball forward to the B7-yard line where B5 recovers.

Ruling: B’s ball, first-and-10 on B 1 ½ .

Note: Since A’s impetus put the ball in the end zone, the B20 is considered the spot of the fumble. The B foul is therefore enforced from the spot of the foul, because it’s behind the spot of the fumble. If B’s impetus had put the ball in the end zone, the spot of the fumble would be in the end zone, so the result would be safety.

A.R. 11.17 SAFETY—PERSONAL FOUL ON PLAY

On a kickoff from the A35, B2 catches the ball in the end zone and runs to the B4. B2 then fumbles the ball at the B4, and it rolls into the pylon on the goal line. During the fumble, B5 pulled A2 down by the facemask at the B2.

Ruling: Safety. Safety kick B10. The result of the play is a safety, so the personal foul would be enforced from the 20 yard line. (14-1-14)

A.R. 11.18 SAFETY—NEW IMPETUS

Fourth-and-6 on A45. A’s punt is nearly at rest on the B3. B3 bats the ball backward over the end line, creating new impetus. Immediately after the snap, B3 head slaps A2 on the line of scrimmage.

Ruling: Safety. Safety kick B10 or A’s ball, first-and-10 on B40. (14-1-14)

A.R. 11.19 MOMENTUM—ILLEGAL FORWARD PASS –SAFETY

Third-and-goal on B6. A1 throws to A3 in the end zone near the goal line. B2 intercepts at the B1-yard line with one foot at the B1-yard line and the other foot on the B½-yard line. His momentum carries him into the end zone where he attempts a backward pass which goes forward. A3 muffs the pass at the B½-yard line, and it falls incomplete.

Ruling: Safety. Safety kick B20.

A.R. 11.20 SAFETY—NOT MOMENTUM EXCEPTION

Third-and 25 on B40. The score is tied 21-21 at the two-minute warning of the fourth quarter. On a long pass thrown toward the goal line, B2 dives in front of receiver A2 and intercepts the ball at the B4. He slides untouched to a stop on the B1, gets to his feet, and in an effort to avoid tackler A3, loops into the end zone where he is tackled by A4. The Field Judge signals safety. B2 is infuriated by the ruling and slams the ball at the officials’ feet.

Ruling: Safety. Safety kick B10. This is not the momentum exception. (14-1-14)

A.R. 11.21 SAFETY—NOT MOMENTUM EXCEPTION

B1 intercepts the ball at the B6 and his momentum takes him toward his goal line. B1 stumbles and fumbles the ball at the B2, and the ball hits the pylon.

Ruling: Safety. Safety kick B20. This is not the momentum exception, because B1 did not carry the ball into the end zone.

A.R. 11.22 SAFETY—FOUL IN OWN END ZONE

Fourth-and-9 on A2. Prior to A1 punting the ball from the end zone, A3 holds B2 on a block initiated in the end zone. The punt is then shanked out of bounds at the A16.

Ruling: Option: Safety. Safety kick A20, or B’s ball, first-and-10 on A8.

A.R. 11.23 NO SAFETY—PUNT MOMENTUM

Fourth-and-6 on B45. On the last play of the first half, B1 catches a punt on the B2-yard line and the momentum of the kick forces him back into the end zone. B1 is then tackled by A2 in the end zone.

Ruling: Half over. The ball would be spotted on the B2-yard line because of the momentum exception; however, the time expired on the play.

A.R. 11.24 SAFETY—INADVERTENT WHISTLE WITH FOUL

Second-and-15 on A6. Quarterback A1 attempts to hand off to back A2, who drops the ball. It rolls into the end zone and the Line Judge inadvertently blows his whistle while the ball is in the end zone. A2 clips in the end zone before the whistle blew.

Ruling: Safety. Safety kick A20. Fouls that happen before the inadvertent whistle are enforced as normal.

A.R. 11.25 SAFETY KICK—OUT OF BOUNDS

Third-and-8 on A5. Quarterback A1 is sacked in his own end zone. On the ensuing safety kick, A3 punts the ball out of bounds at the receiving team's 30-yard line.

Ruling: B's ball, first-and-10 on 50. The penalty for a safety kick illegally out of bounds is 30 yards from the spot of the kick, or the out of bounds spot.

NOTE: If this occurred on the last play of the period, Team B would have the option to extend for an untimed down.

4) MOMENTUM EXCEPTION

A.R. 11.26 MOMENTUM EXCEPTION—FUMBLE IN END ZONE

Third-and-6 on B23. A1 throws a pass toward A2 near the goal line. B1 intercepts the ball on the B3-yard line. His momentum carries him into the end zone where he fumbles the ball while being tackled, and: a) B3 recovers and is downed in the end zone; b) A3 recovers in the end zone; c) the ball goes over the end line; or d) the ball rolls out of bounds at the B4.

Rulings: a) B's ball, first-and-10 on B3. Momentum exception. The ball is dead in the end zone in B's possession.

b) Touchdown Team A. Kickoff A35. There is no momentum exception because the ball was not dead in the end zone in B's possession.

c) B's ball, first-and-10 on B3. Momentum exception. The ball is dead in Team B's possession.

d) B's ball, first-and-10 on B3. Momentum exception. The fumble forward out of bounds returns to the spot of the fumble, and the ball is then dead in Team B's possession.

A.R. 11.26.a MOMENTUM EXCEPTION- FOUL DURING FUMBLE IN END ZONE

Second-and-10 on B20. B1 intercepts A1's pass on the B6, and his momentum takes him into the end zone. While B1 is running in the end zone, he fumbles the ball and it rolls into the field of play where a) it is recovered by B2 at the B4, or b) it is recovered by B2 at the B2, or c) it rolls out of bounds at the B6. During the loose ball, B3 grabs and twists A2's face mask at the B5.

Rulings:

a) B's ball, first-and-10 on B2 ½ . When a fumble in the end zone occurs on a momentum play, the spot of the fumble is deemed to be the momentum spot (B6). B3's foul is therefore enforced from the spot of the foul, which is behind the spot of the fumble. (The dead ball spot is not an enforcement spot on fouls during a loose ball).

b) B's ball, first-and-10 on B2. Decline the foul, which would be enforced from the B5.

c) B's ball, first-and-10 on B2 ½ . The fumble forward out of bounds, returns the ball to the spot of the fumble in the end zone. The ball is therefore dead in B's possession in the end zone, thus giving B the ball at that spot of interception momentum (B6). B's foul is enforced from the spot of the foul, which is behind the momentum spot.

A.R. 11.27 MOMENTUM EXCEPTION—FOUL IN FIELD OF PLAY

First-and-10 on B16. B1 intercepts a pass at the B6, and his momentum carries him into the end zone. While still in the end zone, B1 throws a backward pass to B2, which goes over the end line. During B1's run in the end zone, B4 tripped A3 at the B8.

Ruling: B's ball, first-and-10 on B3. Enforce B's foul from the spot of the interception momentum, as the ball is dead in the end zone in Team B's possession. (The result of the play would be B's ball, first-and-10 on B6.)

A.R. 11.28 MOMENTUM—TOUCHDOWN FOR TEAM A

First-and-10 on B16. B1 intercepts a pass or recovers a fumble or backward pass by A1 at the B6, and his momentum carries him into the end zone. B1 tries to run the ball out, sees that he will be tackled, and throws an illegal forward pass to B2 which is intercepted by A3 at the A2-yard line and carried into the end zone.

Ruling: Touchdown Team A. Kickoff A35.

A.R. 11.29 MOMENTUM—FUMBLE RECOVERY

On a kickoff from the A35, B2 returns the ball to the A15-yard line where the ball is punched out of his hands from behind by A1. The ball is scooped up by A1 on the run at the A6, and his momentum carries him forward into his end zone, where: a) A1 is tackled; or b) A1 fumbles the ball and B2 recovers it in A's end zone.

Rulings: a) A's ball, first-and-10 on A6.

b) Touchdown Team B. Kickoff B35. The ball was not dead in the end zone in A's possession; therefore, there is no momentum exception.

A.R. 11.30 NOT MOMENTUM—PROGRESS STOPPED

Third-and-6 on B16. A1 throws a pass toward A3 in the end zone. B2 intercepts it with both feet down at the B1-yard line. He is driven back into the end zone. B2 fumbles over the end line as he is tackled by A6 in the end zone.

Ruling: B's ball, first-and-10 on B1. Forward progress at the B1-yard line. For the momentum exception to apply, B2's own momentum must cause him to go into the end zone.

A.R. 11.31 NOT MOMENTUM —BALL NOT DEAD IN THE END ZONE

First-and-10 on B16. B1 recovers a fumble by A1 at the B6, and his momentum causes him to slide feet first into the end zone where he is touched down by A2. Both B1's feet are in the end zone, but the ball is at the B½-yard line.

Ruling: B's ball, first-and-10 on B½. The ball must get into the end zone for the momentum exception to apply.

A.R. 11.32 NOT MOMENTUM—BALL ADVANCED OUT OF ENDZONE

Third-and-7 on B20. A1 fumbles the ball at the B4, and it is scooped up by B2. B2's momentum carries him into the end zone where he hands the ball off backward to B3 who then runs the ball out to the B30 where he fumbles, and A3 recovers.

Ruling: A's ball, first-and-10 on B30. The ball was not dead in B's end zone in B's possession; therefore, the momentum exception does not apply.

A.R. 11.33 MOMENTUM—PASS—BALL IN OR OUT OF END ZONE

First-and-10 on B25. A1 throws a pass to end A2 at the B2. B1 intercepts while airborne, and a) his second foot lands on the goal line with the ball in the field of play at the B½-yard line, b) his second foot hits at the ½-yard line with the ball over the goal line, or c) both feet land in the field of play with the ball at the ½-yard line. B continues into the end zone where he is tackled.

Rulings: a) B's ball, first-and-10 on B20. Touchback, as the second foot landed in the end zone.

b) B's ball, first-and-10 on B1. Momentum exception. The key is where the feet are when the pass is intercepted.

c) B's ball, first-and-10 on B1. Momentum exception, as both feet landed in the field of play.

A.R. 11.34 MOMENTUM—PUNT

Fourth-and-5 on B45. B2 attempts to catch a punt at the B5 but muffs the ball, and it rolls to the B2. B3 recovers at the B2, and his momentum carries him into the end zone, where he is tackled. After the play, B5 taunts A4.

Ruling: B's ball, first-and-10 on the B1. Enforce from the momentum spot.

A.R. 11.35 MOMENTUM—FOUL IN END ZONE DURING RUN

Third-and-10 on B40. A1's pass is intercepted by B1 at the B5, and his momentum carries him into the end zone where he falls to the ground and is touched down. While B1's momentum was taking him into the end zone, B3 blocked A3 low in the end zone.

Ruling: Safety. Safety kick B20. Even though his momentum takes him into the end zone, B1 is "running with the ball," and Team B fouled in their own end zone. (14-1-11)

A.R. 11.36 MOMENTUM EXCEPTION—FUMBLE IN END ZONE- FOUL

Third-and-10 on B40. A1's pass is intercepted by B1 at the B6, and his momentum carries him into the end zone where he scrambles to try and run it out. While he is running in the end zone, B1 fumbles, and the ball rolls out to the B5 where it is ultimately recovered by B1. During the fumble, while the ball was rolling in the field of play, B2 holds A2 a) at the B4, or b) in the end zone, to prevent him from recovering the ball.

Rulings:

a) B's ball, first-and-on B2. When a fumble in the end zone occurs on a momentum play, the spot of the fumble is deemed to be the momentum spot (B6). Therefore, the penalty during the fumble is enforced from the spot of the foul or the momentum spot, whichever hurts B the most.

b) Safety. Safety kick B20.

A.R. 11.37 NOT MOMENTUM – FUMBLE IN END ZONE- FOUL

First-and-10 on B20. A1's pass is intercepted in B's end zone by B1 who runs and fumbles in the end zone. The ball rolls out to the B3 and as A2 is about to recover the ball, B2 pulls A2 away from the ball to prevent his recovery (B2 does not make a personal attempt to recover). A1 recovers the ball at the B3.

Ruling: A's ball, first-and-goal from B3. (B's foul during the loose ball is not a major penalty, so it can't be carried over and enforced).

5) FIELD GOAL**A.R. 11.38 MISSED FIELD GOAL**

Fourth-and-4 on B36. Team A's field-goal attempt from the B43 is short, and the ball a) bounces in the end zone and rolls over the end line; b) hits on the B33 and then bounces back to the B37 where Team A recovers and downs it; or c) hits on the B33 and then bounces back to the B37 where A2 recovers the ball and advances to the B34.

Rulings: a) B's ball, first-and-10 on B43.

b) B's ball, first-and-10 on B43.

c) B's ball, first-and-10 on B34.

NOTE: If either Team A or B recovers the ball behind the line and advances, the option to return to the spot of the kick (or 20) is lost. If either Team A or Team B recovers the ball behind the line and downs it immediately, the option to return to the spot of the kick (or 20) is available, unless Team B has touched the ball beyond the line.

A.R. 11.39 TEAM A FOULS DURING MISSED FIELD GOAL

Fourth-and-10 on B24. A1 attempts a field goal from the B31 which is partially blocked and is rolling on the ground, when it is touched by A2 at the B8 and ultimately recovered by A3 at the B3. During the field-goal attempt, A3 stepped on the sideline at the B15 (no contact by B) before recovering the ball. Center A5 pulled the nose guard down to the ground by his facemask right after the snap.

Ruling: B's ball, first-and-10 on B31.

NOTE: The only foul is the FMM. Team B's options are:

- a) Decline the foul and take the ball at the spot of the kick.
- b) Take the ball at either spot of first touching—the B8 or the B3.
- c) Enforce the foul from the previous spot (B24) and replay the down.

A.R. 11.40 TEAM A FOULS DURING MISSED FIELD GOAL—RETURNED FOR TOUCHDOWN

Fourth-and-10 on B38. A1 attempts a field goal from the B45 which is short and caught in the end zone by B1. B1 returns the kick for a touchdown. Before the kick, center A5 pulled nose guard B2 down to the ground by his facemask.

Ruling: Touchdown Team B. Kickoff 50. Even on missed field goals, personal fouls or unsportsmanlike conduct penalties by the kicking team will be enforced on the kickoff, if the receiving team scores a touchdown.

A.R. 11.41 MISSED FIELD GOAL—TOUCHBACK

Fourth-and-6 on B12. A field-goal attempt from the B19 is wide and goes over the end line.

Ruling: B's ball, first-and-10 on B20.

A.R. 11.42 MISSED FIELD GOAL—TEAM B TOUCHES IN FIELD OF PLAY

Fourth-and-9 on B39. A1's field-goal attempt from the B46 is missed, and the ball is rolling at the B11 where B5 picks it up and returns it to the B18.

Ruling: B's ball, first-and-10 on B18.

A.R. 11.43 MISSED FIELD GOAL—BEHIND THE LINE

Third-and-2 on B10. A field-goal attempt from the B17 is blocked and: a) goes out of bounds at the B18; b) is recovered by A2 at the B15 who runs for a touchdown; c) is recovered simultaneously by A3 and B3 at the B21; d) is recovered by A4 at the B19; e) is recovered and downed by B2 at the B15; or f) goes beyond the line and then returns behind the line, untouched by Team B beyond the line in the field of play, and goes out of bounds at the B16 or is recovered by A2 at the B16.

Rulings: a) B's ball, first-and-10 on B18.
b) Touchdown Team A. Kickoff A35.
c) B's ball, first-and-10 on B21.
d) A's ball fourth-and-11 on B19.
e) B's ball, first-and-10 on B15.
f) B's ball, first-and-10 on B20.

A.R. 11.44 MISSED FIELD GOAL—TOUCHED/UNTOUCHED BY TEAM B BEYOND THE LINE

Fourth-and-10 on B35. A field-goal attempt is kicked from the B42 and is missed, and a) the ball is touched by B1 at the B5 and then rolls into the end zone where B2 downs it; or b) the untouched field goal rolls into the end zone where it is downed by B2.

Rulings: a) B's ball, first-and-10 on B20. Touchback.
b) B's ball, first-and-10 on B42. The ball is dead immediately when it hits in the end zone, untouched by Team B in the field of play.

A.R. 11.45 BLOCKED FIELD GOAL OVER AND BACK—ILLEGAL PASS

Fourth-and-2 on B6. A field-goal attempt is partially blocked, hits B1 at the B3, and bounces back to the B8. A1 picks it up and from the B8 throws a forward pass to A2 who scores.

Ruling: A's ball, first-and-10 on B13. Legal recovery by A1, but this is an illegal pass, because B's touching beyond the line causes a change of possession by rule. Five-yard penalty from the spot of the pass.

A.R. 11.46 MISSED FIELD GOAL—FIRST TOUCH

Fourth-and-5 on B35. A1 attempts a field goal that is partially blocked at the line of scrimmage. The ball rolls to the B22 where A2 touches it. The ball then touches B3 at the B18 and is finally recovered by A4 at the B15.

Ruling: B's ball, first-and-10 on B22. B's ball at the spot of A's first touching.

A.R. 11.47 MISSED FIELD GOAL—POST-POSSESSION FOUL

Fourth-and-4 on B35. A1's field-goal attempt is partially blocked at the line of scrimmage. The ball rolls out of bounds at the B15. While the ball was loose, B2 clips at the B12.

Ruling: B's ball, first-and-10 on B6.

A.R. 11.48 MISSED FIELD GOAL—DOUBLE FOUL WITH A CHANGE

Fourth-and-10 on B20. A field-goal attempt is partially blocked and rolls out of bounds at B30. Team A had only six men on the line. After the kick is out of bounds, B1 clips at B10.

Ruling: B's ball, first-and-10 on B15, or A's ball fourth-and-10 on B20. Double foul with a change of possession. (14-1-5-e, 14-3-2-Exc. 1)

A.R. 11.49 MISSED FAIR-CATCH KICK

Fourth-and-10 on A5. A1 punts a short high kick to B2 standing on the A40. B2 makes a valid fair-catch signal and catches the ball. Team B elects the option of a fair-catch kick and kicks the ball wide and short, hitting in the end zone and bouncing back and out of bounds at the A2-yard line without touching any player.

Ruling: A's ball, first-and-10 on A40. Treated as a missed field goal.

A.R. 11.50 FIELD GOAL GOOD—FOUL BY TEAM B

Fourth-and-5 on B22. A1's field-goal attempt is good. On the play, B3 head slaps A2 on the line of scrimmage immediately after the snap.

Ruling: Option: Award three points and kickoff 50 , or A's ball, first-and-10 on B11. This is not a post-possession foul. (14-1-14)

A.R. 11.51 FIELD-GOAL ATTEMPT—KICKING TEAM FOUL

Fourth-and-5 on B21. A1's field-goal attempt from the B28 falls short and hits in the end zone. A2 holds B2 to prevent him from blocking the kick.

Ruling: B's ball, first-and-10 at the B28. Decline the foul. (The only enforcement option would be the previous spot, replaying the down).

A.R. 11.52 FIELD GOAL GOOD—ATTEMPT HITS OFFICIAL

Fourth-and-5 on B15. A's field-goal attempt is low and the ball hits the Umpire prior to going over the upright.

Ruling: The field goal is good. Kickoff A35.

A.R. 11.53 FIELD-GOAL ATTEMPT—EXTEND (5 VS. 15)

Fourth-and-6 on B22. Team B leads 33-32. A1 attempts a field goal that is good. Team A has six men on the line of scrimmage, and B2 head slaps A2 at the line of scrimmage immediately after the snap. Time in the game expires on the play.

Ruling: A's ball, first-and-10 on B11. Extend for one down; 5 vs. 15 with the major live ball foul by the defense. (14-3-1-Exc. 1)

NOTE: If B2's foul had been a dead ball penalty after the kick went thru the uprights, the game would be over with Team B winning 33-32, and no extension.

A.R. 11.54 FIELD-GOAL ATTEMPT—DO NOT EXTEND (5 VS. 15)

Fourth-and-5 on B16. Kicker A1 attempts a field goal that is good. On the play, A2 leg whips B2 on the line of scrimmage. B3 was offside at the snap. Time in the game expires on the play with Team B leading 21-20.

Ruling: No score. Game over. (5 vs. 15 with the major foul by the offense.) (14-3-1-Exc. 1, 4-8-2-Exc. 2)

6) TOUCHBACK

A.R. 11.55 TOUCHBACK—FUMBLE FROM FIELD INTO END ZONE

Third-and-5 on B21. A1 runs to the B5, is tackled, and fumbles the ball into the end zone where B2 recovers with one leg on the sideline.

Ruling: B's ball, first-and-10 on B20. Touchback. (8-7-3-Item 4)

A.R. 11.56 TOUCHBACK—FUMBLE OVER END LINE

On a kickoff, B1 catches the ball in the end zone, and while he is running in the end zone, he fumbles the ball over the end line.

Ruling: B's ball, first-and-10 on B20. Impetus from the kick.

A.R. 11.57 TOUCHBACK—TEAM A DOES NOT RE-ESTABLISH IN FIELD OF PLAY

Fourth-and-4 on A45. A1 punts the ball which bounces on the B2. Kicking-team member A3 goes into the end zone and jumps from the end zone and controls the ball while airborne and lands on the B1-yard line.

Ruling: B's ball, first-and-10 on B20. Touchback. The kicking-team member must have re-established himself with both feet in the field of play prior to touching the ball, in order to have prevented the touchback.

A.R. 11.58 TOUCHBACK—DEAD-BALL FOUL

Third-and-goal on B6. A1 runs to the B3 and fumbles the ball into the end zone, where A2 recovers with his leg on the end line. After the play is over, B1 slugs A2.

Ruling: B's ball, first-and-10 on B10. Disqualify B1. (8-7-3-Item 4, 14-1-7)

A.R. 11.59 TOUCHBACK AND PERSONAL FOUL—IMPETUS BY TEAM B

Third-and-8 on A5. A1 takes the snap and hands the ball forward to back A2 at the A4. A2 muffs the handoff, accidentally kicks the ball, and the ball rolls toward the sideline where it comes to a stop at the A4. B2 attempts to scoop up the ball, but instead muffs it into A's end zone. A4 recovers the ball and is tackled in the end zone by his facemask.

Ruling: A's ball, first-and-10 on A35. Touchback, and the personal foul is enforced from the 20-yard line.

7) MISCELLANEOUS

A.R. 11.60 PERSONAL FOUL—BEHIND/BEHIND—PENALIZE FROM GOAL LINE

Third-and-8 on A4. A1 is tackled in the end zone. During the play, B2 grabs A3 by the facemask in the end zone and throws him to the ground.

Ruling: A's ball, first-and-10 on A15. Both the foul and dead-ball spot are behind the line. Enforce from the goal line. (Behind/Behind) (14-1-12-Exc. 7)

A.R. 11.61 FAIR-CATCH KICK—FOUL DURING EXTENSION OF PERIOD

On the last play of the fourth quarter of a tied game, B1 signals for a fair catch and catches the punt on the A33. Team B elects to extend the period by a fair-catch kick. On the fair-catch kick, B3 (the kicking team) is offside. The ball goes through the uprights.

Ruling: Go to overtime. No score.

Note: The foul would be enforced from the previous spot on this "field goal" attempt, and thus there can be no extension.

A.R. 11.62 FAIR-CATCH KICK—LAST PLAY OF QUARTER

On the last play of the first quarter, B1 signals for a fair catch and catches the punt at the B30.

Ruling: Team B has the option of extending the quarter by a fair-catch kick, or changing ends of the field and beginning the second quarter with a snap from scrimmage or a fair-catch kick.

A.R. 11.63 MISSED FIELD GOAL—DOUBLE FOUL WITH A CHANGE

Fourth-and-5 on B30. A1 attempts a field goal that is blocked behind the line of scrimmage. B3 picks up the loose ball and runs for a touchdown. During B3's run, B4 blocks low at the A15. A2 was in motion illegally at the snap.

Ruling: B's ball, first-and-10 on A30. Double foul with a change. (14-3-2)

A.R. 11.64 MUFFED SNAP ON FIELD GOAL—INTENTIONAL GROUNDING OR NOT

Third-and-10 on B15. With 15 seconds remaining in the game, Team A lines up to attempt a game-winning field goal. Holder A2 muffs the snap, picks the ball up off the ground, and realizes that the field-goal attempt would now be blocked. Therefore, while still on his knees at the B22, A2: a) shuffles the ball toward his wingback where it hits the ground behind the wingback who is not looking, or b) spikes the ball into the ground.

Rulings: a) Fourth-and-10 on B15. Incomplete pass. No foul.

b) Fourth-and-20 on B25. Intentional grounding. Run 10 seconds, if Team B so chooses, in which case the game clock starts on the ready for play.

RULE 12—PLAYER CONDUCT

SECTION 1—USE OF HANDS, ARMS, AND BODY

A.R. 12.1 ASSISTING RUNNER

Third-and-5 on B20. Runner A2 runs to the B12, slips, and falls. Teammate A4 picks him up. A2 continues for a touchdown.

Ruling: Third-and-7 on B22. Illegally assisting the runner. (12-1-4-a)

A.R. 12.2 INTERLOCKING INTERFERENCE

Fourth-and-10 on B20. On a successful field-goal attempt from the B27, guard A1 and tackle A2 grasp one another's arms to prevent rushing defenders from blocking the successful kick.

Ruling: Fourth-and-20 on the B30. Ten-yard penalty for interlocking interference on contact with the opponent(s). (12-1-4-b)

A.R. 12.3 LEGAL USE OF HANDS DURING LOOSE BALL

Second-and-5 on 50. Runner A1 goes to the B40 where he fumbles. A2 pushes B2 in the back at the B40 and recovers the ball at B38.

Ruling: A's ball, first-and-10 on B38. Legal play, since A2 is making a legal personal attempt to recover a loose ball which he is eligible to touch. (12-1-2-b)

A.R. 12.4 LEGAL USE OF HANDS DURING LOOSE BALL

Fourth-and-10 on 50. A2, flanked wide on a punt, is double teamed by B1 and B2 as he moves five yards downfield. A2 pulls B2 out of the way at B40, runs downfield, and makes the tackle on the punt return man B3 at B10. B3 fumbles and A3 recovers and is downed at the B15.

Ruling: A's ball, first-and-10 at B15. (12-1-2-c)

A.R. 12.5 HANDS TO THE FACE—LINEMAN

Second-and-10 on B40. A1's pass falls incomplete. During the pass rush, B1 puts his hand on blocker A2's facemask and pushes A2's head back. a) A2's head is pushed half-way back, and B1 maintains that position without immediately releasing the head; or b) A2's head is pushed half-way back, but B1's hand slides off the mask with very little delay; or c) B1 pins A2's head all the way back but does not maintain the position for any length of time.

Rulings:

- a) First-and-10 on B35. Illegal hands to the face.
- b) Third-and-10 on B40. No foul.
- c) First-and-10 on B35. Illegal hands to the face.

NOTE: If the head is pinned all the way back, it is a foul, even without maintaining the pin for a period of time. The same principles apply to illegal hands to the face by the offensive blocker.

A.R. 12.6 DEFENSIVE HOLDING – PULL AND SHOOT

Fourth-and-Seven on B16. At the snap, B1 grabs Tackle A5 at the line of scrimmage and pulls him back to the B14. This allows B2 to shoot the gap in an attempt to block Kicker A1's field goal attempt from the B24. However, a) B2 stops at the line of scrimmage and does not continue thru the opening, or b) B2 is blocked at the line scrimmage by the wingback who slides over to block him. The field goal is good.

Ruling: (a) Field goal is good. Kick off A35. There is no foul for "pull and shoot" if no one attempts to "shoot".

- (b) Field goal is good. Kick off A35. Or, A's ball, first-and-10 on B11. Defensive holding is called even if the "shooter" is blocked by someone else.

A.R. 12.7 HANDS TO THE FACE—WIDE RECEIVER

Second-and-10 on B40. A1 passes incomplete. B2 is playing wide receiver A2 tight at the line of scrimmage. Immediately at the snap, a) B2 puts his hand on A2's facemask and pushes A2's head back, but immediately releases it; or b) B2 delivers a blow to A2's facemask or helmet with an open hand.

Rulings: a) First-and-10 on B35. Illegal hands by B2 to the face against the wide receiver.

- b) First-and-10 on B25. Unnecessary roughness.

A.R. 12.8 ILLEGAL BLOCK IN THE BACK—INTO THE TACKLE

Fourth-and-10 on A40. A1's punt is fielded by B1 at the B10, and during the return, B2 pushes A2 squarely in the back at the B15, but the push actually pushes A2 into B1 at the B12 where he makes the tackle.

Ruling: B's ball, first-and-10 on B6. (12-1-3-b)

A.R. 12.9 BLOCK IN THE BACK DURING PASS BLOCKING

Second-and-10 on B40. As quarterback A1 is in the pocket, lineman A2 is attempting to block defensive end B2. B2 gets completely past A2, and a) A2; or b) A3 (another lineman) pushes B2 directly in the back, pushing him past A1. A1 then completes the pass for a touchdown.

Rulings: In both a) and b): Touchdown. This is a legal block. (12-1-3-b)

A.R. 12.10 BLOCK IN THE BACK DURING PASS BLOCKING—OUT OF THE POCKET

Second-and-10 on B40. After quarterback A1 has scrambled out of the pocket, lineman A2 loses contact with defensive end B2. B2 has an unrestricted path to A1, but A2 pushes B2 directly in the back, causing him to miss the tackle. A1 passes to A2 for a touchdown.

Ruling: Second-and-20 on 50. The illegal block in the back should be called, because the quarterback was out of the pocket. (12-1-3-b)

A.R. 12.10.a BLOCK IN THE BACK—FAIR CATCH OR TOUCHBACK

Fourth-and-10 on 50. While A1's punt is in the air, B1 blocks flyer A2 in the back at the B18. a) B1 fair catches the punt at the B12, or b) The untouched punt rolls into the end zone.

Rulings:

- a) B's ball, first-and-10 on B6.
- b) B's ball, first-and-10 on B10. If the ball is still alive at the time of the foul, this is a foul that should be called.

A.R. 12.11 OFFENSIVE HOLDING AT THE TIME OF THE TACKLE

As B1 is returning the opening kickoff, a) B2 holds A2 as A2 is making the tackle at the B30; or b) B2 holds A2 at the B30, five yards away from the runner, as B1 is being tackled by A3 at the B35.

Rulings: a) B's ball, first-and-10 on B20. Offensive holding.
b) B's ball, first-and-10 on B35. No foul. (12-1--3)

A.R. 12.12 OFFENSIVE HOLDING BEHIND THE LINE OF SCRIMMAGE

Second-and-10 on A35. A1 is tackled behind the line of scrimmage at the A32. As A1 is being tackled by B1, a) A2 is holding B1 as B1 makes the tackle, or b) A2 is holding B2 on the A35.

Rulings: a) Second-and-20 on A25, or third-and-13 on A32 (12-1-3)
b) Third-and-13 on A32. No foul.

A.R. 12.13 OFFENSIVE HOLDING BEYOND THE LINE OF SCRIMMAGE

Second-and-10 on A35. A1 is tackled beyond the line of scrimmage at the A48. As A1 is being tackled by B1, a) A2 is holding B1 as B1 makes the tackle at the A48, or b) A2 is holding B2 on the A45.

Rulings: a) Second-and-7 on A38. Offensive holding.
b) First-and-10 on A48. No foul. (12-1-3)

A.R. 12.14 TRIPPING—LEG WHIP

Second-and-10 on B40. As quarterback A1 drops back to pass, blocker A2 is beaten by B2 on the pass rush. A2 falls to the ground and throws his leg out in an attempt to keep B2 from sacking the quarterback. A2's leg contacts B2: a) at the ankle; or b) in the thigh. A1 runs to the B15.

Rulings: a) Second-and-20 on 50. Tripping. (This would be a leg whip, if there is any whipping action, even though it is below the knee).
b) Second-and-25 on A45. Leg whip.

NOTE: If this action is a whip with the leg, it could be a leg whip even though the contact is below the knee. (12-2-6-a)

A.R. 12.14.a ILLEGALLY KICKING THE BALL – CONSERVING TIME

Third-and-five at B40. There is 0:50 remaining in the 4th quarter, and Team B is ahead in the score, 22-20. QB A1 muffs a hand to hand snap, and while the ball is loose on the ground at the B41, A1 deliberately kicks it out of bounds at the B34.

Ruling: Fourth-and-15 on 50. Also, 10 second run off and start the clock on the ready.

(A) DEFENSIVE CHUCKS AND CUTS**A.R. 12.15 LEGAL CUT—PASS**

Third-and-6 on 50. End A2 lines up one yard outside of his tackle. Quarterback A1 throws an incomplete pass to the B30. Prior to the pass, B1 blocked A2 below the waist at the line of scrimmage.

Ruling: Fourth-and-6 on 50. No foul. A receiver lined up not more than two yards outside his tackle may be blocked below the waist on or behind the line. (8-4-5)

A.R. 12.16 LEGAL CUT—PASS

Third-and-9 on B30. Quarterback A1 is in a shotgun formation, and back A2 flanks four yards outside the tackle. A1 throws a screen pass to receiver A2 at the B32. As A2 reaches up to catch the ball, B4 blocks him below the waist, and the pass is incomplete.

Ruling: Fourth-and-9 on B30. No foul, unless the action by B4 is considered unnecessary roughness.

NOTE: Illegal cut rules apply prior to the ball being thrown by the quarterback, and pass interference rules apply only beyond the line, consequently there is no foul. (8-4-5)

A.R. 12.17 ILLEGAL CUT—PASS

Second-and-10 on B35. Flanker A2 lines up three yards outside his tight end. At the snap, B2 blocks A2 below the waist at the line of scrimmage. Quarterback A1 completes a pass to his tight end at the B32 where he is downed.

Ruling: A's ball, first-and-10 on B17. Personal foul (illegal cut) by B2, as A2 is more than two yards outside his own tackle. (8-4-5)

A.R. 12.18 LEGAL CHUCK—PASS

First-and-10 on B40. Quarterback A1 rolls out of the pocket to the right and throws a forward pass to end A2, who was chucked by B2 at the B30 after A1 had moved to a position directly behind the original position of the tight end, and before he threw the pass. The pass falls incomplete.

Ruling: Second-and-10 on B40. No foul by B2 since the quarterback left the pocket area. (8-4-7)

A.R. 12.19 LEGAL/ILLEGAL CONTACT

Second-and-10 on B40. As quarterback A1 drops back in the pocket, B1 chucks wideout A2 at the B39. A2 cuts to the outside and gets away from B2, but he is then chucked again (clearly a separate act) at the B35 by a) B1, or b) B2. A1 is then sacked at the B45.

Rulings: a) First-and-10 on B35. The second chuck by the same player is illegal.

b) Third-and-15 on B45. The second chuck by a different player is legal. (8-4-1)

A.R. 12.20 LEGAL/ILLEGAL CONTACT—ACTION BY QUARTERBACK

Second-and-10 on B30. A1 receives the snap, but bobbles it as he drops back (either shotgun or under center). A1 ultimately regains possession of the ball, (a) after it hits the ground and bounces immediately back into his hands, or (b) without the ball hitting the ground. A1 never leaves the pocket area and throws a pass to A2 at the B10 which falls incomplete. B2 chucked A2 at the B22 prior to the pass.

Rulings: a) Third-and-10 on B30. No foul for illegal contact.

b) First-and-10 on B25. Illegal contact.

A.R. 12.21 LEGAL CHUCK—PASS

First-and-goal on B8. On the last play of the game, Team A is behind by four points. Quarterback A1 takes the snap and pitches back to A2 (still in the original pocket area) who sets up to throw to end A3 who is in the end zone. After the pitch and prior to pass from A2, B1 chucks A3 deep in the end zone. The pass falls incomplete.

Ruling: Game over. No foul. B1 can legally chuck downfield prior to the pass, since the ball was pitched to A2. (8-4-7)

A.R. 12.22 LEGAL CHUCK—PUNT FORMATION

Fourth-and-2 on B40. Team A lines up in a) a punt formation, or b) a field goal formation. Wide receiver A3 is chucked by B3 at the B33. A1 throws a pass which B2 intercepts and returns for a touchdown.

Rulings:

a) Touchdown Team B. Kickoff B35. Team A was in a punt formation, so the chuck was legal. (8-4-7)

b) A's ball, first-and-10 on B35. The chuck is not legal on a field goal formation.

A.R. 12.23 DEFENSIVE HOLDING—NOT TRIPPING

Second-and-9 on B45. A1 runs to the B41 where he is tackled. During the run, B2 reaches out and grabs blocker A2 by the ankle at the B43, causing A2 to go down.

Ruling: A's ball, first-and-10 on B36. Defensive holding. Not tripping. (12-1-6)

(B) BATTING THE BALL**A.R. 12.24 ILLEGAL BAT—BACKWARD PASS**

Third-and-4 on A40. Quarterback A1 pitches the ball backward to running back A2 at the A35. A2 bats the ball in flight out of bounds at the A43.

Ruling: Fourth-and-1 on A43. Decline penalty.

NOTE: If the penalty had been accepted, the ruling would be A's ball third-and-14 on A30. (12-1-8-d)

A.R. 12.25 ILLEGAL BAT—BACKWARD PASS

On an extra-point attempt, quarterback A1 pitches the ball backward toward back A2. A2 bats the ball in flight into the end zone where A3 falls on the ball.

Ruling: Retry from the B12. Illegal bat. (12-4-1-c)

A.R. 12.26 ILLEGAL BAT—PASS

Second-and-6 on B40. End A3 leaps in the air to catch a pass and controls the ball at the B35. While in the air, he flips the ball forward to A4, and: a) A4 runs for a touchdown; or b) A4 muffs the ball.

Rulings: a) and b): Second-and-16 on 50. A controlled pass in flight can only be thrown backward; this is considered an illegal bat.

A.R. 12.27 ILLEGAL BAT—BLOCKED PUNT

Fourth-and-12 on A14. The punt is blocked and the ball rolls to the A4 where B2 bats the ball (giving it new impetus). The ball rolls over the end line.

Ruling: A's ball, first-and-10 on A24. Illegal bat. (12-4-1-a)

NOTE: This option for Team A is better than the result of the play, which is a touchback.

A.R. 12.28 ILLEGAL BAT—PUNT

Fourth-and-10 on A40. A1 bats the rolling kick at the B14 into B5 who is at the B12. The ball rebounds off B5 and goes into B's end zone where it is recovered by A3.

Ruling: B's ball, first-and-10 on B14, or A's ball fourth-and-20 on A30. (12-1-8).

NOTE: The illegal bat can be enforced from the previous spot or the dead-ball spot. The "touching" by B5 is not ignored, though, so the result of the play would be a touchdown.

A.R. 12.29 ILLEGAL BAT—END ZONE

Second-and-10 on A2. Runner A1 fumbles at the A1. The ball goes into the end zone where A2 bats it: a) out of bounds in the end zone; b) out of bounds on the 2-yard line; or c) to teammate A3 who recovers the ball in the end zone.

Rulings: Safety in a), b), and c). Safety kick A20. A player may not bat a loose ball (other than a pass in flight) in any direction in the end zone. (12-4-1-b).

A.R. 12.30 LEGAL/ILLEGAL BAT—BACKWARD PASS

First-and-10 on A2. Quarterback A1 throws a backward pass to A3 in the end zone, and: a) B1, while in the end zone, bats the backward pass while in flight over the end line; or b) B1, while in the end zone, bats the grounded backward pass after A3 muffs the pass. The ball goes out of bounds at the A4.

Rulings: a) Safety. Safety kick A20. Legal bat. (3-15-3, 12-4-1-c)

b) A's ball, first-and-10 on A12. Illegal bat. (3-15-3, 12-4-1-b)

A.R. 12.31 LEGAL BAT—PASS IN THE END ZONE

Second-and-goal on B6. Runner A1 runs to his right and flips the ball forward from the B7 to A2 in the end zone. A2 bats the ball forward to A3 who catches the ball in the end zone.

Ruling: Touchdown Team A. Kickoff A35. A forward pass in flight may be batted, tipped, or deflected in any direction by any eligible player at any time. (12-4-2.)

(C) ILLEGALLY KICKING THE BALL**A.R. 12.32 ILLEGAL KICKING OF BALL IN POSSESSION**

Third-and-6 on B41. Quarterback A1 hands off to back A2 who runs to the B36. As he is being tackled, A2 stretches his arms out with the ball extending out over the B35. Prior to being down by contact, B2 kicks the ball out of A2's hands and falls on the ball.

Ruling: A's ball, first-and-10 on B25. No player may deliberately kick any loose ball or a ball in player possession. (12-4-3)

A.R. 12.33 ILLEGAL FIELD-GOAL ATTEMPT—BEYOND LINE

Fourth-and-3 on B25. Field-goal kicker A1 runs to the B23 and drop-kicks the ball over the crossbar.

Ruling: B's ball, first-and-10 on B20. Touchback. Decline the penalty, which would be enforced from the spot of the foul.

A.R. 12.34 ILLEGAL KICK—CHANGE OF POSSESSION

Third-and-2 on A45. B1 intercepts a pass on the B15, runs to the A35, and punts the ball out of bounds at the A5.

Ruling: B's ball, first-and-10 on A45.

NOTE: If the penalty for illegally kicking the ball was not accepted, Team B would retain the ball at A5 with a first down.

A.R. 12.35 ILLEGAL KICKING—LOOSE BALL (BACKWARD PASS)

Fourth-and-10 on A40. The snap from center is muffed, and punter A1 never controls the ball. A1 then kicks the ball while it is on the ground at the A30, and the ball rolls to the B48 where A3 falls on it.

Ruling: B's ball, first-and-10 on A30. Enforced from the previous spot with a loss of down.

A.R. 12.36 ILLEGAL KICKING—FOURTH-DOWN FUMBLE

Fourth-and-5 on B15. On a field-goal attempt, the snap is caught by A2 at the B22, but A2 fumbles the ball before A1 can kick the field goal. While the ball is loose on the ground, the kicker kicks the ball to prevent B2 from recovering it. The ball goes out of bounds at the B11.

Ruling: B's ball, first-and-10 on B25. This is illegal kicking of a fumble, which is enforced from the previous spot, because the foul occurs behind the line; and there is a loss of down.

A.R. 12.37 ACCIDENTAL KICKING OF LOOSE BALL

Fourth-and-12 on A14. The punt is partially blocked and the ball rolls to the A6. B1 tries to pick it up there but accidentally kicks it into the end zone where B3 falls on it.

Ruling: Touchdown Team B. Kickoff B35. Only deliberate kicking of loose ball is a foul. (12-4-3)

SECTION 2 — PERSONAL FOULS

(A) ROUGHING/RUNNING INTO THE KICKER

A.R. 12.38 NOT RUNNING INTO KICKER

Fourth-and-10 on A40. Team B puts a strong rush on the punter, and, just as B4 deflects the kick, B5 runs into the kicker. The punt goes out of bounds at the B6.

Ruling: B's ball, first-and-10 on B6. No foul. (12-2-9-a)

A.R. 12.39 NOT RUNNING INTO KICKER

Fourth-and-4 on A40. Punter A1 muffs the snap at the A33, recovers the ball at the A30, and is run into by B1 while punting the ball. B2 recovers the ball at the B25.

Ruling: B's ball, first-and-10 at B25. No foul. (12-2-9-e)

A.R. 12.40 RUNNING INTO OR ROUGHING THE KICKER

Fourth-and 6 on A45. A1 punts the ball which goes out of bounds at the B10. B1, attempting to block the punt: a) lightly bumps A1 but does not knock him to the ground; b) hits A1's kicking leg while it is extended, knocking A1 to the ground; c) slides into A1's plant leg, knocking him to the ground; d) hits A1's plant leg directly, knocking A1 to the ground; or e) collides with A1 in the inner-thigh area or torso of his body.

Rulings: a) B's ball, first-and-10 on B10. No foul.

b) Fourth-and-1 on 50, or B's ball first-and-10 on B10. Running into the kicker.

c) A's ball, first-and-10 on B40. Roughing the kicker.

d) A's ball, first-and-10 on B40. Roughing the kicker.

e) A's ball, first-and-10 on B40. Roughing the kicker. (12-2-9)

A.R. 12.41 RUNNING/ROUGHING/UNNECESSARY ROUGHNESS—SNAP SKIPS OFF GROUND

Fourth-and-3 on A45. The snap to punter A1 is low and skips off the ground once, but is cleanly fielded by A1, and A1 is able to begin his normal punting motion. a) B2 runs into A1 (not roughing); b) B2 collides with A2 squarely in the torso (normally enough for roughing); or c) B2 throws a forearm into A2's helmet. B2 does not block the punt. The punt is shanked out of bounds on the B45.

Rulings: a) B's ball, first-and-10 on B45. (12-2-9-e)

b) B's ball, first-and-10 on B45. (12-2-9-e)

c) A's ball, first-and-10 on B40. If the snap skips off the ground, only unnecessary roughness would be called. (12-2-10-S.N. 1)

A.R. 12.42 CONTACT WITH KICKER

Fourth-and-10 on B30. Field-goal kicker A1 (or punter) has kicked the ball and his second foot has just come back down to the ground when a) B1 slides into A1 taking his feet out from under him and causing A1 to go to the ground; or b) B1 bumps A1 on his feet knocking B1 to the ground. The field goal is no good.

Rulings: a) A's ball, first-and-10 on B15. (Running into the kicker is not an option when the second foot has come back to the ground. If the contact is significant, this is roughing the kicker.)

b) B's ball, first-and-10 on B37 (the spot of the kick). No foul.

(B) ROUGHING THE PASSER

A.R. 12.43 ROUGHING THE PASSER

Second-and-10 on B35. Quarterback A1 rolls out of the pocket, and while moving, throws a pass to A2 who runs out of bounds at the B12. Just after A1 released the ball, B1 launches and hits A1 in the chest area with the forehead part of the helmet and then continues to rip up and contact A1 under the chin with his helmet.

Ruling: A's ball, first-and-goal on B6. Roughing the passer. (12-2-8-c)

A.R. 12.44 ROUGHING THE PASSER

Third-and-5 on 50. Quarterback A1, in the pocket, throws a pass to A2, who runs for a touchdown. Just after A1 released the ball, B1 jumps and hits A1 with the hairline portion of his helmet and continues to rip through A1 with the entire contact in the chest area.

Ruling: Touchdown Team A. Kickoff 50. Roughing the passer. (12-2-8-c)

A.R. 12.45 ROUGHING THE PASSER

Second-and-3 on A35. Quarterback A1 rolls out of the pocket, and while moving, throws a pass to A2 who is downed at the A40. Just after A1 released the ball, B1 tackles the quarterback making helmet-to-helmet contact in the process.

Ruling: A's ball, first-and 10 on B45. Roughing the passer because of the helmet-to-helmet hit. (12-2-8-c)

A.R. 12.46 UNNECESSARY ROUGHNESS AGAINST THE QUARTERBACK

Second-and-10 on B35. Quarterback A1 drops back to pass, and while he is standing in the pocket at the B46, B1 tackles him from behind by a) driving his lowered head into the back of A1; b) contacting A1's head with his forearm; c) forcibly tackling A1 below the knees; or d) diving and landing on the ground while swiping with his arm and catching A1 around the calf. A1 lands on the ground at the B45.

Rulings:

- a) a), b), and c): First-and-10 on B30. This is unnecessary roughness against a defenseless player. The enforcement is "behind/behind" because it was a running play. If this action happened after the pass was thrown, the action would be roughing the passer.
- d) Third-and-20 on B45. No foul. Not forcible contact. (12-2-8-e-Note 2)

A.R. 12.47 ROUGHING THE PASSER—UNNECESSARY ROUGHNESS

Second-and-2 on B35. Quarterback A1 drops back to pass. B1 tackles him from behind by driving his lowered head into the back of A1, contacting A1's head with his forearm, or tackling A1 below the knees at the B44. As A1 is hit, the ball leaves A1's hand at the B45. The Referee correctly rules a) incomplete pass; or b) fumble. The ball is recovered by B2 at the B47.

Rulings: a) A's ball, first-and-10 on B20. Roughing the passer, because it was a passing play. Enforcement is from the previous spot. (12-2-12-3)

- b) A's ball, first-and-10 on B30. Unnecessary roughness against a defenseless player. The enforcement is the spot of the fumble on this "foul during a run followed by a change of possession." (14-1-13)

A.R. 12.48 ROUGHING THE PASSER—ILLEGAL FORWARD PASS

Second-and-10 at the 50. A1 scrambles and runs to the B49 and then retreats to the A45 and passes the ball to A2 at the B40. After the ball has left A1's hand, B1 takes two steps and hits quarterback A1 facemask to facemask as he tackles him.

Ruling: First-and-10 on B35. (5 vs. 15). Illegal forward pass and roughing the passer. Roughing the passer rules apply on all legal or illegal forward passes, as long as the pass is thrown from behind the line of scrimmage. (12-2-8)

A.R. 12.49 ACTION AGAINST THE QUARTERBACK WHEN HE IS BEYOND THE LINE

Second-and-10 on A20. Quarterback A1 drops back to pass but is chased out of the pocket and scrambles. At the A21, believing he is still behind the line, A1 throws a pass to A2 who catches the ball and goes out of bounds at the A35. Just as A1 releases the pass, a) B2 hits him helmet to helmet in an attempt to tackle him; b) B2's arm hits A1's helmet as B2 tries to tackle him; c) B2 clubs A1 in the head as he attempts to make the tackle; or d) B2 tackles A1 below the knees.

Rulings: a) Second-and-10 on A20. Replay the down. Unnecessary roughness and illegal forward pass.

- b) Third-and-14 on A16. This is not a foul by B2 because the passer is beyond the line. It is an illegal forward pass.

c) Second-and-10 on A20. Replay the down. Unnecessary roughness and illegal forward pass.

- d) Third-and-14 on A16. This is not a foul by B2 because the passer is beyond the line. It is an illegal forward pass. (12-2-8, 12-2-8-g)

A.R. 12.50 TACKLING THE QUARTERBACK BELOW THE KNEES

Second-and-10 on A40. As B1 is rushing quarterback A1, he is blocked and falls to the ground. B1 stays on the ground and crawls toward A1, and while still on the ground, tackles A1 below the knees at the A30 by: a) reaching out with one hand and swiping A1's legs out from under him, or b) by driving his shoulder into A1's leg below the knees.

Rulings: a) Third-and-20 on A30. No foul.

- b) First-and-10 on A45. Unnecessary roughness (12-2-8-e)

A.R. 12.51 NOT ROUGHING THE PASSER—EXTENDING ARMS

Second-and-10 on A40. B1 is rushing quarterback A1, and after A1 has released the pass, B1, who is one yard from A1, pushes A1 and extends his arms causing A1 to fall to the ground. The pass falls incomplete.

Ruling: Third-and-10 on A40. No foul. (12-2-8-a)

A.R. 12.52 ROUGHING THE PASSER—QUARTERBACK DUCKS

Second-and-10 on A20. A1 drops back to pass, and as he is about to be sacked in the pocket, he ducks his head to avoid contact. Just as he ducks his head, B1, who is attempting to tackle him, forcibly hits A1 helmet to helmet and takes him to the ground at the A15.

Ruling: First-and-10 on A30. Unnecessary roughness against the Quarterback.

A.R. 12.53 RICOCHET CONTACT WITH QUARTERBACK'S HEAD

Third-and-10 on 50. Quarterback A1 drops back in the pocket to pass, and just as he releases the ball towards A2 at the B20, B1 makes contact with A1's shoulder with his arm (or head) in an attempt to tackle A1. B1's arm (or head) ricochets off A1's shoulder pad and forcibly hits A1 in the head. The pass falls incomplete.

Ruling: A's ball, first-and-10 on B35. Roughing the passer. (12-2-8-c)

A.R. 12.54 NOT ROUGHING THE PASSER

First-and-10 on A20. Quarterback A1 rolls out of the pocket, and while moving, throws an incomplete pass. Defender B1 takes two steps after A1 released the ball and then tackles A1.

Ruling: Second-and-10 on A20. Not roughing the passer as the one-step rule is not in effect when the quarterback is out of the pocket, unless the quarterback stops and sets up again in a passing position. (12-2-8-g)

(C) BLOCKS (PERSONAL FOULS)

A.R. 12.55 CLIPPING IN CLOSE LINE PLAY

First-and-10 on B40. Back A2 runs left and right tackle A5 blocks defensive right tackle B5 below the waist from behind at the line of scrimmage. B5 was lined up opposite offensive left tackle A6. A2 runs for a touchdown.

Ruling: A's ball, first-and-25 on A45. Clipping by A5, since B5 was lined up more than one position removed. (12-2-9-Exc.)

A.R. 12.56 CLIPPING IN CLOSE LINE PLAY—AT OR BELOW THE KNEES

First-and-10 on A40. On a running play, left guard A1 at the A42 hits nose tackle B2 below the knees from behind. This action occurs as B2 is in pursuit of the runner. The runner is downed at the A47.

Ruling: A's ball, first-and-23 on A27. Clipping—A's block must be above the knee to be a legal clip.

A.R. 12.57 CLIPPING IN CLOSE LINE PLAY—ROLLING UP ON LEGS

Second-and-3 on B48. Right guard A3 hits nose tackle B3 slightly below the waist from behind as B3 is in pursuit of the runner at the B49. A3 then rolls up on the back of the legs of B3.

Ruling: A's ball, second-and-18 on A37. A's initial block is legal but the eventual rolling-up action causes this to become unnecessary roughness.

A.R. 12.58 LEGAL CRACKBACK

Third-and-5 on A40. A2 is set one yard outside of tackle A3. At the snap, A2 goes towards the center and crackback blocks B1 at the A42. A4 runs to the A46.

Ruling: A's ball, first-and-10 on A46. Legal block since A2 was lined up within two yards of tackle A3. (12-2-2)

A.R. 12.59 LEGAL/ILLEGAL CRACKBACK—LOCATION OF FOUL

First-and-10 on A30. Quarterback A1 runs to the A35 where he is downed. Wide receiver A3, who lined up six yards outside his tackle, came back in toward the ball and blocked B1 below the waist: a) at the A26; b) at the A34; or c) at the A23.

Rulings: a) Illegal crackback. A's ball, first-and-25 on A15.

b) Illegal crackback. A's ball, first-and-21 on A19.

c) Legal block. A's ball second-and-5 on A35. (12-2-2)

A.R. 12.60 ILLEGAL CRACKBACK—DESIGNED PLAY

Second-and-7 on A39. Quarterback A1 hands off to A3 who runs right and hands off to A4 who runs wide around left end to the B40. Following the hand off, quarterback A1 becomes a lead blocker, turns the corner, and comes back toward where the ball was snapped, and blocks tackle B7 low at the A40. This is not a broken play.

Ruling: Second-and-21 on A25. Illegal crackback. (12-2-2)

A.R. 12.61 ILLEGAL CRACKBACK

Third-and-8 on 50. Back A2 is lined up directly behind his right tackle. Quarterback A1 takes the snap, drops back, and eventually scrambles to the B40. A2, after the snap, goes wide—four yards outside his right tackle—comes back in and blocks B2 low at the A48 prior to the scramble.

Ruling: Third-and-23 on A35. Illegal crackback block by A2.

NOTE: If the crackback block occurred during the scramble, it would be legal. (12-2-2)

A.R. 12.62 LEGAL/ILLEGAL CRACKBACK—FLEXED TIGHT END

Third-and-8 on 50. Prior to runner A2 sweeping around right end to the B40, A3, who is lined up on the right side of the formation, dives back in toward the ball and blocks B1 below the waist at the 50. At the snap, A3 was located (a) at tight end or wing back with his inside foot 1½ yards outside the right tackle's outside foot; (b) at tight end or wing back with his inside foot 2 yards outside the right tackle's outside foot; (c) at tight end or wing back with his inside foot 2½ yards outside the right tackle's outside foot; or (d) at tight end with his inside foot 2 yards outside the right tackle's outside foot, but after the snap, he moves 3 yards outside and then blocks back toward the ball; or (e) at wing back with his inside foot 2 yards outside the right tackle's outside foot, but after the snap, he moves 3 yards outside and then blocks back toward the ball.

Rulings:

a) First-and-10 on B40. Legal block. Not flexed.

b) First-and-10 on B40. Legal block. Not flexed.

c) Third-and-23 on A35. Illegal crackback.

d) First-and-10 on B40. Legal block. On the line of scrimmage and not flexed at the snap. (12-2-2)

e) Third-and-23 on A35. Illegal crackback, as A3 was in a backfield position at the snap.

A.R. 12.62.a LEGAL/ILLEGAL CRACKBACK OR DEFENSELESS PLAYER

Third-and-5 on 50. A2 is lined up wide to the right on the line of scrimmage. As A3 sweeps wide around the right side, ultimately runs out of bounds at the B40, blocker A2 comes back toward the center of the field, (moving at an angle toward the opponent's end line), and blocks defensive end B1 a) low at that B46, b) low at that B44, c) in the head or neck area at the B46, or d) in the head or neck area at the B44.

Rulings:

- a) Third-and-16 on A39. Illegal crackback block.
- b) First-and-10 on B40. Legal block, as it occurred more than 5 yards from the line of scrimmage.
- c) Third-and-16 on A39. Illegal hit against a defenseless player, because this blindside block occurred against a player protected from an illegal crackback.
- d) First-and-10 on B40. Legal block, as it occurred more than 5 yards from the line of scrimmage, and A2 was not moving toward or parallel to his own end line.

Note: If a defender is in a position that protects him from illegal crackback blocks, he is a defenseless player, and thus protected from hits to the head or neck area, and protected from hits to any part of his body with the crown or hairline of the helmet .

A.R. 12.62.b NOT A DEFENSELESS PLAYER

Third-and-10 on 50. A1 drops back to pass but can't find an open receiver, so he starts to scramble, ultimately running wide around the right side and out of bounds at the B40. Tailback A2 had swung wide outside to the right for a swing pass, and as A1 scrambles to the right, A2 comes back toward the middle of the field from the 50 and blocks B1 helmet to helmet at the B46.

Ruling: First-and-10 on B40. Legal block.

Note: B1 is not a "defenseless player", because the broken play removes protection from a crackback block; and this is not a blindside block, because the blocker is not moving toward or parallel to his own end line.

A.R. 12.63 ILLEGAL CRACKBACK—UNBALANCED FORMATION

First-and-10 on B25. Left tackle A3 lines up on the right side of the line, creating an unbalanced formation, with tight end A2 lined up to the right of A3. Right tight end A2 then cracks back at the line of scrimmage. A1 runs around right end to the B15.

Ruling: First-and-25 on B40. A2 is flexed and thus prohibited from cracking back. (12-2-2)

A.R. 12.64 ILLEGAL LOW BLOCK—TACKLING THE RUNNER

Third-and-10 on B20. B1 intercepts A1's pass on the B10 and returns it with blockers B2 and B3 directly in front of B1. During the return, at the B40, A1 dives low in an attempt to tackle B1, and in the process, A1 first hits B2 and B3 below the waist. a) A1 makes the tackle at the B40; or b) A1 misses the tackle and B1 ultimately runs out of bounds at the 50.

Rulings: a) B's ball, first-and-10 on A45. Illegal low block.

b) B's ball, first-and-10 on A35. Illegal low block. (12-2-5)

NOTE: It doesn't matter whether A1 is attempting to make the tackle. If he intentionally goes low, and in the process hits an opponent other than the runner below the waist, it is an illegal low block.

A.R. 12.65 ILLEGAL LOW BLOCK—PUNT

Fourth-and-2 on A45. Team A lines up in punt formation. At the snap, flyer A4 is blocked below the waist from the front by B4 on the line of scrimmage. B1 fair catches the punt at the B15.

Ruling: A's ball, first-and-10 on B40. Illegal low block by B4. Team B cannot block below the waist during a punt play (other than linemen on or inside the normal tight end position at the snap). This is not a post-possession foul, as the foul occurred immediately after the snap, before the ball was kicked. (12-2-5)

A.R. 12.66 ILLEGAL LOW BLOCK—BLOCKED PUNT

Fourth-and-5 on 50. B1 blocks the punt and the ball goes to the A34 where A2 attempts to recover. B2 blocks A2 below the waist from the side at the A32 just prior to B1 recovering the ball and running to the A15, where he is downed.

Ruling: A's ball, first-and-10 on B35. Blocking below the waist is prohibited by the receiving team during a down in which there is a punt or free kick. Penalize from the previous spot. (12-2-5)

A.R. 12.67 LEGAL LOW BLOCK—PUNT

Fourth-and-6 on A40. Prior to the punt, B1 blocks tight end A2 low at the A40 at the snap. The punt is then made, and B2 catches the ball at the B15 and runs to the 50.

Ruling: B's ball, first-and-10 on 50. No foul if B1 is on the line and lined up on or inside the normal tight end position at the snap. (12-2-5-Exc.)

A.R. 12.67.a LOW BLOCK – MISSED TACKLE

Third-and-Eleven on A29. A1's pass is intercepted by B1 at the A48. B1 runs to the A20 where he is tackled by A7. During B1's run, A5 makes a diving attempt to tackle him, but misses him, and as a result, blocks B5 low at the A28.

Ruling: B's ball, first-and-goal on A10. (Illegal low block if a player misses the tackle and ends up blocking someone else below the waist, even though it may not have been the player's intention in going low).

A.R. 12.68 LEGAL/ILLEGAL LOW BLOCK

A1 kicks off from the A30, and during the return, B2 contacts A3 below the waist at the knees at the B30. The kickoff is returned to the 50. (a) B2 slips and is falling down and that is what causes B2 to contact A3 below the waist; (b) B2 is pushed by teammate B4, and that is what causes B2 to contact A3 below the waist; (c) B2 intentionally dives at A3's knees, but A3 manages to get his hands on B2 just before the contact; or (d) B2 intentionally blocks A3 at the knees.

- Rulings:** a) First-and-10 on 50. No foul.
b) First-and-10 on 50. No foul.
c) First-and-10 on B15. Illegal low block.
d) First-and-10 on B15. Illegal low block. (12-2-5)

A.R. 12.69 ILLEGAL LOW BLOCK—FIELD-GOAL ATTEMPT

Fourth-and-8 on B37. Team A attempts a field goal that is blocked at the line of scrimmage. As A4 runs toward the ball, B2 blocks him at the knee from the side at the B38. B3 falls on the loose ball at the B40.

Ruling: A's ball, first-and-10 on B22. Illegal low block. (12-2-5)

A.R. 12.70 ILLEGAL HIT TO KNEE OF CENTER—FIELD-GOAL ATTEMPT

Fourth-and-9 on B35. On an attempted field goal kicked from the B42, B2, who is lined up opposite guard A6, blocks center A5 low at the knees, making contact with his helmet, immediately after the snap. The kick is wide to the right.

Ruling: A's ball, first-and-10 on 20. A defensive player adjacent to the center may not block the center at the knees, with his helmet, on field goals and Trys. The personal foul is enforced from the previous spot. (12-2-6-j) (12-2-5-Note)

A.R. 12.71 ILLEGAL LOW BLOCK—CHANGE OF POSSESSION

Fourth-and-2 on A45. Team A punts. B5 catches the ball at the B10 and runs to the B20 where he fumbles. A3 recovers and runs the ball into the end zone for a touchdown. A4 blocked B5 below the waist from the front at the 10-yard line during A3's run.

Ruling: A's ball, first-and-10 on B25. Neither team may block below the waist after a change of possession. (12-2-5)

A.R. 12.72 LEGAL LOW BLOCK—PASS

Second-and-10 on B45. Wide receiver A4 is flexed four yards outside tackle A5, and slot back A2 is positioned one yard to the inside of A4. At the snap, A4 hesitates as slot back A2 fires out and blocks cornerback B2 who is lined up right over A4. The block, which occurs prior to the pass and is below the waist, springs A4 on an inside slant route. A4 catches the pass and scores.

Ruling: Touchdown Team A. Kickoff A35. The low block is legal since it is away from the ball at the snap. However, this could be offensive pass interference by A2 if the contact occurred more than one yard beyond the line of scrimmage. (12-2-2)

A.R. 12.73 ILLEGAL CHOP BLOCK (ONE MAN)—PASS

Second-and-5 on B40. Quarterback A1 drops back to pass and A5 sets up to pass block, but he does not make contact. A6 is adjacent to A5. As A5 shows pass block, A6 blocks the defensive player over A5 in the area of the thigh or lower. The pass is complete to A4 for a touchdown, and: a) A5 is the offensive tackle and A6 is the tight end; b) A5 is the center and A6 is the left guard; or c) A5 is the tight end and A6 is the wing back.

Rulings: In a), b), and c): Second-and-20 on A45. This is an illegal one-man chop block, provided lineman A5 shows pass block, and the defensive player being "lured" by A5 is immediately chopped. (12-2-3-c)

A.R. 12.74 ILLEGAL/LEGAL CHOP BLOCK—RUN

Third-and-5 on A40. Quarterback A1 hands off to back A2 who runs wide around right end to the 50. While tackle A5 is contacting the defensive end, wing back A3 blocks the defensive end in the area of the thigh at the line of scrimmage. The block occurred: a) at the normal position of the tight end; or b) outside the normal position of the tight end.

Rulings: a) Third-and-20 on A25. Illegal chop block during a run by a backfield player.
b) A's ball, first-and-10 on 50. Legal block. (12-2-3-e)

A.R. 12.75 LEGAL CHOP BLOCK—RUN

Third-and-5 on A30. Quarterback A1 hands off to running back A2 who runs wide around right end to the 50. While tackle A5 is contacting the defensive end below the waist, halfback A3 blocks the defensive end above the waist.

Ruling: A's ball, first-and-10 on 50. Legal block—halfback did not block defensive end below the waist. (12-2-3-e). To have a foul here, the back must block low while the defender is engaged high by another offensive player.

A.R. 12.75.a CHOP BLOCK ON QUICK KICK

Third-and-35 on A10. The ball is snapped thru T-QB A1's legs to tailback A2 who punts the ball, which rolls dead at the 50. Immediately after the snap, left tackle A3 and fullback A2 chop block B1 who is attempting to get to A2.

Ruling: B's ball, first-and-10 on A35. A chop block is illegal on a kicking play, regardless of the formation.

A.R. 12.75.b CHOP BLOCK ON FAKE PUNT

Fourth-and-10 on 50. Team A is in a punting formation, but after the ball is snapped to apparent punter A1, A1 either muffs the snap and is forced to run, or fakes a punt and runs to the B35. Left tackle A2 and left guard A3 chop block B1, who is rushing the punter.

Ruling: Fourth-and-25 on A35. A chop block is illegal on a play in which the offense indicates an apparent attempt to kick protect, but the play ultimately becomes a run.

A.R. 12.76 LEGAL/ILLEGAL CHOP BLOCK—RUN (FLOW AWAY)

Third-and-5 on A30. Quarterback A1 hands off to running back A2 who runs wide around right end to the 50. Center A5 posts up nose guard B1, and lineman A6 chops B1 in the area of the thigh or lower. Lineman A6's original position is: a) left guard; or b) left tackle.

- Rulings:** a) A's ball, first-and-10 on 50. Legal block, as A6 was adjacent to A5. (12-2-3-f)
 b) Third-and-20 on A15. Illegal chop block. A6 was not adjacent to A5. (12-2-3-f)

A.R. 12.77 PEEL-BACK BLOCK

Second-and-10 on A30. As A2 takes a hand off and runs around the right end, guard A3 pulls outside more than two yards outside the original position of the tackle and then "peels back" directly towards the line of scrimmage and blocks B2 on the side below the waist. The block occurs at the A35: a) at or inside the original position of the offensive tackle; or b) outside the original position of the offensive tackle. A2 runs to the A40 where he is tackled.

- Rulings:** a) First-and-10 on A40. No foul.
 b) Second-and-20 on A20. If this action occurs anywhere from end line to end line, outside the outside shoulder of the normal position of the offensive tackle, it is a foul for an illegal peel-back block. (12-2-4)

A.R. 12.77.a WEDGE ON KICKOFF

On a kickoff from the A35, B1, B2, and B3 drift back and come together within one yard of each other and on the same yard line at the B12, a) while the kick is in the air, or b) after B4 has caught the kick in the end zone and is running with the ball at the B5 yard line. B4 is ultimately tackled at the B40.

Rulings:

- a) B's ball, first-and-10 on B6
 b) B's ball, first-and-10 on B6. This is a spot foul whether the kick is still in the air, rolling on the ground, or being returned by the receiver.

(D) DEFENSELESS PLAYER**A.R. 12.78 HITTING A DEFENSELESS PLAYER**

Second-and-5 on 50. Quarterback A1 throws a pass to A2 at the B40. A2 leaps for the pass and it goes off his hands incomplete. As A2 was airborne, B2 launches and hits A2 in the chest a) with the crown of his helmet; or b) with his head up so that his facemask hits A2's chest.

- Rulings:** a) A's ball, first-and-10 on B35. Unnecessary roughness. (12-2-7)
 b) A's ball, first-and-10 on B35. Unnecessary roughness. If B2 launches, contact with any part of the helmet, including the facemask, is a foul.

A.R. 12.79 HITTING A DEFENSELESS PLAYER

Second-and-5 on 50. Quarterback A1 throws a pass to A2 at the B40. A2 leaps for the pass, and while he is defenseless, B2 hits A2 in the chest, shoulder pads, or head with the crown of his helmet, or to the head with his forearm, and a) the pass falls incomplete; or b) A2 hangs on to the pass and is tackled with the ball at the B38.

- Rulings:** a) First-and-10 on B35.
 b) First-and-10 on B23. Hitting a defenseless player with the crown of the helmet, or the forearm to the head, is a foul regardless of whether the pass is complete. (12-2-7)

A.R. 12.79.a HITTING A DEFENSELESS PLAYER

Second-and-11 on 50. Quarterback A1 throws a pass to A2 at the B40. A2 leaps for the pass, and while he is defenseless, B2 hits A2, and A2 goes to the ground at the B40 and hangs on to the ball.

- a) B2 launched and hit A2 in the head with: the crown of his helmet, facemask to facemask, his shoulder, or his forearm;
 b) B2 launched and hit A2 in the chest with: the crown of his helmet or his face up;
 c) B2 launched and hit A2 in the chest with: his shoulder or forearm (not a "closeline");
 d) B2 did not launch but hit A2 in the head with: the crown of his helmet, his facemask (head up), his shoulder, or his forearm;
 e) B2 did not launch but hit A2 in the chest with the crown of his helmet;
 f) B2 did not launch but hit A2 in the chest with: his facemask (head up), with his shoulder, or with his forearm (not a "closeline");

Rulings:

- a) First-and-10 on B25. Hit against a defenseless player.
 b) First-and-10 on B25. Hit against a defenseless player.
 c) Third-and-1 no B40. Legal hit – not to the head or with the head.
 d) First-and-10 on B25. Hit against a defenseless player.
 e) First-and-10 on B25. Hit against a defenseless player.
 f) Third-and-1 on B40. Legal hit – not to the head or with the head down.

A.R. 12.80 HITS ON DEFENSELESS INELIGIBLE RECEIVERS

Second-and-10 on B45. Tight end A2 is "covered" on the line of scrimmage by wideout A3. A2 goes downfield to catch a pass and is attempting to catch the pass and defenseless at the B25 when B1 hits him helmet to helmet. The pass falls incomplete.

Ruling: First-and-10 on B30. Ineligible receivers are given the same protection against illegal hits on defenseless receivers as is given to eligible receivers. (This is also an illegal formation and illegal man downfield by the offense, resulting in a 5 vs. 15 enforcement).

A.R. 12.81 ILLEGALLY HITTING A DEFENSELESS PLAYER

First-and-10 on B40. A1 throws to A2 over the middle at the B20. A2 is stretched out trying to catch the ball when B2 launches and hits A2 in the helmet with his shoulder pad. The pass falls incomplete.

Ruling: First-and-10 on B25. Contact with the shoulder to the head is a foul.

A.R. 12.82 ILLEGALLY HITTING A DEFENSELESS PLAYER WITH HEAD UP

First-and-10 on B40. A1 throws to A2 over the middle at the B20. A2 is stretched out trying to catch the ball when B2 leaps and hits A2 in the helmet with his head up so that B2's facemask hits A2's helmet. The pass falls incomplete.

Ruling: First-and-10 on B25. Contact to the head or neck area of the defenseless player by the defender's helmet (including facemask) is a foul.

(E) MISCELLANEOUS

A.R. 12.83 HEAD SLAP

Third-and-6 on 50. Quarterback A1 throws a pass to end A2, and the pass falls incomplete at the B40. B2 head slaps A3 at the A48 prior to the pass.

Ruling: A's ball, first-and-10 on B35. Personal foul by B2; penalize from the previous spot. (12-2-11)

A.R. 12.84 FACEMASK—BY AND AGAINST RUNNER

First-and-10 on A45. Quarterback A1 hands off to A2, who runs around right end to the B30. During the advance, A2 grabs defender B1 by the facemask at the B35, wrapping his fingers around the mask, and a) twists it; or b) controls the tackler's head, but releases it before he turns or twists the facemask. B1 also grabs and releases A2's facemask at the B30 during the tackle (no pulling or twisting).

Rulings: a) First-and-5 on 50. Enforcement is from the spot of the foul. (12-2-13)

b) First-and-10 on B30. There is no foul for incidental grasping and release of the facemask, without twisting, turning, or pulling of the mask. (12-2-13)

A.R. 12.85 FACEMASK—BY TEAM B AGAINST NON-RUNNER

Second-and-10 on B40. A1 passes incomplete. During the pass rush, B1 puts his hand on blocker A2's facemask and: a) pins A2's head back and maintains that position without immediately releasing him; or b) pins A2's head back but releases the head immediately, or c) grabs A2's facemask and twists it.

Rulings:

a) First-and-10 on B35. Illegal hands to the face.

b) First-and-10 on B35. Illegal hands to the face if the head is pinned back, even briefly.

c) First-and-10 on B25. Personal foul, facemask. (12-2-13)

A.R. 12.86 FACEMASK—INCIDENTAL

Second-and-10 on A35. A1 runs off tackle to the A44 where B1 tackles him, and in the process, grabs and releases A1's facemask (no twisting, turning, or pulling). As A1 was running through the line, left guard A2 grabbed the mask of defender B2 as he was blocking him, but did not turn, twist, or pull the facemask, and did not push B2's head back.

Ruling: Third-and-1 on A44. No fouls. (12-2-13)

A.R. 12.87 GRASPING HELMET OPENING

First-and-10 on A40. Quarterback A1 hands off to A2 who runs to the B30. During the advance, B2 grabs runner A2 by the helmet opening and: a) immediately releases it without twisting the helmet; or b) pulls A2 down by the helmet opening in the process of the tackle at the B30.

Rulings: a) First-and-10 on B30. No foul. (12-2-6-i)

b) First-and-10 on B15. Personal foul for twisting the helmet opening. (12-2-6-i)

A.R. 12.88 THROWING HELMET—PERSONAL FOUL

Third-and-10 on B40. Runner A2 is unhappy about the way he was tackled by B4 at the B32, so he gets up and throws his helmet at B4.

Ruling: Fourth-and-17 on B47. Personal foul by A2 plus an automatic disqualification. (12-2-15)

A.R. 12.89 HORSE COLLAR

Second-and-10 on B40. As quarterback A1 starts to scramble, B1 pulls A1 down from behind by grabbing the inside collar of the back of the shoulder pads or jersey, or inside the collar of the side of the shoulder pads or jersey, and immediately pulls A1 to the ground. a) A1 is still in the pocket; or b) A1 is outside the pocket, when this occurs. A1 is tackled at the B45.

Rulings: a) A's ball, third-and-15 on B45. No foul, as the quarterback (or runner) was still in the pocket (or tackle box).

b) A's ball, first-and-10 on B30. Behind/Behind. (12-2-11-d)

A.R. 12.90 HORSE COLLAR—FUMBLE

First-and-10 on A30. A2 breaks through the line and is at the B10 when B1 catches him from behind, grabs the collar of A2's shoulder pads, and pulls him back and to the ground. However, before A2 hits the ground, he fumbles at the B9, and B1 recovers at the B8.

Ruling: A's ball, first-and-goal at B5. It is a personal foul despite the fumble prior to A2 being down, and the enforcement is a foul on a run followed by a change of possession. (12-2-11-d)

A.R. 12.91 HORSE COLLAR

Second-and-10 on B40. A2 takes a handoff and runs around left end toward the sideline. B1 grabs the inside of A2's shoulder pad opening (or the inside of his jersey) on the side or back and pulls A2 to the ground, twisting around in front of A2 so that A2 goes to the ground face first at the B35.

Ruling: A's ball, first-and-10 on B20. Horse collar. The direction that the runner is pulled down is irrelevant. (12-2-11-d)

A.R. 12.92 LEVERAGE

On a Try that is successful, defensive player B3 jumps up and pushes off the back of a teammate or an opponent with a foot or knee at the line of scrimmage to gain additional height to attempt to block the kick.

Ruling: Option: Retry for two points at the B1, or Try good. Kickoff 50. (12-3-1-o)

A.R. 12.93 LEVERAGE—FIELD GOAL

Fourth-and-6 on B22. During a successful field-goal attempt, B2 a) places his hand(s), or b) gets one of his knees, on the back of a teammate or opponent at the line of scrimmage in an obvious attempt to gain additional height to block the kick.

Rulings: a) and b): A's ball, first-and-10 on B11, or award three points and kickoff from the 50. (12-3-1-o, 12-13-1-n, 14-1-14)

A.R. 12.94 LEVERAGE—FIELD GOAL

Fourth-and-10 on B25. During an unsuccessful field-goal attempt from the B32 that goes out of the end zone, B2 a) steps with a foot or knee on the back of A5 as he tries to rush the kicker, but B2 does not reach up with a hand to attempt to block the kick until he is beyond A5, or b) while B2 has his knee on A5's back and is rushing the kicker, B2 also raises a hand up to try and block the kick.

Rulings: a) B's ball, first-and-10 on B32. No foul (unless B5 commits unnecessary roughness by stomping on or kicking the opponent).

b) A's ball, first-and-10 on B12½. Illegal leverage. (12-3-1-o)

A.R. 12.94.a LEVERAGE

Fourth-and-goal on B8. On A1's successful field goal, B1 places a hand on the back of right guard A4 and reaches up with his other hand in an effort to block the kick. a) A4 is still "down" with his hand on the ground when this occurs, or b) A4 has risen into a blocking position when it occurs.

Ruling: a) and b): A's ball, first-and-goal on B4. (Or A could elect to count the field goal and the yardage would be assessed on the kickoff). This is leverage regardless of whether the lineman's hand is still on the ground.

A.R. 12.94.b CONTACT WITH SLIDING PLAYER

Second-and-10 on A30. QB A1 scrambles to the A35 where he slides feet first at the last minute. B1 has already committed himself to tackle A1 before A1 begins to slide. a) B1 makes contact with his helmet to A1's chest, as A1 is going to the ground, or b) B1 makes contact to A1's head with his helmet, shoulder or forearm, as A1 is going to the ground.

Rulings:

a) Third-and-5 on A35. No foul.

b) A's ball, first-and-10 on 50. A player sliding feet first cannot be hit in the head by the defender's helmet, shoulder or forearm, even if he slides at the last minute. (7-2-1-d-1)

SECTION 3—UNSPORTSMANLIKE CONDUCT**A.R. 12.95 THROWING HELMET—UNSPORTSMANLIKE CONDUCT**

Third-and-3 on B40. B3 is unhappy with the Line Judge, because he thinks he was held on the play as A3 ran a sweep around end and was finally downed at the B35. B3 argues with the Line Judge and throws his helmet down in disgust.

Ruling: First-and-10 on B20. Unsportsmanlike conduct.

NOTE: B3 is not disqualified, as he did not throw the helmet at the Line Judge or opponent or use it as a weapon. (12-3-1-h, 12-2-15)

A.R. 12.96 TAUNTING—DURING THE RUN

Second-and-10 on A20. A1 breaks free and is running for a touchdown ahead of all Team B players by 10 yards. When A1 gets to the B15, he turns around and holds the ball out at the trailing Team B players as A1 continues backward into the end zone.

Ruling: Touchdown Team A. Kickoff A20. Taunting fouls, whether during the play or after the dead ball, are enforced from the succeeding spot, unless they are part of a double foul. (12-3-1-b, 12-3-1-c)

A.R. 12.96.a LEVERAGE

Fourth-and-goal on B8. On A1's successful field goal, B1 places a hand on the back of right guard A4, pushes off, and extends up with his other hand in an effort to block the kick. a) A4 is still "down" with his hand on the ground when this occurs, or b) A4 has risen into a blocking position when it occurs.

Ruling: a) and b): A's ball, first-and-goal on B4. (Or A could elect to count the field goal and the yardage would be assessed on the kickoff). This is leverage regardless of whether the lineman's hand is still on the ground.

A.R. 12.97 HELMET OFF—DURING THE PLAY

Third-and-10 on B20. With Team B ahead and the ball snapped with three seconds remaining in the game, B1 believes he has sacked quarterback A1 at the B35. Thinking the game is over, B1 jumps up and takes his helmet off to celebrate in front of the Referee. The pass was complete to A2 who was tackled at the B10. Time expired during the play.

Ruling: Game over. Removing a helmet is treated as a dead ball foul.

A.R. 12.98 TAUNTING—KICKOFF

On the opening kickoff, receiver B1 catches the kick deep in the end zone and downs the ball, after which kicking team players encircle B1 and use taunting acts (pointing and dancing) and abusive language directed at receiver B1.

Ruling: B's ball, first-and-10 on B35. Taunting. (12-3-1-b, 12-3-1-c)

A.R. 12.99 TAUNTING—AFTER A SCORE

Second-and-10 on B15. Back A2 runs for a touchdown and spikes the ball at the feet of defender B2 who had missed the tackle at the 2-yard line.

Ruling: Touchdown Team A. Kickoff A20. Taunting. Penalize 15 yards on the kickoff. (12-3-1-c)

A.R. 12.100 TAUNTING/UNSPORTSMANLIKE CONDUCT—GESTURES

Second-and-15 on A20. Quarterback A1 is sacked on the A15 by B1. After the tackle, B1 does "six-shooters" or gives a "throat-slash" signal at (a) A1, or (b) the crowd.

Rulings: a) A's ball, first-and-10 on A30 (taunting). (12-3-1-b-Note 4)

b) A's ball, first-and-10 on A30 (unsportsmanlike conduct). (12-3-1-c-Note 4)

A.R. 12.101 LEAPING—UNSUCCESSFUL FIELD GOAL

Fourth-and-5 on B20. Team A's field-goal attempt fails. Defensive player B1 lines up four yards from the line of scrimmage, runs forward, and leaps in an attempt to block the kick. B1 lands on a member of the kicking team or his teammate within one yard of the line of scrimmage.

Ruling: A's ball, first-and-goal on B10. Unsportsmanlike conduct, leaping. (12-3-1-q)

A.R. 12.102 LEAPING—NO FOUL

Fourth-and-5 on B18. Team A's field-goal attempt from B25 fails and the ball rolls into the end zone. Defensive player B1, who was originally lined up within one yard of the line of scrimmage at the snap, leaps and lands on a kicking team player or his teammate within one yard of the line of scrimmage.

Ruling: B's ball, first-and-10 on B25. Legal action. (12-3-1-q)

A.R. 12.103 LEAPING—TRY—NO FOUL

On a Try that is successful, defensive player B1 runs forward four yards and leaps in an attempt to block the kick. He comes down with little or no contact to a teammate or opponent.

Ruling: Try is good. No foul since B1 did not land on players. (12-3-1-q)

A.R. 12.104 SUBSTITUTION

Third-and-15 on B25. Team A breaks the huddle with 11 players on the field, but they act as though they have 12 men on the field. Quarterback A1 excitedly motions A11 to get off the field quickly. A11 runs off towards the sideline pretending to leave the game, however, he stops at the sideline and takes a legal position on the line of scrimmage one yard from the sideline. No defensive player covers him. The ball is snapped and A11 catches a pass for a touchdown.

Ruling: Touchdown A, kickoff A35. As long as, at the snap, the players are in legal positions, and A11 is not on a yard line within his team's bench area, this action is not a foul.

A.R.12.104.a SUBSTITUTION

Fourth-and-10 on B25. After the prior play, the offense runs off the field, and the apparent field goal team, including the kicker, run on. As they are approaching the line of scrimmage in a field goal formation, kicker A1 suddenly excitedly starts waving at A88 to get off the field, yelling that he's not supposed to be out there. A88 quickly runs off, but he stops just short of the sideline and gets set on the line of scrimmage, where he is uncovered by the defense. The ball is snapped to A1 who throws a touchdown pass to A88.

Ruling: Touchdown, kickoff A35. As long as, at the snap, the players are in legal positions, and A88 is not on a yard line within his team's bench area, this action is not a foul.

A.R. 12.105 HIDE OUT

Third-and-6 on B45. Split receiver A2 lines up in front of his bench area at the B45, two yards from the sideline, or goes in motion and is two yards from the sideline at the B45 in front of his bench area when the ball is snapped. Team A snaps the ball and throws a quick pass to A2 who runs for a touchdown, as no defensive player saw him in front of the bench area.

Ruling: Third-and-21 on A40. Illegal hide out.

NOTE: If A2 had been covered by a defensive player, there would be no infraction. (12-3-1-k)

A.R. 12.106 GOAL TENDING

Fourth-and-10 on B30. On an attempted field goal by A2 from the B37, B3 stands under the goal post and jumps above the crossbar and deflects (or catches) the kick so that it does not cross the crossbar, for what would have been, a successful field goal.

Ruling: Option for Team A: Three points awarded to Team A and Kickoff A35; or first-and-10 on B15. Palpably unfair act. (12-3-1-r)

NOTE: If the field goal had been successful despite B3's action, there would be no foul.

A.R. 12.107 PLAYER REMOVING HIS HELMET

Third-and-10 on B20. A2 runs for a touchdown, and after scoring, removes his helmet: a) in the end zone and turns to the crowd and glares; b) after he gets back to his team's huddle and turns to the crowd or opposing team and glares; or c) in the end zone, however he makes no unusual expressions and simply jogs back to his bench carrying his helmet.

Rulings: a), b), and c): Touchdown. Kickoff A20. Players are not allowed to remove their helmets on the field except in the situations designated in the Rule Book. The actions taken by the player after removing his helmet are irrelevant in determining whether the action is a foul. (12-3-1-h)

A.R. 12.108 PLAYER REMOVING HIS HELMET

Third-and-10 on B20. A2 runs and is tackled by B2 at the B15. a) A2 then gets up off the ground and removes his helmet as he walks back to the huddle; or b) B2 removes his helmet after getting up off the tackle.

Rulings: a) Fourth-and-20 on B30.

b) First-and-goal on B7½. (12-3-1-h)

A.R. 12.109 PLAYER REMOVING HIS HELMET—OTHER FOULS ON THE PLAY

Second-and-10 on A40. Back A2 runs to the A49 where he is tackled by the facemask by B1. After being tackled, A2 jumps up off the ground and immediately removes his helmet and glares at B1.

Ruling: Second-and-10 on A40. Replay because of the double foul. (12-3-1-h, 14-1-9)

A.R. 12.110 PLAYER FROM BENCH AREA REMOVING HIS HELMET

After a touchdown, a player from the bench comes on the field to congratulate his teammate in the end zone. Upon entering the field, the substitute takes his helmet off to celebrate with his teammates in the end zone, and he stays in the game for the Try.

Ruling: Touchdown. Kickoff A35. No foul. (12-3-1-h)

A.R. 12.111 FOUL AGAINST OFFICIAL

Fourth-and-10 on 50. Punter A1 muffs the snap and is downed at the A35. B2 clips A2 after the play has ended (dead-ball foul). Upset that a foul was called, B2 pushes the Field Judge.

Ruling: B's ball, first-and-25 on B35. Disqualify B2. Not a multiple foul because all fouls against officials are enforced as fouls between downs. (12-3-1-g)

A.R. 12.112 FOUL AGAINST OFFICIAL

Fourth-and-2 on B35. A1 runs to the B34 where he is tackled. Immediately after he is tackled, A1 jumps up and yells at the Head Linesman arguing that he was tackled by the facemask. In the process, he bumps the official.

Ruling: B's ball, first-and-10 on B49. Disqualify A1. All fouls against officials are enforced, and they are enforced as fouls between downs. (12-3-1-g)

A.R. 12.113 FOUL AGAINST OFFICIAL

Second-and-2 on B25. A1 runs to the B20 where he is tackled by the facemask. A1 jumps up and yells at the Umpire because he didn't think the foul had been called (although it had).

Ruling: First-and-goal on B25. Both fouls are enforced, and the foul against the official is treated as a foul between downs, thus resulting in first-and-25. (12-3-1-b)

A.R. 12.114 FOUL AGAINST OFFICIAL—NO CONTACT

Third-and-10 on B45. A1 passes to A2 at the B10 where B2 is guarding him closely. The Side Judge calls offensive pass interference. When B2 sees the flag, he thinks the foul was called on him, and he kicks the flag, or throws his helmet down, clearly to dispute the call. Time in the first half expires on the play.

Ruling: Half over. The offensive foul on the last play of the half results in the end of the half. The foul against the official is treated as a foul between downs. It therefore does not offset the pass interference, and it is enforced on the second half kickoff. B2 is not disqualified because he does not contact the official and does not throw his helmet at the official. (12-3-1-b)

AR 12.115 THROWING BALL AT OFFICIAL

First-and-Ten on B12. Back A2 takes a handoff from QBA1 and runs for a touchdown, after which, he spikes the ball in the end zone away from players. B7 becomes upset because he felt the ball was spiked near him, and there was no flag thrown. B7 therefore picks up the ball and deliberately throws it at the Field Judge, a) hitting the Field Judge, or b) missing him with the ball.

Ruling:

- a) Kickoff 50. DSQ B7.
- b) Kickoff 50. B7 is not disqualified, because the ball did not hit the official.

A.R. 12.116 TIMEOUT ON FIELD-GOAL ATTEMPT—FREEZING THE KICKER

Fourth-and-10 on B22. When Team A breaks the huddle to attempt a field goal, B1 calls a timeout. B2 then attempts to call another timeout to freeze the kicker. The officials ignore the second request, and a) the field goal is good; or b) the attempt fails.

- Rulings:**
- a) Option: Field goal good. Kickoff 50 or A's ball, first-and-10 on B11 (no points).
 - b) A's ball, first-and-10 on B11. The officials properly ignored the second request and did not stop the game. The unsportsmanlike penalty is deemed to occur on the play. (Same ruling on a Try attempt). (12-3-1-v)

A.R. 12.117 TIMEOUT ON TRY ATTEMPT—FREEZING THE KICKER

On a Try attempt from the B2, just before the ball is snapped, B1 calls timeout to freeze the kicker, although Team B has already used all three of its timeouts. The Try attempt is good.

Ruling: Try good, kickoff 50, or retry B1, Kickoff A35. Ignore the request and allow the play to go through. (Same ruling on a field-goal attempt). (12-3-1-u)

SECTION 4—MISCELLANEOUS PLAYS**A.R. 12.118 FOUL DURING HALFTIME OR OVERTIME INTERMISSION**

As the teams are walking to the locker room at the end of the first half, or while awaiting the overtime coin toss, A1 a) slugs, or b) taunts B1.

Rulings: a) and b): The 15-yard penalty will be assessed against Team A on the succeeding kickoff. A1 would also be ejected for the slug, if appropriate.

RULE 13—NON-PLAYER CONDUCT

A.R. 13.1 SUBSTITUTE SHOVES RUNNER AFTER HE IS OUT OF BOUNDS

Second-and-5 on 50. Runner A1 goes out of bounds in the Team B bench area at the B45. Substitute B12 shoves A1 to the ground out of bounds.

Ruling: A's ball, first-and-10 on B30. Unsportsmanlike conduct by B12. Penalize from succeeding spot. Disqualify B12 if the action is flagrant. (13-1-1)

A.R. 13.2 HEAD COACH COMES ON FIELD

Second-and-10 on B30. Upset when the Line Judge rules a forward pass is incomplete at the B15, A's head coach runs onto the field at the B15-yard line to calmly discuss the ruling with the Line Judge.

Ruling: Third-and-25 on B45. Penalize 15 yards from the succeeding spot. (13-1-1)

A.R. 13.3 COACH USING MEGAPHONE

Second-and-7 on B45. Team A coach is yelling instructions to his team, huddled on the field, by use of an electronic megaphone.

Ruling: Second-and-22 on A40. Illegal action. (13-1-S.N. 1)

A.R. 13.4 NON-PLAYER SHOVES OFFICIAL

Third-and-8 on A45. Quarterback A1 throws a pass to A2 near the sideline. The pass is low and the ball touches the ground right as the receiver pulls the ball into his body. The Line Judge rules the pass incomplete. As the teams line up for the next play, a non-playing member of Team A, A4, pushes the Head Linesman.

Ruling: Fourth-and-23 on A30. Unsportsmanlike conduct by non-playing personnel. Disqualify A4. (13-1-1, 13-1-6)

A.R. 13.5 NON-PLAYER IN SIX-FOOT BORDER – CONTACT WITH OFFICIAL

Third-and-5 on B30. An injured Team A player, in street clothes and wearing an appropriate credential, stands in the six-foot, solid-white border next to the sideline and accidentally trips the Field Judge who is covering a long run.

Ruling: The Referee will enforce a 15-yard penalty from the spot that he and the crew deem most equitable, including negating a score, if that is what they deem equitable. (13-1-8)

A.R. 13.6 NON-PLAYER IN SIX-FOOT BORDER—CONTACT WITH PLAYER

Third-and-5 on B40. On the last play of the game with the score tied and no timeouts left for either team, quarterback A1 hands off to A2 who runs wide and down the sideline. A2 is at the B30 when he collides with a Team B player from the bench area who is standing on his sideline. A2 fumbles and A3 recovers at the B20. A2 is injured on the play.

Ruling: A's ball, first-and-10 on B15 for an untimed down (A2 could remain in the game), or the Referee may award a touchdown if he and the crew feel that is equitable. (13-1-7)

A.R. 13.7 COACH IN SIX-FOOT BORDER

First-and-10 on A30. The Side Judge is covering a long run in front of A's bench area when he runs into Team A's head coach who is standing in the six-foot, solid-white border at the 50-yard line. The Side Judge is knocked to the ground. Team A scores.

Ruling: The Referee will enforce a 15-yard penalty from the spot that he and the crew deem most equitable, including negating a score, if that is what they deem equitable. (13-1-4)

A.R. 13.8 COACH IN SIX-FOOT BORDER

Third-and-10 on A45. A1 throws a swing pass to back A2 at the B45. A2 runs down the sideline to the B20 where he is tackled. The Side Judge, while covering the play, is knocked to the ground by a Team B assistant in the restricted white-border area, outside the Team B bench area.

Ruling: A's ball, first-and-10 on B10. The officials also may enforce whatever penalty they think is equitable under the circumstances. (13-1-4)

A.R. 13.9 SUBSTITUTE COMES ON FIELD DURING PLAY

Third-and-5 on B45. Runner A1 fumbles at the B35. Substitute B12 comes off the bench and recovers the ball at the B33.

Ruling: A's ball, first-and-10 on B20. Palpably unfair act by B12. The Referee will enforce a 15-yard penalty from the spot that he and the crew deem most equitable. Team A retains the ball. Disqualify B12. (13-1-7)

A.R. 13.10 SUBSTITUTE COMES ON FIELD DURING PLAY

First-and-10 on A45. Runner A1 fumbles near the sideline at the 50. Substitute B12 runs onto the field of play and bats the ball to player B6 who recovers at the B45.

Ruling: A's ball, first-and-10 on B40. Palpably unfair act by B12. The Referee will enforce a 15-yard penalty from the spot that he and the crew deem most equitable. Disqualify B12. (13-1-7)

A.R. 13.11 SUBSTITUTE COMES ON FIELD DURING PLAY

Second-and-5 on B45. Runner A1 fumbles in front of his own bench. Substitute A12 comes onto the field and recovers the fumble at the B40.

Ruling: Second-and-20 on A40. The Referee will enforce a 15-yard penalty from the spot that he and the crew deem most equitable. Disqualify A12. (13-1-7)

A.R. 13.12 SUBSTITUTE COMES ON FIELD DURING PLAY

Second-and-5 on B45. Runner A1 fumbles in front of his own bench. Substitute A12 comes onto the field, pushes B2 away, and recovers the ball at the B40.

Ruling: B's ball, first-and-10 on A45. Palpably unfair act. The Referee will enforce a 15-yard penalty from the spot that he and the crew deem most equitable. Disqualify A12. (13-1-7)

A.R. 13.13 SUBSTITUTE COMES ON FIELD DURING PLAY

A1 is on his way to an apparent touchdown when B12 comes off his bench to tackle A1 at the B30.

Ruling: After a crew conference, the Referee will make any ruling the crew considers equitable, including the awarding of a touchdown. Disqualify B12. (13-1-7)

A.R. 13.14 CONTACT WITH OFFICIAL BY COACH DURING HALFTIME

After the end of the first half (or second half if the game is going into overtime), Team A's coach contacts an official while arguing with him as they leave the field, or in the tunnel.

Ruling: Enforce the 15-yard penalty against Team A on the ensuing kickoff. Disqualify the coach. The officials' jurisdiction continues during intermissions.

A.R. 13.15 CONTACT WITH OFFICIAL BY PLAYER DURING HALFTIME

After the end of the first half (or second half if the game is going into overtime), A1 contacts an official while arguing with him as they leave the field, or in the tunnel.

Ruling: Enforce the 15-yard penalty against Team A on the ensuing kickoff. The officials' jurisdiction continues during intermissions. A1 is disqualified.

A.R. 13.16 ACTION BY PLAYERS DURING PREGAME WARM-UPS

While the teams are warming up 30 minutes before the game, A1 slugs B1 on the field.

Ruling: Team A will be assessed a 15-yard penalty on the opening kickoff, and A1 is disqualified. The officials' jurisdiction starts when they take the field in uniform approximately 50 minutes before kickoff.

RULE 14—PENALTY ENFORCEMENT

1) FOULS BEFORE THE SNAP

A.R. 14.1 MULTIPLE DEAD-BALL FOULS

Third-and-5 on A40. B1 encroaches, continues on, and roughs the quarterback.

Ruling: A's ball, first-and-10 on B45. Multiple dead-ball fouls; the foul for unnecessary roughness would be accepted. (14-4)

A.R. 14.2 DEAD-BALL FOULS WITH/WITHOUT A DELAY

Second-and-3 on B40. A1 false starts and then A2 grabs B1 by the facemask and throws him to the ground (not a disqualifying act) a) immediately after the false start; or b) after a significant delay.

Rulings: a) Second-and-18 on A45. Multiple dead-ball fouls; the foul for facemask would be accepted. (14-4)

b) Second-and-23 on A40. Because of the delay between fouls, both dead-ball fouls are enforced.

A.R. 14.3 DEAD-BALL FOULS

First-and-10 on A25. A2 false starts, and after a significant delay, B2 and A3 slam one another to the ground (not a part of the false start action, and not a disqualifying act).

Ruling: A's ball, first-and-15 on A20. The false start is enforced, and the subsequent dead-ball fouls are clearly separate from the timing of the false start and, therefore, offset at the succeeding spot. (3-11-2-c, 14-3-1)

2) FOULS ON RUNNING PLAYS

A.R. 14.4 DOWN BEYOND LINE—DEFENSE FOULS

First-and-10 on A20. Runner is downed on A28. During the run: a) B1 holds on the A38; or b) B1 holds on the A24.

Ruling: A's ball, first-and-10 on A33 in both a) and b). Enforce defensive fouls from the dead-ball (basic) spot. (14-1-5)

A.R. 14.5 DOWN BEYOND LINE—OFFENSE FOULS

First-and-10 on A20. Runner is downed on A28. During the run: a) A2 held on the A30, or b) A2 held on the A24.

Rulings: a) A's ball, first-and-12 on A18. Offensive foul in advance of dead-ball (basic) spot. (14-1-5)

b) A's ball, first-and-16 on A14. Offensive foul behind the dead-ball (basic) spot. (14-1-5)

A.R. 14.6 DOWN BEHIND LINE—DEFENSE FOULS BEYOND LINE

First-and-10 on A20. Runner is downed on A18. During the run, B1 held on the A26.

Ruling: A's ball, first-and-10 on A25. Enforce from the previous spot. (14-1-12-Exc. 5)

A.R. 14.7 DOWN BEHIND LINE—OFFENSE FOULS

Second-and-10 on A40. Runner A1 is downed on the A36. During the run, A2 held on the A44 or on the A36.

Ruling: Second-and-20 on A30. Enforce both from the previous spot.

NOTE: If the penalty is declined, third-and-14 on A36. (14-1-5-Exc. 2)

A.R. 14.8 OFFENSE FOULS OUT OF BOUNDS IN END ZONE—SAFETY

First-and-10 on A2. Runner A1 is downed on the A3 near the sideline. B1, who went out of bounds in the end zone to avoid a block, was pulled to the ground by A2 out of bounds behind the goal line.

Ruling: Safety. Safety kick A20. Foul was out of bounds in the end zone. (14-1-6)

A.R. 14.9 FOUL IN END ZONE—AFTER INTERCEPTION

First-and-10 on B40. B1 intercepts in the end zone and runs with the ball. B2 clips in the end zone during the run. B1 is downed in the end zone.

Ruling: Safety. Safety kick B20. (14-1-11-b)

A.R. 14.10 FOUL IN FIELD OF PLAY—AFTER INTERCEPTION

First-and-10 on B40. B1 intercepts in the end zone and runs with the ball. A2 illegally trips B2 at the B5 during the run. B1 is downed in the end zone.

Ruling: B's ball, first-and-10 on B30. All defensive fouls during a running play are enforced from the dead ball spot, which is transferred to the 20 yard line as a result of the touchback.

A.R. 14.11 DEFENSE FOULS—BEHIND/BEHIND ENFORCEMENT

Third-and-10 on 50. Quarterback A1 drops back to pass and is sacked on the A30. While at the A36, B1 grabs A1's facemask and: a) releases it immediately, or b) twists it.

Rulings: a) Fourth-and-30 on A30. No foul. (12-2-13)

b) First-and-10 on B49. Enforcement is from the spot of the foul, which is closer to the line of scrimmage. (Behind/behind enforcement) (14-1-12-Exc. 7)

A.R. 14.12 DEFENSE FOULS—BEHIND/BEHIND ENFORCEMENT

Third-and-15 on A8. Quarterback A1 is tackled in end zone. Prior to A1 being downed, B1 held A2 on the A6.

Ruling: A's ball, first-and-10 on A11. (Behind/behind enforcement) (14-1-12-Exc. 7)

A.R. 14.13 FOUL DURING RUN—FUMBLE

Third-and-10 on A30. Runner A1 fumbles on A34. A2 recovers and is downed on the A42. While A1 was a runner: a) A3 held on the A28; or b) B2 grabbed and twisted A2's facemask on the A32.

Rulings: a) A's ball, third-and-20 on A20.

b) A's ball, first-and-10 on B43. (14-1-12)

A.R. 14.14 TAUNTING—PRIOR TO SCORE

Second-and-10 on A20. A1 is running for a touchdown ahead of all Team B players by 10 yards. When A1 gets to the B15, he turns around and holds the ball out at the trailing Team B players as A1 continues backward into the end zone.

Ruling: Touchdown Team A. Kickoff A20. The taunt during the play is enforced on the ensuing kickoff. (14-1-7)

A.R. 14.15 LEGAL/ILLEGAL CONTACT WITH FACEMASK BY RUNNER

Second-and-10 on B30. A2 runs right to the B10 where A2 stiff-arms B1 in the facemask and continues into the end zone for an apparent touchdown. (a) A2 leaves his hand on the facemask for three yards, but does not grasp it; (b) A2 delivered a blow with the stiff arm; (c) A2 grabs the facemask and controls the defender (but does not twist, turn, or pull) and releases it after three yards; or (d) A2 twists and turns the facemask.

Rulings: a) Touchdown Team A. Kickoff A35. (No foul)

b) A's ball, second-and-5 on B25. (UNR)

c) Touchdown Team A. Kickoff A35. (No foul)

d) A's ball, second-and-5 on B25. (FMM) (12-2-13)

3) FOUL DURING A RUN—FOLLOWED BY A CHANGE OF POSSESSION**A.R. 14.16 FUMBLE AND FOUL BEHIND—FOLLOWED BY A CHANGE**

Third-and-10 on A20. Quarterback A1 fades back and fumbles on the A10 where B1 recovers. Prior to the fumble, B2 held A3 at the A12.

Ruling: A's ball, first-and-10 on A20.

NOTE: A foul during a run followed by a change of possession is penalized from the spot of the foul or the spot of the fumble, whichever helps the fumbling team the least, and must at least get back to the line of scrimmage. (14-1-13-Exc. 2)

A.R. 14.17 FUMBLE AND FOUL BEHIND—FOLLOWED BY A CHANGE

Third-and-10 on A40. Quarterback A1 drops back seven yards. While A1 is still in the pocket, B1 illegally chucks A2 at the A47. A1 then fumbles at the A33. B2 recovers at the A31.

Ruling: First-and-10 at the A40. This is a defensive foul during a running play which is followed by a change of possession. However, the penalty includes an automatic first down, and the ball must get back to the line of scrimmage. (14-1-13)

A.R. 14.18 FOUL BY TEAM A—FOLLOWED BY A CHANGE

Third-and-10 on A30. Runner A1 fumbles or attempts a backward pass on the A34. B1 recovers and is downed on the A33. While A1 was a runner: a) A2 held on the A28, or b) A3 clipped B2 on the A32.

Rulings: a) B's ball, first-and-10 on A33. (Decline penalty)

b) B's ball, first-and-10 on A18. The personal foul before recovery of the fumble or backward pass (change of possession) is carried over and enforced from the dead-ball spot.

A.R. 14.19 FOUL BY TEAM B—FOLLOWED BY A CHANGE

Second-and-10 on A38. Runner A1 fumbles or attempts a backward pass at the A42. B1 recovers and is downed on the A30. While A1 was a runner: a) B2 pushed and held A3's head back on the A40, or b) B3 grabbed and twisted A2's facemask on the A40.

Rulings: a) A's ball, first-and-10 on A45. Illegal hands to the face.

b) A's ball, first-and-10 on B45. Fifteen-yard facemask.

A.R. 14.20 KICKOFF—FOUL—FOLLOWED BY A CHANGE

B1 receives the kickoff at the B10. B1 runs to the B25 where he fumbles and A2 recovers there. During B1's run, kicker A1 blocks low at the B15 to take out the wedge.

Ruling: B's ball, first-and-10 on B30. (14-1-13)

A.R. 14.21 INTERCEPTION—FOUL—FOLLOWED BY A CHANGE

Second-and-10 on A35. B1 intercepts a pass on the B35 and fumbles on the B40 where A1 recovers. A2 tripped B1 on the B36 prior to the fumble.

Ruling: B's ball, first-and-10 on B46. (14-1-13)

A.R. 14.22 FOUL BY TEAM A—FUMBLE AND CHANGE OF POSSESSION

Second-and-10 on B40. A2 and A3 chop block as A1 drops back to pass. A1 then scrambles and runs to the B35 where he fumbles. B1 recovers the ball at the B30 and a) runs to the 50 where he is downed; or b) runs to the 50 where he fumbles, with A3 recovering the fumble at the 50.

Rulings: a) B's ball, first-and-10 on A35. The personal foul before the change of possession is carried over and enforced from the dead-ball spot. (8-3-6)

b) B's ball, first-and-10 on B45. The personal foul before the change is enforced from the spot of B's recovery of the loose ball. (8-6-3 Exc.)

4) FOULS DURING PASSING PLAYS**A.R. 14.23 FOUL PRIOR TO—LEGAL FORWARD PASS**

Second-and-10 on A10. A1's pass is incomplete. Prior to the pass: a) B1 held receiver A2; b) A3 held B2 on the A3-yard line; or c) A3 held B2 in A's end zone.

Rulings: a) First-and-10 on A15. Previous spot enforcement. (14-1-5-a)

b) Second-and-15 on A5 or third-and-10 on A10. Previous spot enforcement. (14-1-5-a)

c) Safety. Safety kick A20.

A.R. 14.24 ILLEGAL CHUCK

Second-and-10 on A10. Quarterback A1 drops back to pass, and while A1 is in the pocket, B2 chucks A2 on the A17. A1 then: a) passes complete to A3 who is tackled on the A20; b) passes incomplete; or c) scrambles, runs, and is tackled at the A11.

Rulings: a) First-and-10 on A20. Decline penalty. (12-1-6-Exc. 1)

b) First-and-10 on A15. Enforced from the previous spot. (12-1-6-Exc. 1)

c) First-and-10 on A16. Enforced from the end of the run. (12-1-6-Exc. 1)

A.R. 14.25 DEFENSIVE PASS INTERFERENCE

Second-and-10 on B40. A1 is reaching for a forward pass when B2 holds A1's arm down to prevent him from catching the pass. The pass falls incomplete. The contact occurred: a) on the B11; or b) in B's end zone.

Rulings: a) First-and-10 on B11.

b) First-and-goal on B1.

A.R. 14.26 INELIGIBLE PLAYER TOUCHING PASS—BEHIND LINE

Second-and-10 on B40. Quarterback A1's forward pass skips off the top of the helmet of tackle A7 at the B42. It is then caught by eligible receiver A2 at the B30 who runs to the B20. During A2's run, B3 inadvertently grasps and releases A2's facemask.

Ruling: First-and-10 on B20. Neither incidental touching of the ball by an ineligible player, or incidental grasp and release of the facemask are fouls. (12-2-5)

A.R. 14.27 PERSONAL FOUL BY DEFENSE—PRIOR TO COMPLETION

Third-and-10 on A30. Prior to A1's forward pass, B1 grabs and twists lineman A3's facemask. A1's pass is then completed to A2 who is tackled at the: a) A35; or b) A25.

Rulings: a) First-and-10 on 50. Enforce from the end of the run.

b) First-and-10 on A45. Enforce from the previous spot.

A.R. 14.28 PERSONAL FOUL BY OFFENSE—PRIOR TO INTERCEPTION

Third-and-10 on A30. Prior to A1's forward pass, lineman A2 chop blocks. A1's pass is intercepted by B1 at the 50. B1 returns the interception to the A35 where: a) B1 is tackled, or b) B1 fumbles the ball and A3 recovers at the A30.

Rulings: a) B's ball, first-and-10 on A20. The penalty is tacked on.

b) B's ball, first-and-10 on A35. The penalty is enforced from the spot of the interception.

A.R. 14.29 FOULS BEFORE OR AFTER INTERCEPTION—TOUCHBACK

Second-and-10 on B25. A1's pass is intercepted by B1 in the end zone where B1 is tackled. a) A3 chop blocks before the pass; or b) A4 tackles B1 by the facemask in the end zone.

Rulings: a) and b): B's ball, first-and-10 on B35. As the play resulted in a touchback, personal fouls before or after the change of possession are enforced from the 20-yard line.

A.R. 14.30 PERSONAL FOUL PRIOR TO FUMBLE

First-and-10 on 50. A4 and A5 chop block. The pass is complete to A2 at the B30, but A2 fumbles at the B28 and B1 recovers there and returns the fumble to the B40.

Ruling: B's ball, first-and-10 on A45.

A.R. 14.31 INTENTIONAL GROUNDING

Third-and-5 on A30. Quarterback A1 is called for intentional grounding on the A15.

Ruling: Fourth-and-20 on A15. (14-2-1-Note)

A.R. 14.32 INTENTIONAL GROUNDING

Third-and-5 on A10. Quarterback A1 is called for intentional grounding on the A4.

Ruling: Fourth-and-11 on A4. If the spot of the foul is more than half the distance, the enforcement is to leave the ball at the spot of the foul. (14-2-1-Note)

A.R. 14.33 INTENTIONAL GROUNDING

Third-and-5 on A10. Quarterback A1 is called for intentional grounding on the A6.

Ruling: Fourth-and-10 on A5. (14-2-1-Note)

A.R. 14.34 ILLEGAL FORWARD PASS—BEYOND THE LINE

Second-and-10 on B40. Quarterback A1 scrambles to the B38 where he throws a forward pass to A2 that is caught at the B30 after which A2 fumbles and B2 recovers at the B25.

Ruling: B's ball, first-and-10 on B25. Penalty for illegal pass is declined. (8-1-1)

A.R. 14.35 ILLEGAL FORWARD PASS—SECOND FORWARD PASS FROM END ZONE

Second-and-10 on A8. Quarterback A1 attempts to pass to A2 from the end zone, but the ball is batted back by defender B1. A1 catches the batted pass in the end zone and again passes from end zone to A2 who catches the pass at the A22, fumbles, and B2 recovers at the A24.

Ruling: B's ball, first-and-10 on A24 or safety, safety kick A20.

A.R. 14.36 ILLEGAL FORWARD PASS—PERSONAL FOUL

Third-and-15 on A30. Quarterback A1 scrambles to the A32 where he throws a forward pass to A2 at the B20. The pass is underthrown, and B1 is in position to intercept the pass, when A2 grabs and twists B2's facemask while the pass is in the air. The pass falls incomplete.

Ruling: Fourth-and-18 at the A27 (illegal forward pass thrown from beyond the line), or third-and-28 on A17 (personal foul enforcement on a running play). Pass interference is not an option. (14-1-12)

NOTE: Additional plays involving penalty enforcement during forward pass plays can be found in Rule 8 of the Casebook.

5) FOULS DURING FREE KICKS**A.R. 14.37 KICKOFF—THREE-AND-ONE ENFORCEMENT**

On a kickoff, B1 catches the ball at the B4 and runs to the 50. During B1's run, B2 clipped at the B40.

Ruling: B's ball, first-and-10 on B25. (14-1-5)

A.R. 14.38 KICKOFF—MULTIPLE FOULS BY TEAM B

On the opening kickoff, B1 is offside. B2 gets the ball on the B5 and runs it back to the B18. During B2's runback, B3 clipped on the B36.

Ruling: B's ball, first-and-10 on B9. Decline offside by B1. (14-1-5, 14-4)

A.R. 14.39 KICKOFF—FOUL BY TEAM B DURING KICK

Kickoff from the A35. Team B clips while the kick is in the air. B1 catches the ball on the B5 and returns it to the B30.

Ruling: Rekick from the 50 if the penalty is accepted, or decline the foul and it would be B's ball, first-and-10 on B30. (14-1-5-a)

A.R. 14.40 KICKOFF—DOUBLE FOUL

Kickoff from the A35. A1 is offside and B2 clips while the kick is in the air. B2 catches the ball on the B5 and returns it to the B30.

Ruling: Double foul. Rekick from the A35. Both fouls happened before the change of possession. (14-3-2)

A.R. 14.41 KICKOFF—DOUBLE/WITH

Kickoff from the A35. A1 is offside and B1 catches the ball at the B6 and returns it to the B30. B2 clips during the return at the B10.

Ruling: Rekick A35 or B's ball, first-and-10 on B5. (14-3-2-Exc. 1)

A.R. 14.42 KICKOFF—FOUL BY TEAM A DURING KICK

On the onside kick from the A35, which is rolling at the A44, A1 blocks B1 on the A43. B2 picks up the ball on the A44 and runs it back to the A20.

Ruling: B's ball, first-and-goal on A10. Team A fouls before the change of possession on a free kick can be enforced from the dead-ball spot.

A.R. 14.43 ONSIDE KICK—DOUBLE FOUL

On an onside kick from the A35, the ball goes out of bounds at the A43. B1 clipped at the A45 while the ball was rolling toward the sideline.

Ruling: Rekick A35. No 5 vs. 15 because of the change of possession. (14-3-2)

A.R. 14.44 ONSIDE KICK—5 VS. 15

On an onside kick from the A35, A2 is offside, A1 recovers at the A47, and B1 piles on A1 after A1 is down.

Ruling: Rekick 50. 5 vs.15 (14-3-1)

NOTE: Additional plays involving penalty enforcement during free kick plays can be found in Rule 6 of the Casebook.

6) FOULS DURING SCRIMMAGE KICKS

A.R. 14.45 FAILURE TO REPORT

Fourth-and-10 on A30. Tight end A1 enters the game, goes into the huddle without reporting, and takes a tackle position in a punt formation. The punt is made and B1 muffs the ball on the B30 and A2 recovers it there. B2 was offside.

Ruling: Fourth-and-10 on A30. (14-3-2, 7-2-4)

A.R. 14.46 RECEIVING TEAM FOUL

Fourth-and-6 on A40. A1 is the first to touch the punt on the B24. B1 recovers at the B18 and runs to the B30. B2 held on the B45: a) during the punt; or b) during the run by B1.

Rulings: a) B's ball, first-and-10 on B9. Post-possession foul. (9-1-5-Exc. 3)

b) B's ball, first-and-10 on B20. The penalty is enforced from the dead-ball spot.

A.R. 14.47 FIRST TOUCH—RECEIVING TEAM FOUL

Fourth-and-10 on A45. A1 first touches and downs the punt on the B10: a) B1 was offside; or b) B1 head slapped A2 at the snap.

Rulings: a) B's ball, first-and-10 on B10. Decline penalty.

b) A's ball, first-and-10 on B40. (14-3-1-Exc. 5)

A.R. 14.48 FIRST TOUCH—RECEIVING TEAM FOUL

Fourth-and-8 on A12. A1 first touches the punt on A48. B1 recovers on B48 and fumbles on A32 where A2 recovers. B2 held on A30: a) during the punt; or b) during the run by B1.

Rulings: a) B's ball, first-and-10 on B38.

b) B's ball, first-and-10 on A48 (spot of first touch). In order to get the ball, A must decline B's foul. By doing so, B has the option to take the ball at the spot of first touch.

A.R. 14.49 NOT POST-POSSESSION

Fourth-and-10 on A40. B1 clips on the B30 after the ball is punted. A1 first touches the kick on the B18. B2 muffs the loose ball on the B14. A2 recovers on the B12.

Ruling: A's ball, first-and-10 on B45. Enforce from the previous spot.

NOTE: This is not a post-possession foul, because Team B did not retain possession of the ball; and it is not "special exception 3," because Team B never possessed the ball.

A.R. 14.50 FIRST TOUCH—TEAM B FOULS—TOUCHDOWN FOR TEAM A

Fourth-and-3 on A45. A1 first touches the punt on the B10. B1 recovers on the B4 and fumbles on the B8. A2 recovers and runs into B's end zone. B2 grabbed and twisted A2's facemask on the B6: a) before; or b) after A2 crossed the goal line.

Rulings: a) Touchdown A. Kickoff 50. The foul during A's possession negates the first touching violation.

b) B's ball, first-and-10 on B5. When Team A crosses the goal line (free of foul), the ball reverts to Team B at the spot of first touching (succeeding spot) from where the dead-ball foul is enforced. B's ball, first-and-10 on B5. (14-1-7)

A.R. 14.51 TEAM B FOUL—BEFORE AND AFTER PUNT

Fourth-and-8 on A16. B1 head slaps A4 at the A14 as B1 tries to block the punt. The punt is made, and B2 makes an invalid fair-catch signal at 50. B3, who did not signal, catches the ball at the B48, runs to the A45, fumbles, and A3 recovers there and scores.

Ruling: A's ball, first-and-10 on A31. Team A accepts the head-slap penalty. The ball is dead when caught after an invalid or valid fair-catch signal. (14-6)

A.R. 14.52 MULTIPLE FOULS—RECEIVING TEAM

Fourth-and-5 on 50. B1 runs into the kicker at the A36 after A1 punts the ball. B1 gives an invalid fair-catch signal at the B22 and muffs the ball there. The ball rolls to the B18 where A2 falls on it.

Ruling: A's ball, first-and-10 on B18. Team A declines both penalties. (14-6)

A.R. 14.53 DOUBLE FOUL—CHANGE OF POSSESSION

Fourth-and-10 on A40. A1 punts the ball, and B1 gives an invalid fair-catch signal at the B20. B1 is in position to catch the ball when it hits A2 in the air at the B21. B1 then picks up the ball at the B15 and runs to the B40 where he fumbles and A2 recovers.

Ruling: Fourth-and-10 on A40. Since Team B did not retain possession, the fouls offset and the down is replayed. (3-26, 14-3-2)

A.R. 14.54 POST-POSSESSION FOUL AND TOUCHBACK

Fourth-and-10 on A40. The punt rolls out of bounds in the end zone. During the punt, there was a foul by B1 at the B12. a) The foul was clipping by B1 at the B12; or b) the foul was blocking by B1 after giving a fair-catch signal at the B12.

Rulings: a) B's ball, first-and-10 on B10. (Twenty-Ten enforcement)
b) B's ball, first-and-10 on B6.

A.R. 14.55 POST-POSSESSION FOUL—KICK ENDS IN END ZONE

Fourth-and-10 on 50. During the punt, B1 commits a post-possession illegal block in the back at the B40. B2 catches the punt in the end zone and returns it to the 50 where he is tackled.

Ruling: B's ball, first-and-10 on B10. (Twenty-Ten enforcement)

A.R. 14.56 POST-POSSESSION FOUL IN END ZONE—PUNT OUT OF BOUNDS

Fourth-and-10 on 50. During the punt, B1 commits a post-possession clip in the end zone. The punt goes out of bounds: a) at the B30; or b) at the B6.

Rulings: a) B's ball, first-and-10 on B15.
b) B's ball, first-and-10 on B3. This is not a safety because Team B did not run with the ball.

A.R. 14.57 ILLEGALLY KICKING A BLOCKED PUNT

Fourth-and-10 on A10. A1's punt is blocked, and A1 kicks the rolling ball off the ground a) at the A2, or b) from 3 yards deep in the end zone. The ball goes out of bounds at the A25.

Rulings:

- a) B's ball, first-and-goal on A5. Since the illegal kicking penalty occurred behind the line of scrimmage, in the field of play, it is enforced from the previous spot, with a loss of down.
- b) Safety, safety kick A20; or B's ball, first-and-10 on B12 ½. The foul in their own end zone creates a safety, but on a punt play, Team B also has the option of enforcing the yardage from the dead ball spot.

A.R. 14.58 DOUBLE FOUL WITH A CHANGE

Fourth-and-10 on 50. B1 gives an invalid fair-catch signal as he waits to catch the punt at the B20. A1 bumps B1 before the punted ball arrives, but B1 catches the ball anyway at the B20.

Ruling: B's ball, first-and-10 on B15, or Team B has the option to replay. Double foul with a change. (14-3-2)

A.R. 14.59 DOUBLE FOUL—NOT POST-POSSESSION

Fourth-and-9 on A45. A3 is illegally downfield on the punt. B1 muffs the ball and A2 recovers at the B20. B2 held A1 on the 50 after the ball was kicked.

Ruling: Fourth-and-9 on A45. Replay. (14-3-2)

A.R. 14.60 PUNT—INVALID FAIR-CATCH SIGNAL—KICKER OUT OF BOUNDS

Fourth-and-15 on B48. B1 gives an invalid fair-catch signal at the B10-yard line. The punted ball is rolling on the ground near the sideline at the B1. Flyer A1 avoids blocker B2 at the 15-yard line by going out of bounds. A1 returns inbounds and then downs the ball at the B1.

Ruling: Replay. A's ball fourth-and-15 on B48. This is a double foul with a change of possession, and Team B would elect to replay the down. (14-3-2-Exc. 1)

NOTE: Additional plays involving penalty enforcement during scrimmage kick plays can be found in Rule 9 of the Casebook.

7) FOULS DURING A BACKWARD PASS OR FUMBLE**A.R. 14.61 TEAM B FOUL DURING FUMBLE—NO CARRY-OVER**

First-and-10 on 50. A1 runs to the B40 and fumbles. During the loose ball, B1 grabs and pulls A1's facemask in an effort to recover the ball. A2 recovers at the B35 and runs to the B20 where he is tackled.

Ruling: First-and-10 on B20. Team A would decline the penalty, as it would be enforced from the B40 to the B25.

A.R. 14.62 TEAM A FOUL DURING FUMBLE—BEHIND THE LINE

Second-and-5 on A40. A1 runs to the A38 where he fumbles. In the scramble to recover the loose ball, A2 grabs B2 and pulls him away from the ball (A2 makes no effort to recover the ball) at the: a) A36; or b) A42. A1 recovers the ball at the A45.

Rulings: In both a) and b), second-and-15 on A30. Enforce from the previous spot.

A.R. 14.63 TEAM A FOUL DURING FUMBLE—BEYOND THE LINE

Second-and-5 on A40. A1 runs to the A43 where he fumbles. In the scramble to recover the loose ball, A2 grabs B2 and pulls him away from the ball at the: a) A36; b) A42; or c) A44. A2 makes no effort to recover the ball. A1 recovers the ball at the A45.

Rulings: a) Second-and-15 on A30. Enforce from the previous spot.
b) Second-and-13 on A32. Enforce from the spot of the foul.
c) Second-and-12 on A33. Enforce from the spot of the fumble.

A.R. 14.64 TEAM A FOUL DURING FUMBLE—TEAM B RECOVERY

First-and-10 on B40. A1 runs to the B35 where he fumbles. During the loose ball, A1 grabs and twists B1's facemask at the B30. B2 recovers the ball at the B30 and runs to the 50 where he is tackled.

Ruling: B's ball, first-and-10 on A35. The personal foul "carry's over" and is tackled on. (8-6-3)

A.R. 14.65 TEAM B FOUL DURING FUMBLE

Second-and-5 on A40. A1 runs to the A43 where he fumbles. In the scramble to recover the loose ball, B2 grabs A2 and pulls him away from the ball at the: a) A36, or b) A42, or c) A44. B2 makes no effort to recover the ball. A1 recovers the ball at the A45.

Rulings: In a), b), and c), first-and-10 on A48. Enforce from the spot of the fumble. (8-6-3)

A.R. 14.66 TEAM B FOUL DURING FUMBLE

First-and-10 on B40. A1 runs to the B35 where he fumbles the ball. During the loose ball, B1 grabs and twists A1's facemask. After a scramble for the ball, it is eventually recovered by A1 on the B18.

Ruling: First-and-10 on B18. The penalty would be enforced from the spot of the fumble, so it would be declined.

A.R. 14.67 TEAM A FUMBLES IN ITS END ZONE

Third-and-10 on A5. A1 drops back into his end zone and is hit and fumbles the ball there. During the loose ball, A2 grabs and twists B2's facemask in the end zone. A1 then recovers the fumble: a) at the A4; or b) in the end zone.

Rulings: a) Safety. Safety kick B20. The foul occurred in the end zone.

b) Safety. Safety kick B10. The play results in a safety, and personal fouls on scoring plays are enforced on the ensuing free kick. (14-1-14)

A.R. 14.68 FUMBLE IN END ZONE – FOUL IN FIELD OF PLAY – TEAM A'S IMPETUS

Receiver B1 catches a free kick or punt, or intercepts a pass, in his end zone. While still in his end zone and running with the ball, B1 fumbles, and the ball rolls out to the B2 where B3 intentionally kicks it out of bounds at the B4.

Ruling: B's ball, first-and-10 on B1. (Since A's impetus put the ball in the end zone, the spot of the fumble is deemed to be the 20 yard line. Team B fouled behind that spot, so enforcement is from the spot of the foul).

A.R. 14.69 MOMENTUM - FUMBLE IN END ZONE – FOUL BY TEAM B

Third-and-10 on B40. A1's pass is intercepted by B1 at the B4, and his momentum carries him into the end zone where he scrambles to try and run it out. While he is running in the end zone, B1 fumbles, and the ball rolls out to the B5 where it is ultimately recovered by B1. During the fumble, while the ball was rolling in the field of play, B2 holds A2 at the B6 to prevent him from recovering the ball.

Ruling: B's ball, first-and-10 at the B2. When a fumble in the end zone occurs on a momentum play, the spot of the fumble is deemed to be the momentum spot (B4). That spot was behind the spot of the foul, so enforcement is from the momentum spot.

A.R. 14.69.a MOMENTUM - FUMBLE IN END ZONE – FOUL BY TEAM A

Third-and-10 on B40. A1's pass is intercepted by B1 at the B4, and his momentum carries him into the end zone where he scrambles to try and run it out. While he is running in the end zone, B1 fumbles, and the ball rolls out to the B5 where it is ultimately recovered by B1. During the fumble, while the ball was rolling in the field of play, A2 blocks B2 low (anywhere).

Ruling: B's ball, first-and-10 at the B19. A defensive foul (here, Team A) during a loose ball is enforced from the spot of the fumble – the momentum spot (B4). There is no option to enforce from the dead ball spot.

8) 5 VS. 15

A.R. 14.70 DOUBLE FOUL—5 VS. 15

Second-and-5 on A30. Runner A1 is downed on A36. B1 was offside. Tackle A2: a) held; or b) clipped on A32 during the run.

Rulings: a) Second-and-5 on A30. Replay.

b) Second-and-20 on A15; 5 vs. 15. Penalize from previous spot. (14-3-1-Exc. 1)

A.R. 14.71 DOUBLE FOUL—5 VS. 15

Second-and-5 on B20. Guard A2, after getting into three-point stance, moves his legs abruptly. Whistle blows. B1 grabs quarterback A1 and throws him to the ground.

Ruling: A's ball, first-and-goal on B10; 5 vs. 15 enforcement. (14-3-Exc. 1)

A.R. 14.72 DOUBLE FOUL—5 VS. 15

Third-and-3 on A28. A1 is illegally in motion at the snap. Team A has six men on the line of scrimmage. A3 runs to the A40 where he is tackled by the facemask (personal foul) by B3. B4 was offside at the snap.

Ruling: A's ball, first-and-10 on A43; 5 vs. 15 enforcement. (14-3-1-Exc.)

A.R. 14.73 DOUBLE FOUL—5 VS. 15

Third-and-5 on A28. Defensive end B1 is offside at the snap. Runner A2 goes to the B25. During the run, A3 clips at the 50.

Ruling: Third-and-19 on A14.

NOTE: If A2 had fumbled the ball and B3 recovered, the penalties would offset, as 5 vs. 15 would not apply since there was a change of possession. (14-3-1-Exc. 1)

A.R. 14.74 DOUBLE FOUL—5 VS. 15

Second-and-10 at A40. End A3 is legally chucked out of bounds at the A43. A3 runs for five more yards while still out of bounds. He returns inbounds at the A48 and leaps in an attempt to catch the pass. The pass goes off of A3's fingers and, while A3 is in a defenseless position, B3 launches and strikes A3 helmet-to-helmet and the pass falls incomplete.

Ruling: First-and-10 at the B45 (5 vs. 15). Five-yard penalty for illegal touching of forward pass by an ineligible receiver and 15 yards for hitting a defenseless receiver.

A.R. 14.75 DOUBLE FOUL—NOT 5 VS. 15

Second-and-10 on B30. Fifty seconds remain in the game, and Team B is ahead 17-14. The clock is running, and Team A hurries to the ball, but A3 false starts. B1 then comes across the line and body slams A1.

Ruling: Second-and-10 on B30. There is no 5 vs. 15 enforcement because the false start was not a "simple 5" because of the 10-second run off portion of the foul. However, since there was a double foul, there is no 10-second run off, and the clock starts on the snap. (14-3-1-Exc. 1)

A.R. 14.76 DOUBLE FOUL—DELAY OF GAME AT END OF PLAY—OPTION 5 VS. 15

Second-and-10 on A20. During A2's run, B1 grabs center A3's facemask and pulls him to the ground. A2 runs to the a) 50, or b) A37 where he is tackled. In celebration, A2 (while still on the ground, or after getting up) forcibly spikes the ball.

Rulings: a) First-and-10 on A45. Team A has the option to decline the foul by B1 (which would be 5 vs. 15 enforcement, here) and allow just their delay-of-game penalty to be enforced.

b) First-and-10 on A35. Team A's better option here is to accept 5 vs. 15 enforcement. (14-3-1-Exc. 2)

A.R. 14.77 DOUBLE FOUL AT END OF DOWN (NOT 5 VS. 15)

Third-and-5 on B45. With 15 seconds left in a tied game, A1 scrambles to the B20 where he is tackled by B1, who continues to lie on top of A1, preventing him from getting off the ground. A2 then grabs B1's facemask and pulls him off the pile to allow A1 to get up.

Ruling: First-and-10 on B20. The clock starts on the snap. Dead-ball fouls by both teams offset at the succeeding spot. There is no 5 vs. 15 enforcement for dead-ball fouls at the end of a play. (14-1-8)

A.R. 14.78 DOUBLE FOUL AT END OF DOWN (NOT 5 VS. 15)

Third-and-5 on B45. With 45 seconds left in a tied game, A1 scrambles to the B20 where he is tackled by B1. A1 then forcibly spikes the ball in celebration. B1 is angered by this action and pushes A1, knocking him back to the ground.

Ruling: First-and-10 on B20. The clock starts on the snap. Dead-ball fouls by both teams offset at the succeeding spot. There is no 5 vs. 15 enforcement for dead-ball fouls at the end of a play. (14-1-8)

A.R. 14.79 KICKOFF—5 VS. 15

Team A attempts an onside kick from the A35. A1 recovers the untouched ball at the A48. During the kick, B1 blocked A2 below the waist, and A3 was offside.

Ruling: Rekick 50. 5 vs. 15 enforcement. There was no change of possession. (14-3-1-Exc.)

A.R. 14.80 KICKOFF—5 VS. 15

On a kickoff from the A35, A1 pooches the ball directly up into the air (it does not hit the ground). B1 gives an invalid fair-catch signal at the 50, where A2 contacts him before the ball arrives. A2 recovers the ball at the B45.

Ruling: Rekick A20. This is a 5 vs. 15 which is enforced from the A35.

A.R. 14.81 HELMET VIOLATION—5 VS. 15

Third-and-10 on A40. At the snap, B1 is offside. Quarterback A1 throws a pass to A2 and the pass is ruled incomplete. End A2 takes off his helmet to argue with the Back Judge.

Ruling: Third-and-25 on A25. 5 vs. 15 enforcement. (14-1-9, 14-3-1-Exc. 1)

NOTE: If the official had flagged A2 for unsportsmanlike conduct to the official, (rather than for taking his helmet off), the UNS would be treated as one between downs, so both fouls would be enforced. Third-and-20 on A30.

9) FOULS PRIOR TO A CHANGE OF POSSESSION

A.R. 14.82 FOUL PRIOR TO FUMBLE—DOUBLE CHANGE OF POSSESSION

Fourth-and-10 on A40. B1 catches the punt on the B25 and runs to the B35 where he fumbles. During B1's run (before the fumble), B2 blocks A3 low at the B37. A2 recovers the fumble at the B34 and runs to the B33 where he fumbles, and B2 recovers and is downed at the B30.

Ruling: A's ball, first-and-10 on B19. Enforce from the spot of A2's recovery, and return the ball to Team A.

A.R. 14.83 FOUL PRIOR TO FUMBLE—DOUBLE CHANGE OF POSSESSION

Fourth-and-10 on A40. B1 catches the punt on the B25 and runs to the B35 where he fumbles. During B1's run, a), B2 blocks A3 low at the B37, or b) B3 blocks A5 in the back at the B37. A2 recovers the fumble at the B34 and runs to the B33 where he fumbles, and A3 recovers and is downed at the B30.

Ruling:

- a) A's ball, first-and-10 on B15. B2's personal foul is carried over the change of possession and enforced from the dead ball spot, since Team A never lost possession after recovering the fumble.
- b) A's ball, first-and-10 on B30. Only major fouls can be carried over the change of possession.

A.R. 14.84 DEFENSIVE FOUL PRIOR TO CHANGE OF POSSESSION—DOUBLE CHANGE OF POSSESSION

Fourth-and-10 on A40. B1 catches the punt on the B25 and runs to the B35 where he fumbles. During B1's run, A3 pulls and twists B2's facemask at the B37. A2 recovers the fumble at the B34 and runs to the B33 where he fumbles, and B2 recovers and is downed at the B30.

Ruling: B's ball, first-and-10 on 50. (This is a "foul on run followed by a change of possession," so the enforcement spot is either the spot of the foul, or the spot of B's fumble, whichever helps Team B the least. The other option is to decline and take the result of the play. There is no option to carry the foul over the double change of possession to the end of the play). (14-1-13)

A.R. 14.85 FOUL PRIOR TO CHANGE OF POSSESSION—DOUBLE CHANGE OF POSSESSION

Third-and-10 on A40. B1 intercepts A1's pass at the B25 and runs to the B35 where he fumbles. Prior to the interception, A2 and A3 chop block. A2 recovers the fumble at the B30.

Ruling: B's ball, first-and-10 on B40. Enforce from the spot of the interception. (8-6-3)

A.R. 14.86 FOUL PRIOR TO DOUBLE CHANGE OF POSSESSION

Third-and-10 on A40. A1 runs to the B24 where he fumbles, and B1 recovers the fumble at the B20, runs to the B40 and fumbles. A2 recovers at the B40. During A1's run, at the B22, a) B2 pulls A2 down by the facemask, or b) A3 clips B3.

Rulings: a) A's ball, first-and-10 on B12. This is a foul on a run, followed by a change of possession. (14-1-13)
b) B's ball, first-and-10 on B35. Enforce from the spot of B's recovery. (8-6-3)

A.R. 14.87 DEFENSIVE PERSONAL FOUL PRIOR CHANGE OF POSSESSION—PUNT

Fourth-and-10 on A40. B1 catches the punt on the B25 and runs to the B35 where he fumbles. Either at the snap, or during the punt, B3 pulls A3 down by the facemask. A2 recovers the fumble at the B30.

Ruling: A's ball, first-and-10 on B30. The options are to enforce from the previous spot, or decline the foul. The foul cannot be enforced from the dead-ball spot, as there is no option to carry over Team B fouls during punts.

A.R. 14.88 OFFENSIVE PERSONAL FOUL PRIOR TO CHANGE OF POSSESSION—PUNT

Fourth-and-10 on A40. B1 catches the punt on the B25 and runs to the B35 where he fumbles. A2 recovers the fumble and is downed at the B30. Either at the snap, or during the punt, A3 pulls B3 down by the facemask.

Ruling: Fourth-and-25 on A25. Previous spot enforcement.

10) DOUBLE FOULS WITH A CHANGE OF POSSESSION

A.R. 14.89 KICKOFF—DOUBLE/WITH

On the opening kickoff, kicking-team player A3 is offside. Receiver B2 catches the ball in the end zone and runs it back to the A35. On the runback, B3 clips on the A26.

Ruling: Rekick A35 or B's ball, first-and-10 on 50. (14-3-2-Exc. 1)

A.R. 14.90 KICKOFF—DOUBLE FOUL—REKICK

On a kickoff from the A35, A1 illegally touches the ball on the A43. B1 picks up the ball at A44, runs to the A25, fumbles, and A2 recovers the ball there. During B1's run, B2 clipped at the A35.

Ruling: Rekick A35. (14-3-2)

A.R. 14.91 KICKOFF—DOUBLE FOUL—REKICK

A's kickoff from the A35 rolls out of bounds on the B10 after last touching A1. B1 had blocked A2 low at the B15.

Ruling: Rekick A35. (14-3-2)

A.R. 14.92 KICKOFF—DOUBLE FOUL—NOT 5 VS. 15

On an onside kick from the A35, the untouched ball goes out of bounds on the A43. B1 clipped while the ball was rolling toward the sideline.

Ruling: Rekick from A35. Not 5 vs. 15 because there was a change of possession. (14-3-2)

A.R. 14.93 KICKOFF—DOUBLE FOUL

A1 is offside on the kickoff from the A35. B1 catches the ball in end zone and runs to B15. During the run, B2 clips a) on B6; or b) in B's end zone.

Rulings: a) Rekick A35, or B's ball, first-and-10 on B3.
b) Rekick A35. (14-3-2-Exc. 1)

A.R. 14.94 PUNT—DOUBLE FOUL WITH A CHANGE—PUNT

Fourth-and-5 on 50. A3 is in an illegal formation at the snap. B1 catches the punt at the B10 and runs to the A20. During B1's run, B2 clips at the 50.

Ruling: B's ball, first-and-10 on B35 or A's ball fourth-and-5 on 50. (14-3-2-Exc. 1)

A.R. 14.95 DOUBLE FOUL—KICKOFF OUT OF BOUNDS—DEAD-BALL FOUL

Kickoff from the A35, and after the ball goes out of bounds on the B20, B1 commits a dead-ball foul.

Ruling: B's ball, first-and-10 on B10, or Team B could choose to replay. This is a double foul with a change, so B's foul is enforced from the dead-ball spot, the B20. (14-3-2)

A.R. 14.96 PUNT—CLEAN HANDS SCORE

Fourth-and-5 on A28. A1: a) holds; or b) clips prior to punt. B1 catches the kick on B30 and runs for a touchdown. B2 clips after B1 scores.

Rulings: a) Touchdown Team B. Kickoff B20.

b) Touchdown Team B. Kickoff B35. (14-3-2, 14-1-14)

A.R. 14.97 PUNT—NOT 5 VS. 15—DOUBLE/WITH

Fourth-and-3 on A35. A2 punts to B1 at the B20. B1 returns the ball to the 50. At the snap, tight end A3 was in motion, and during the return, B4 clipped at the B30.

Ruling: B's ball, first-and-10 on B15 or A's ball fourth-and-3 on A35. (14-3-2-Exc. 1)

A.R. 14.98 PUNT—5 VS. 15

Fourth-and-10 on 50. At the snap, A5 grabs and twists B5's facemask. B1 was offside and gets through to block the punt. The ball is recovered at the A45 by a) A2; or b) B2.

Rulings: a) Fourth-and-10 on 50. Team A's failure to make a first down on the fourth down play, is a "change of possession" that eliminates 5 vs. 15 enforcement.

b) Fourth-and-10 on 50. Double foul, and B's foul is not a post-possession foul. There is no 5 vs. 15 enforcement because of the change of possession as a result of Team B recovering the punt.

A.R. 14.99 PUNT—5 VS. 15

Fourth-and-10 on 50. A1's punt is partially blocked at the A40 and bounces to the B48 and then back to the A48 (untouched) where A2 recovers and is downed. Team A had six men on the line at the snap, and in the scramble for the ball, B3 blocked A3 below the waist.

Ruling: Fourth-and-10 on 50. This is not 5 vs. 15 enforcement, because there was a change of possession on the play.

NOTE: Team A's failure to make a first down on the fourth down play is a "change of possession" that eliminates 5 vs. 15 enforcement.

A.R. 14.100 CHANGE OF POSSESSION—DOUBLE/WITH—LIVE BALL/DEAD BALL

Second-and-10 on A35. A1 is offside. B1 intercepts the pass and runs to the A20. B2 clipped on A30: a) during the runback; or b) after B1 was downed (dead-ball foul).

Rulings: a) B's ball, first-and-10 on A45.

b) B's ball, first-and-10 on A35. (14-3-2, 14-8-6, 14-1-7)

A.R. 14.101 CHANGE OF POSSESSION—DOUBLE/WITH

Third-and-10 on B40. A1 is offside. B1 intercepts pass on B4 and runs to B30. During the run, B2 held: a) on B10; or b) in B's end zone.

Rulings: a) B's ball, first-and-10 on B5.

b) Third-and-10 on B40. Replay. (14-3-2)

A.R. 14.102 NOT 5 VS. 15—DEAD-BALL FOUL

Second-and-10 on A15. B1 intercepts a pass on A22 and runs for touchdown, after which B2 clips. Prior to the pass, tackle A1: a) was offside; or b) clipped B3 on A10.

Rulings: a) Touchdown Team B. Kickoff B20; (Clean hands score)

b) Touchdown Team B. Kickoff B35. (14-3-2, 14-1-14)

A.R. 14.103 TOUCHDOWN—CLEAN HANDS

Fourth-and-8 on A36. a) A2 holds, or b) A2 is offside prior to the punt. B2 catches the kick on the B32 and runs for a touchdown. B4 clips after B2 scores.

Rulings: Touchdown Team B. Kickoff B20 in both a) and b). (14-3-2)

A.R. 14.104 INTERCEPTION—DOUBLE/WITH

Second-and-2 on B30. B1 intercepts the ball in the end zone, runs, and is tackled in the end zone. During the run, B2 clips at the B7. A2 was in motion illegally at the snap.

Ruling: B's ball, first-and-10 on B10. Double foul with a change. (Twenty-Ten) (14-3-2)

A.R. 14.105 DOUBLE FOUL (5 VS. 15 OPTION)—SPIKE

Third-and-7 on 50. During A2's run, nose guard B1 pulls center A3 to the ground by the facemask. A2 is tackled at the B42. In celebration, A2 forcibly spikes the ball.

Ruling: A's ball, first-and-10 on B35. Team A has the option to accept the 5 vs.15 enforcement from the previous spot, or decline B's foul and only the dead-ball five-yard penalty for the spike is enforced. (14-3-1-Exc. 2)

A.R. 14.106 FIELD GOAL—NOT 5 VS. 15—DOUBLE/WITH

Fourth-and-3 on B28. Team A attempts a field goal that is short. B1 picks up the ball at the B6 and returns it to the B40. While the kicked ball was rolling on the ground, B2 clipped at the B8. At the snap, A2 was in motion illegally.

Ruling: B's ball, first-and-10 on B3 or A's ball, fourth-and-3 on B28. B2's foul is considered a post-possession foul. (14-3-2-Exc. 1)

11) DOUBLE FOULS AFTER A CHANGE OF POSSESSION**A.R. 14.107 PUNT—DOUBLE FOUL AFTER A CHANGE**

Fourth-and-7 on A22. A2 punts the ball to B1 who catches the punt at the B35. B1 is tackled by the facemask at the 50. During the return, B5 clips on the B40.

Ruling: B's ball, first-and-10 on B40. (14-3-3)

A.R. 14.108 POST-POSSESSION FOUL—DOUBLE FOUL AFTER A CHANGE

Fourth-and-10 on 50. The ball is punted, and during the punt, B1 commits an illegal block in the back at the B20 (post-possession foul). B2 catches the punt at the B10 and returns it to the B40, where A1 tackles B2 by the facemask.

Ruling: B's ball, first-and-10 at B20. The end of the kick cannot be used as the enforcement spot on a double foul after a change. (14-3-3)

A.R. 14.108.a POST-POSSESSION FOUL—DOUBLE FOUL AFTER A CHANGE

Fourth-and-Six on B38. During Kicker A1's punt, B2 blocks A2 low at the B18. The ball lands at the B8 and A3 muffs the ball at the B6, and it rolls into the end zone. B2 recovers the ball and runs to the B31 where A8 tackles him by the face mask.

Ruling: B's ball, first-and-10 on B20. The penalties offset at the spot where Team B's foul would be enforced, if it had been the only foul.

A.R. 14.109 INVALID FAIR-CATCH SIGNAL—DOUBLE FOUL AFTER A CHANGE

Fourth-and-8 on A40. B1 gives an invalid fair-catch signal at the B15 and catches the ball at the B17: a) A3 tackles B1 at the B17; or b) A3 strikes B1 in the head after he makes the catch at B17.

Rulings: a) B's ball, first-and-10 on B10. No foul by A3. (10-1-1)

b) B's ball, first-and-10 on B15. Fouls by both B1 and A3. (14-3-3)

A.R. 14.110 PUNT -- LIVE-BALL AND DEAD-BALL FOULS—DOUBLE FOUL AFTER A CHANGE

Fourth-and-14 on A31. A's punt is fielded by B3 at the B15 and returned to the B23. During the punt, B4 holds A5 at the B20. After the ball is dead at the B23, a scuffle ensues, and A7 hits B7 in the facemask. Unnecessary roughness is called.

Ruling: B's ball, first-and-10 on B20. Double foul after a change. (The end of the kick is not an enforcement option on a double foul after a change.) (14-3-3)

A.R. 14.111 PUNT -- END ZONE—DOUBLE FOUL AFTER A CHANGE

Fourth-and-10 on A7. The punt is partially blocked, and B1 recovers on the A22 and runs for a touchdown. Prior to the score, B2 holds in A's end zone, and after the score, A3 grabs B1's facemask and throws him to the ground.

Ruling: B's ball, first-and-goal on A1. If B's foul was the only foul, it would be enforced from the goal line. The fouls therefore offset at the A1.

A.R. 14.112 INTERCEPTION—DOUBLE FOUL AFTER A CHANGE

Third-and-10 on B40. B1 intercepts a pass at the B10 and runs to the B40. During the run, A1 blocks low at the B28 to take out a blocker, and B2 blocks A2 in the back at the B20.

Ruling: B's ball, first-and-10 on B20. (14-3-3)

A.R. 14.113 MOMENTUM EXCEPTION—DOUBLE FOUL AFTER A CHANGE

Second-and-6 on B14. B1 intercepts the pass on B2, and momentum carries him into the end zone where he attempts to advance. A1 trips B1 which causes B1 to go to the ground in the end-zone. B2 grabs and twists A1's face mask after B1 is down.

Ruling: B's ball, first-and-10 on B2. The penalties offset at the spot where Team B's foul would be enforced, if it had been the only foul.

A.R. 14.114 INTERCEPTION - END ZONE—DOUBLE FOUL AFTER A CHANGE

Third-and-5 on B22. B1 intercepts a pass in B's end zone and attempts to run the ball out, but during the run, B2 holds in the end zone where B1 is downed. A3 piles on B1 after the tackle.

Ruling: B's ball, first-and-10 on B1. The penalties offset at the spot where Team B's foul would be enforced, if it had been the only foul. The spot of B's foul is normally a safety, so the ball is spotted at the B1.

A.R.14.114.a INTERCEPTION -- END ZONE—DOUBLE FOUL AFTER A CHANGE

Third-and-7 on B15. B2 intercepts a pass in the end zone and runs it back to the B30. When B2 was running at the B5, B4 pushed A1 in the back in the end zone. A3 piles on B2 after he was down.

Ruling: B's ball, first-and-10 on B1. Double foul after a change of possession puts the ball at the spot where B's foul would be enforced, if it were the only foul. Since the enforcement of B's foul is normally a safety, the ball is placed at the B1.

A.R. 14.115 INTERCEPTION -- END ZONE—DOUBLE FOUL AFTER A CHANGE

Second-and-10 on B30. B1 intercepts the ball in the end zone, runs, and is tackled in the end zone. During the run, B2 clips at the B7, and A2 tackles B1 by the facemask.

Ruling: B's ball, first-and-10 on B20. B's foul would normally be enforced from the B20. (14-3-3-a)

A.R.14.115.a INTERCEPTION -- END ZONE -- DOUBLE FOUL AND A CHANGE OF POSSESSION

Third-and-Five on B15. B1 intercepts A1's pass in the end zone, tries to run it out, but is tackled at the B½ with the ball on the goal line. During B1's run: a) B2 pulled A7 down by the face mask at the B3, and A8 grabbed and twisted B1's face mask in the end zone. Back A4 was illegally in motion at the snap. b) B6 blocked A6 low at the B4. Team A had six players on the line of scrimmage at the snap. c) B5 clipped A5 at the B4, and B5 was upset with the call, so he threw the Field Judge's flag into the air.

Rulings:

- a) B-1-10-B20. The penalties offset at the spot where Team B's foul would be enforced, if it had been the only foul. That spot is the B20, since A's impetus put the ball in the end zone.
- b) B-1-10-B10. Double foul with a change. Twenty-ten enforcement.
- c) B-1-15-B5. Both fouls are enforced, since a foul against an official is considered a foul between downs.

A.R.14.116 PASS -- DOUBLE FOUL AFTER AND DOUBLE FOUL WITH A CHANGE

First-and-10 on 50. Illegal motion by A1, and the pass is intercepted by B1 at the B20. On the return, B2 commits an illegal block in the back at the B30, and A2 tackles B1 by the facemask at the B40.

Ruling: B's ball, first-and-10 on B30. The double foul after a change takes precedence over the double foul with a change. (14-3-3)

A.R.14.116.a KICKOFF—DOUBLE FOUL AFTER AND DOUBLE FOUL WITH A CHANGE

Team A is offside on the kickoff. Team B catches the kicked ball at the B15, and, during the return, Team B clips at the B45 and is tackled at the B37. A1 piles on.

Ruling: B's ball, first-and-10 on B37, or Team B has the option to replay. The double foul after a change takes precedence over the double foul with a change; however, Team B also can take the option to replay. (14-3-3)

A.R. 14.117 KICKOFF OUT OF BOUNDS—DEAD-BALL FOUL

Kickoff from A35 goes out of bounds at the B20, after which A1 and B2 commit dead-ball fouls.

Ruling: B's ball, first-and-10 on B20, or Team B could elect to replay. This is a double foul with a change and a double foul after a change, so the double after is enforced from the dead-ball spot. (14-3-2, 14-3-3)

12) DOUBLE FOUL WITH A DOUBLE CHANGE OF POSSESSION

A.R. 14.118 DOUBLE FOUL BEFORE DOUBLE CHANGE

First-and-10 on 50. Illegal motion by A1 and offside by B1. B2 intercepts, and during the return, B2 clips. B2 then fumbles the ball back to A2.

Ruling: A's ball, first-and-10 on 50. The double foul before the change of possession requires a replay. (14-3-2)

A.R. 14.119 DOUBLE FOUL—REPLAY

First-and-10 on 50. Illegal motion by A1, and B1 then intercepts the pass. On B's runback, B2 clips. B1 then fumbles and A2 recovers.

Ruling: A's ball, first-and-10 on 50. Since Team A did not have clean hands when they got the ball back, they cannot keep the ball. Replay. (14-3-2)

A.R. 14.120 DOUBLE FOUL—REPLAY

First-and-10 on 50. B1 intercepts on the B20. B2 clips on the return and then fumbles. A1 recovers on the B40, and during A1's run, A2 holds. A1 then fumbles the ball back to B3 on the B10.

Ruling: A's ball, first-and-10 on 50. Replay. Neither team got the ball back with clean hands. (14-3-2)

A.R. 14.121 DOUBLE FOUL—DEAD BALL

Third-and-10 on B40. B1 intercepts a pass on B10 and runs to B20 where he fumbles. During the run, B2 holds on the B15. A1 recovers the fumble and goes out of bounds on B12 after which A2 roughs B2 on the B20.

Ruling: A's ball, first-and-10 on B27. (14-3-2, 14-1-7-b)

A.R. 14.122 DOUBLE CHANGE—DOUBLE FOUL AFTER—FUMBLE

First-and-10 on 50. Illegal motion by A1, and B1 intercepts the pass at the B10. After the interception, B2 clips at the A40 on the return, and A2 grabs ball carrier B1's facemask. B1 then fumbles the ball at the B40, and A3 recovers there.

Ruling: B's ball, first-and-10 on B40. Team B had clean hands when they got the ball, and a double foul then occurred after that change of possession. The "double foul after" is enforced. The fouls offset, and Team B retains the ball at the spot of their foul or the spot of their fumble whichever hurts Team B the most. (14-3-3)

A.R. 14.123 DOUBLE CHANGE—DOUBLE FOUL AFTER—FUMBLE

Second-and-5 on A20. B1 intercepts a pass on the B40 and returns to the A30 where A3 tackles B1 by the facemask and B1 fumbles. During B1's run, B2 clipped on the A45. A4 recovers the fumble, runs to the 50, fumbles, and B4 recovers. During A4's run, B3 clips on A45.

Ruling: B's ball, first-and-10 on A45. Enforce the "double foul after". (14-3-3)

A.R. 14.124 DOUBLE CHANGE—DOUBLE FOUL AFTER—FUMBLE

Second-and-10 on B40. B1 intercepts the pass on the B10 and runs to the B20. During B1's run, B2 slugs quarterback A1 at the 50, and A2 tackles B2 by the facemask, causing B2 to fumble at the B20. A1 recovers at the B25.

Ruling: B's ball, first-and-10 on B20. Disqualify B2. When Team B fumbles the ball after a double foul after a change, the spot of the fumble can be used as an enforcement spot. (14-3-3)

A.R. 14.125 DOUBLE FOUL WITH A CHANGE—DOUBLE CHANGE

First-and-10 on 50. B1 intercepts on the B20. B1 fumbles, and A1 recovers and runs with the ball. A2 holds during the run. A1 fumbles, and B2 recovers, runs, and is tackled at the A40. During B2's run, B3 blocks below the waist at the 50.

Ruling: B's ball, first-and-10 on B35. Team B got possession with clean hands, so Team B retains possession, and their foul is enforced as a double foul with a change. (14-3-2)

A.R. 14.125.A DOUBLE FOUL WITH/AFTER A CHANGE – END ZONE INVOLVEMENT

Third-and-Five on B15. B1 intercepts A1's pass in the end zone, tries to run it out, but is tackled in the end zone. A4 was illegally in motion at the snap. During B1's run, a) B6 blocked A6 low at the B4, or b) B2 pulled A7 down by the face mask at the B3, and A8 grabbed and twisted B1's face mask in the end zone.

Rulings:

- a) B's ball, first-and-10 on B10. Double foul with a change. B's foul is enforced from the 20, because A's impetus put the ball in the end zone, and the play resulted in a touchback.
- b) B's ball, first-and-10 on B20. The penalties offset at the spot where Team B's foul would be enforced, if it had been the only foul

13) FOULS AFTER A CHANGE OF POSSESSION**A.R. 14.126 TEAM A'S IMPETUS AND TEAM A'S FOUL**

First-and-10 on 50. B1 intercepts a pass in his own end zone where he is tackled. During B1's run in the end zone, a) A2 blocks B2 below the waist, or b) A2 trips B2, in the field of play or in the end zone.

Rulings:

- a) B's ball, first-and-10 on B35.
- b) B's ball, first-and-10 on B30. When the result of the play is a touchback, the enforcement spot for all fouls by Team A, (personal fouls or otherwise), is the 20-yard line.

A.R. 14.127 TEAM B'S IMPETUS AND TEAM A'S FOUL

First-and-10 on 50. B1 intercepts on the B8, scrambles, and carries the ball into his own end zone, where he is tackled (not momentum exception). During the run, A2 blocks low anywhere.

Ruling: B's ball, first-and-10 on B15. A's foul is enforced from the goal line. (14-1-11)

A.R. 14.128 INTERCEPTION—TEAM B RUNS AND FOULS IN END ZONE

First-and-10 on 50. B1 intercepts in the end zone and runs with the ball. B2 clips in the end zone during the run. B1 is downed in the end zone or field of play.

Ruling: Safety. Safety kick B20. (14-1-11)

A.R. 14.129 INTERCEPTION—TEAM B RUNS AND FOULS IN END ZONE

First-and-10 on 50. B1 intercepts at the B16 and is tackled at the B18. B2 clips in the end zone during the run.

Ruling: Safety. Safety kick B20. (14-1-11)

A.R. 14.130 INTERCEPTION—TEAM B RUNS AND FOULS IN FIELD OF PLAY

First-and-10 on 50. B1 intercepts in the end zone and runs with the ball. B2 clips in the field of play at the B16 during the run. B1 is downed in the end zone.

Ruling: B's ball, first-and-10 on B10. Twenty-ten enforcement. (14-1-12)

A.R. 14.131 INTERCEPTION—DEAD-BALL FOUL

First-and-10 on 50. B1 intercepts at the B16 and is downed immediately with no return. B2 clips in the end zone or field of play after the interception.

Ruling: B's ball, first-and-10 on B8. Dead-ball foul enforced from the succeeding spot. (3-11-2-a, 14-1-5-e)

A.R. 14.132 INTERCEPTION—3 AND 1 ENFORCEMENT

First-and-10 on 50. B1 intercepts in the end zone and runs with the ball. B2 clips in the field of play at the B16 during the run. B1 is downed in the field of play at the B20.

Ruling: B's ball, first-and-10 on B8. Enforce 3 and 1. (14-1-12)

A.R. 14.133 PUNT—TEAM B RUNS AND FOULS IN END ZONE

Fourth-and-10 on 50. B1 catches the punt in the end zone or field of play and runs with the ball. B2 clips in the end zone while the punt is in the air. B1 is downed in the end zone or field of play.

Ruling: Safety. Safety kick B20. (14-1-11)

A.R. 14.134 PUNT—TEAM B'S RUN ENDS IN END ZONE—TEAM B FOULS IN FIELD OF PLAY

Fourth-and-10 on 50. B1 catches the punt in the end zone, runs with the ball, but is tackled in the end zone. B2 clips at the B16 while the punt is in the air.

Ruling: B's ball, first-and-10 on B10. Twenty-ten enforcement. (14-1-12)

A.R. 14.135 PUNT—TWENTY-TEN ENFORCEMENT

Fourth-and-10 on 50. B1 catches the punt in the end zone. B1 downs the ball immediately in the end zone, or the punt goes out of the end zone, B2 clips in the end zone or field of play while the punt is in the air.

Ruling: B's ball, first-and-10 on B10. Twenty-ten enforcement (14-1-12)

A.R. 14.136 ILLEGAL SUBSTITUTION BY TEAM B DURING SCRIMMAGE KICK

Fourth-and-5 on A45. A1's punt is touched by B1 at the B5, and it then rolls into the end zone where B1 picks up the ball and runs with it, although he is ultimately tackled in the end zone. Team B substitutes thought the play was over when the ball rolled into the end zone, so they started on to the field at the B35 before B1 was tackled in the end zone.

Ruling: B's ball, first-and-10 on B15. Twenty-fifteen enforcement.

A.R. 14.137 PUNT OUT OF BOUNDS —POST-POSSESSION FOUL IN END ZONE

Fourth-and-10 on 50. A1's punt rolls out of bounds at the B16, and B2 clips in the end zone during the punt.

Ruling: B's ball, first-and-10 on B8. (14-1-12)

A.R. 14.138 PUNT—POST-POSSESSION FOUL IN FIELD OF PLAY

Fourth-and-10 on 50. B2 clips at the B10 while the punt is in the air. The ball rolls out of bounds at the B16.

Ruling: B's ball, first-and-10 on B5. (14-1-12)

A.R. 14.139 PUNT—FOUL IN END ZONE AND FIRST TOUCH

Fourth-and-5 on A40. A1 first touches the punt on B10. B1 picks up ball and runs to B20. B2 held A2 in Team B end zone during the run by B1.

Ruling: Safety. Safety kick B20. (14-3-1-Exc. 4, 14-1-11-b)

A.R. 14.140 FAIR CATCH—FOUL IN END ZONE

Fourth-and-10 on 50. B1 fair catches the ball in the field of play at the B16. B2 clips in the end zone while the punt is in the air.

Ruling: B's ball, first-and-10 on B8. (14-1-12)

A.R. 14.141 MISSED FIELD GOAL—POST-POSSESSION FOUL

Fourth-and-8 on B22. On a field goal from the B29, the kick is blocked at the B28 by B1, and the ball bounces to the B12 where it rolls out of bounds. Before the ball went out of bounds, B3 clipped A2 at the B15.

Ruling: B's ball, first-and-10 on B6. Post-possession foul enforced from the end of the kick.

A.R. 14.142 MISSED FIELD GOAL—POST-POSSESSION FOUL

Fourth-and-8 on B22. On a field goal from the B29, the kick is blocked at the B28 by B1, and the ball rolls out of bounds in B's end zone. Before the ball went out of bounds, B3 clipped A2 at the B15.

Ruling: B's ball, first-and-10 on B10. Twenty-ten enforcement. If Team B touches the kick in the field of play beyond the line, or fouls during the kick, they forfeit the right to take the ball at the spot of the kick. (14-1-12)

14) SCORING PLAYS

A.R. 14.143 TOUCHDOWN—DEAD-BALL FOUL

First-and-10 on 50. Runner A1 crosses B's goal line after which: a) A2 clips; or b) B1 clips.

Rulings: a) Touchdown Team A. Kickoff A20.

b) Touchdown Team A. Kickoff 50. Dead-ball foul after the ball is dead in touch. (14-1-7)

A.R. 14.144 FOUL BEFORE AND AFTER TOUCHDOWN

First-and-10 on 50. B1 intercepts a pass at the A20 and runs for a touchdown. B2 clipped in A's end zone: a) before; or b) after B1 crossed the goal line.

- Rulings:** a) B's ball, first-and-10 on A15. (14-1-13-S.N. 2)
b) Touchdown Team B. Kickoff B20. (14-1-7)

A.R. 14.145 DOUBLE FOULS OFFSET ON KICKOFF

First-and-10 on 50. B1 head slaps A1 at the snap. A2 then runs for a touchdown, after which A2 clips.

Ruling: Touchdown Team A. Kickoff A35. The Team B personal foul on a scoring play is enforced on the kickoff, and the Team A dead-ball foul is enforced from the succeeding spot. Therefore, both fouls offset at the A35, and the touchdown counts. (14-1-7-a, 14-1-9-b, 14-1-14)

A.R. 14.146 PERSONAL FOUL—SCORE

First-and-10 on A20. B1 recovers a fumble by quarterback A1 on A22 and runs for touchdown. Prior to the fumble, A4 chop blocked B2 on A20.

Ruling: Touchdown Team B. Kickoff 50. (14-1-14)

A.R. 14.147 TOUCHDOWN—DEAD-BALL FOUL

First-and-10 on A25. B1 recovers a fumble on A27 and runs for touchdown. B2 roughs A1 after B1 crosses the goal line.

Ruling: Touchdown Team B. Kickoff B20. (14-1-7-a)

A.R. 14.148 DOUBLE FOUL—CLEAN HANDS SCORE

Second-and-5 on A30. A1 runs for a touchdown. B1 was offside. A2 clipped after A1 scored.

Ruling: Touchdown Team A. Kickoff A20. (14-1-9)

A.R. 14.149 DOUBLE FOUL—CLEAN HANDS SCORE

First-and-10 on B40. At the snap, B1 pulls center A1 down by the facemask. A2 takes a handoff and runs for a touchdown. After scoring, A2 spikes the ball at the feet of B2.

Ruling: Touchdown Team A. Kickoff A35. This is a "clean hands score," so the touchdown counts, and both fouls are enforced and offset on the kickoff. (14-1-7-a, 14-1-9-b, 14-1-14)

A.R. 14.150 TOUCHDOWN—BANK PENALTIES

Second-and-7 on B13. A1 scores and A2 clips after the touchdown. On the Try kick, which is good, Team B is offside.

Ruling: One point try is good, kickoff A25.; or retry B1, kickoff A20. (14-5, 11-3-3-e)

A.R. 14.151 TOUCHDOWN—MULTIPLE FOULS

Second-and-goal on B7. A1 throws a pass to A2 in the end zone for a touchdown. A2 then spikes the ball in the face of B2 lying on the ground. A3 was downfield illegally prior to the pass.

Ruling: Second-and-goal on B12. The taunting foul must be declined, or the score would count.

A.R. 14.152 FOUL—SAFETY

Second-and-10 on A8. Quarterback A1 is downed in his end zone. Before A1 was downed, A2: a) held on A8; or b) clipped on A4.

- Rulings:** a) Safety. Safety kick A20.
b) Safety. Safety kick A10. (14-1-14) Same ruling if clip occurred after A1 was downed. (14-1-7-a)

A.R. 14.153 SAFETY—DEAD-BALL FOULS

Third-and-6 on A8. A1 is downed in his end zone after which A2 and B1 fight.

Ruling: Safety. Safety kick A20. Dead-ball fouls offset at the succeeding spot. Disqualify A2 and B1. (14-1-8)

A.R. 14.154 SAFETY AND PERSONAL FOUL BY TEAM A

Third-and-6 on A4. A4 chop blocks. A1 is then tackled in his own end zone for a safety.

Ruling: Safety. Safety kick A10. (14-1-14)

A.R. 14.155 SAFETY AND PERSONAL FOUL BY TEAM A

Third-and-8 on A4. A4 chop blocks in the end zone. A1 is then tackled on the A2.

Ruling: Safety. Safety kick A20. The personal foul in the end zone causes the safety. (The penalty could also be declined resulting in fourth-and-10 on A2). (14-1-12-Exc. 2)

A.R. 14.156 SAFETY AND MULTIPLE FOULS

Third-and-8 on A4. A2 chop blocks and A3 holds. Both fouls occurred in A's end zone. A1 is tackled: a) at the A5; or b) in the end zone.

- Rulings:** a) Safety. Safety kick A20. Multiple fouls, so only one can be enforced.
b) Safety. Safety kick A10. The chop block foul would carry-over. (14-1-12-Exc. 2, 14-1-14)

A.R. 14.157 TOUCHDOWN—MULTIPLE FOULS BY TEAM B

First-and-10 on B20. B1 grabs and twists runner A1's facemask, but A1 continues and scores a touchdown. Immediately after A1 crosses the goal line, B2 grabs A1's facemask and pulls him to the ground.

Ruling: Touchdown. Kickoff 50. Multiple foul. Only one is enforced.

A.R. 14.158 INTERFERENCE WITH THE OPPORTUNITY AND TOUCHDOWN

Fourth-and-10 on A40. A1 punts the ball, and A2 commits interference with the opportunity at the B20. B1 picks up the ball and runs for a touchdown. Well after B1 has crossed the goal line and B1 is running toward his bench, A1 grabs and pulls B1 by the facemask.

Ruling: Touchdown Team B. Kickoff A35. Both fouls are enforced on the kickoff. (14-5)

15) DEAD-BALL FOULS

A.R. 14.159 RUN—DEAD BALL

Second-and-10 on A30. A1 runs out of bounds at the A35 after which: a) A2 clips on A30; or b) B1 clips on A40.

Rulings: a) A's ball, third-and-20 on A20.

b) A's ball, first-and-10 on 50. Penalize dead-ball fouls from succeeding spot (dead ball) A35. (14-1-7-b)

A.R. 14.160 TOUCHDOWN—CLEAN HANDS

Third-and-8 on A40. A1 is offside. B1 recovers a fumble and runs for a touchdown. B2 clips after B1 scores.

Ruling: Touchdown Team B. Kickoff B20. (14-3-2)

A.R. 14.161 DOUBLE/MULTIPLE FOULS ON FOURTH DOWN—DEAD BALL

Fourth-and-1 on B30. Quarterback A1 is piled on by B2 after running out of bounds at the B30, after which: a) A2 roughs B1; or b) B1 roughs A2.

Rulings: a) B's ball, first-and-10 on B30. The 14-1-7 dead-ball fouls offset at the succeeding spot.

b) B's ball, first-and-10 on B15. Multiple 14-1-7 dead-ball fouls. Only one is assessed, and the down counts, giving the ball to Team B on downs. (14-1-7)

A.R. 14.162 FOURTH-DOWN PASS—DEAD BALL

Fourth-and-8 on B12. After an incomplete forward pass: a) B1 roughs A1, or b) A1 roughs B1.

Rulings: a) B's ball, first-and-10 on B6.

b) B's ball, first-and-10 on B27. Dead-ball fouls.

NOTE: If these fouls occurred during the forward pass: a) Team A would accept the penalty. A's ball, first-and-goal on B6. b) Team B would decline the penalty. B's ball, first-and-10 on B12. (14-1-7)

A.R. 14.163 PASS—LIVE/DEAD BALL

Second-and-10 on A30. A1 grabs B1 by the facemask and throws him to the ground: a) prior to; or b) after an incomplete forward pass.

Rulings: a) Second-and-25 on A15 or third-and-10 on A30. (14-4)

b) Third-and-25 on A15. (14-4-Exc. 1)

A.R. 14.164 PUNT—DEAD BALL

Fourth-and-10 on A30. A1 recovers the untouched punt on B30, after which: a) A2 clips, or b) B clips.

Rulings: a) B's ball, first-and-10 on B45.

b) B's ball, first-and-10 on B15. Both are dead-ball fouls. (14-1-7)

A.R. 14.165 FAIR CATCH—DEAD BALL

Fourth-and-10 on A40. B1 fair catches a punt on B26 after which: a) A1 runs into B1; or b) B1 clips A2.

Rulings: a) B's ball, first-and-10 on B41.

b) B's ball, first-and-10 on B13. Both are dead-ball fouls. (14-1-7)

A.R. 14.166 FAIR-CATCH SIGNAL—DEAD BALL

Fourth-and-5 on A45. B1 gives a valid fair-catch signal at the B16. B1 muffs the ball at B14, and the ball rolls to the B12. A2 falls on ball at the B12, after which B1 piles on A2.

Ruling: A's ball, first-and-goal on B6. Dead-ball foul. (14-1-7)

A.R. 14.167 FAIR-CATCH INTERFERENCE—DEAD BALL

Fourth-and-10 on A10. B1 signals for a fair catch on the A45. A1 interferes at the A45 as the ball hits A1 in flight and goes out of bounds on the A48, after which: a) A2 roughs B2; or b) B2 roughs A2.

Rulings: a) B's ball, first-and-10 on A30. Multiple fouls. The fair-catch interference is enforced from the spot of the foul, and the roughing is declined. (14-1-7, 14-4)

b) Fourth-and-10 on A10, or B's ball, first-and-10 on B37. Double foul with a change of possession. (14-3-2-Exc. 1)

A.R. 14.168 END ZONE—DEAD BALL

First-and-10 on 50. B1 intercepts a pass in B's end zone and is downed there after which: a) A1 roughs B1; or b) B2 clips A2.

Rulings: a) B's ball, first-and-10 on B35.

b) B's ball, first-and-10 on B10. Enforce (a) and (b) from succeeding spot, B20. (14-1-7)

A.R. 14.169 DOUBLE FOUL—DEAD BALL

Third-and-6 on B20. A1 runs out of bounds on B14. A2 and B1 punch each other: a) before; or b) after A1 goes out of bounds.

Rulings: a) A's ball, third-and-6 on B20. Replay. Disqualify A2 and B1.

b) A's ball, first-and-10 on B14. Disqualify A2 and B1. (14-3-1-Exc. 3)

A.R. 14.170 KICKOFF—DEAD BALL

On a kickoff from the A35, the ball rolls out of bounds at the B10 after being touched by A2 and then B4. B3 then clips A3 after the ball is out of bounds.

Ruling: B's ball, first-and-10 on B5. (6-2-3, 14-1-7)

A.R. 14.171 FOURTH DOWN—DEAD BALL

Fourth-and-10 on 50. B1 sacks quarterback A1 at the A40 and jumps up and taunts A1.

Ruling: B's ball, first-and-10 on B45. Dead-ball foul. (14-1-5, 14-1-7)

A.R. 14.172 FOURTH DOWN—DEAD BALL

Fourth-and-10 on 50. Quarterback A1 scrambles and is run out of bounds by B1 at the A40, after which B1 immediately taunts A1.

Ruling: B's ball, first-and-10 on B45. The dead-ball foul out is enforced from the succeeding spot. (14-1-7)

A.R. 14.173 FOURTH DOWN—DEAD BALL

Fourth-and-10 on 50. A1 runs to the B45 where he is tackled inbounds. After the ball is dead, A2 is called for a personal foul.

Ruling: B's ball, first-and-10 on A40. Dead-ball foul. (14-1-5, 14-1-7)

A.R. 14.174 TOUCHBACK—DEAD BALL

With 0:02 remaining in the first quarter, the kickoff goes to B1 in B's end zone. B1 kneels down, after which B2 roughs A2.

Ruling: B's ball, first-and-10 on B10. The clock never starts, so 0:02 remains in the first quarter.

A.R. 14.175 TOUCHDOWN—DEAD BALL

Second-and-8 on A44. Runner A2 runs for a touchdown, after which he turns back to B1 who was chasing him and spikes the ball. B2 was offside on the play.

Ruling: Touchdown Team A. Kickoff A20. (Clean hands score). (14-5-S.N. 2)

A.R. 14.176 SAFETY—DEAD BALL

Third-and-10 on A4. A1 held in his end zone prior to an incomplete pass. A2 roughed B1 after the incompleteness.

Ruling: Safety. Safety kick A20 or A's ball fourth-and-12 on A2.

A.R. 14.177 SAFETY—DEAD BALL

Fourth-and-10 on A10. A1 is sacked in his own end zone, after which B1 piles on.

Ruling: Safety. Safety kick A35. Dead-ball foul. (14-1-7)

A.R. 14.178 SAFETY—DEAD BALL

Third-and-10 on A10. A2 is illegally in motion at the snap, and A1 is sacked in his own end zone. After the ball is dead, B1 piles on.

Ruling: Safety. Safety kick on A35. Team B scored with clean hands, so the Team A foul is declined, and the Team B foul is enforced on the safety kick. (14-1-9)

A.R. 14.179 SAFETY—DEAD BALL

Fourth-and-15 on A2. Punter A1 jumps to catch high snap and comes down on the end line. He punts and is then roughed by B1.

Ruling: Safety. Safety kick A35. If running into the kicker is called, disregard the foul, and safety kick A20. The ball is dead when A1 touches the end line. (14-1-7)

A.R. 14.180 FOURTH DOWN—FUMBLE FORWARD OUT OF BOUNDS—DEAD-BALL FOUL

Fourth-and-1 on B30. A1 runs to the B30 and fumbles the ball forward out of bounds at the B28. B1 commits a personal foul immediately after the ball goes out of bounds.

Ruling: B's ball, first-and-10 on B15. The foul is after the ball is out of bounds, so Team B takes over at the spot of the fumble, and the dead-ball foul is then enforced. (14-1-7)

A.R. 14.181 DEAD BALL—TWO-POINT TRY

On a two-point Try, A1 runs with the ball to the B1 and fumbles there. The ball rolls into the end zone where A2 recovers, and B2 piles on.

Ruling: Try fails. Kickoff 50. Fourth-down fumble rules are in effect on Trys, and the penalty is after the try and therefore enforced on the kickoff. (14-1-7)

A.R. 14.182 DEAD BALL—CLEAN HANDS SCORE

Fourth-and-goal on B5. On a field-goal attempt from the B12, B1 is called for a) leaping; or b) holding immediately after the snap. The field goal is good. After the score, A2 then slugs B1.

- Rulings:** a) Field goal is good. Kickoff A35. There is no option. Disqualify A2. Both fouls carry over and offset on the kickoff. This is a "clean hands score." (14-1-9)
b) Field goal is good. Kickoff A20. "Clean hands score." Only the dead-ball foul carries over to the kickoff. Disqualify A2.

A.R. 14.183 DEAD-BALL FOUL BEHIND THE LINE

Third-and-10 on A35. A1 scrambles behind the line and is finally tackled at the A10. B2 piles on after A1 is down.

Ruling: First-and-10 on A35. This dead-ball foul is enforced from the succeeding spot (A10), but since the Team B foul was behind the line, the ball must at least get back to the previous line of scrimmage. (14-1-5-e). NOTE: If this had occurred on fourth down, it would have been B's ball, first-and-10 on A25. The dead-ball foul is enforced after the change of possession.

A.R. 14.184 LAST PLAY—FUMBLE

Fourth-and-4 on B18. Score is tied on the last play of the half. A's field-goal attempt is blocked and the ball rolls to the B28. Kicker A2 picks up the ball, runs to the B19, and throws a pass to eligible A6 at the B15. A6 catches the pass at the B15, runs to the B5, fumbles, and: a) A8 recovers at the B2 and scores, or b) A6 recovers his fumble at the B4 and B8 piles on him after he is tackled.

- Rulings:** a) Half over. No score. A8 was not the fumbling player.
b) Half over. Enforce B's foul for unnecessary roughness on the opening kickoff of the 2nd half (or overtime).

A.R. 14.185 PERSONAL FOUL IN THE CONTINUING ACTION AFTER TIME EXPIRES

Two seconds remain in the fourth quarter of a tied game. A1 throws a long pass that falls incomplete, and time expires on the play. Immediately after the pass hits the ground, B2 slugs A2. a) It was fourth-and-10 on the 50; or b) it was third-and-10 on the 50.

Rulings: a) and b): Go to overtime. Disqualify B2. Enforce the dead ball personal foul on the overtime kickoff.

A.R. 14.186 PERSONAL FOUL IN THE CONTINUING ACTION AFTER TRY ATTEMPT

A1 scores on the last play of the fourth quarter to make the score 34-33 in favor of Team B. On the ensuing Try, A2 is driven out of bounds at the B½ yard line, and B2 hits him late out of bounds.

Ruling: Game over. Team B wins 34-33. There is no extension or enforcement of the foul, as it would be enforced on the kickoff. There would be no replay of the Try attempt, regardless of the remaining time on the clock.

16) DOUBLE AND MULTIPLE FOULS INVOLVING DEAD-BALL FOULS

A.R. 14.187 FOULS AGAINST OFFICIALS

Third-and-10 on B40. A1 runs to the B35 where he is tackled inbounds. Immediately after A1 is down, A2 screams at the Head Linesman that A1 was tackled by the facemask, and in the process, A2 shoves the Head Linesman.

Ruling: Fourth-and-20 on 50. Disqualify A2. Fouls against officials are never enforced as part of the play.

A.R. 14.188 MULTIPLE FOULS—FOUL AGAINST OFFICIAL

Third-and-10 on B40. B1 commits pass interference at the B28 and a flag is thrown. Right after the play, B1 is angry about the foul and throws his helmet down at the ground in the direction of the official. A second flag for unsportsmanlike conduct is thrown.

Ruling: First-and-10 on B14. The foul against the official is treated as a foul between downs, so both fouls are enforced. If the helmet is thrown at the official, B1 is disqualified.)

A.R. 14.189 DOUBLE FOUL (5 VS. 15)—DEAD BALL—RUN

First-and-10 on 50. A1 runs to the B30 and is tackled either inbounds or out of bounds. The defense is offside on the play. After A1 is tackled, A2 clips.

Ruling: A's ball, first-and-25 on A35; 5 vs. 15.

NOTE: Fouls during the play combine with dead-ball fouls to create double fouls. (14-1-9, 14-3-1-Exc. 1)

A.R. 14.190 DOUBLE FOUL AT END OF DOWN (NOT 5 VS. 15)

Second-and-10 on B45. A2 runs and is tackled by B1 at the B10. A2 jumps up and spikes the ball in celebration, which upsets B1, so B1 pushes A2 hard, knocking him back down to the ground.

Ruling: First-and-10 on B10. Dead-ball fouls by both teams offset at the succeeding spot. There is no 5 vs. 15 enforcement for dead-ball fouls at the end of a play. (14-1-8)

A.R. 14.191 DOUBLE FOUL—DEAD BALL—RUN

Second-and-10 on B40. A1 drops back to pass. A2 holds B1 while pass blocking. A1 passes complete to A2 at the B30 and is tackled either inbounds or out of bounds, after which B2 piles on.

Ruling: Second-and-10 on B40. Replay the down.

NOTE: Fouls during the play combine with dead-ball fouls to create double fouls. (14-1-9, 14-3-1)

A.R. 14.192 DOUBLE FOUL—TAUNT AND LIVE-BALL FOUL

Third-and-3 on A30. B2 intercepts a pass and returns it for a touchdown. When B2 is at the A10, he turns and taunts A1 who is chasing him. A2 clips B5 during B2's run.

Ruling: Touchdown Team B. Kickoff B35. The taunting foul is treated as a dead-ball foul, thus making this a "clean hands score." The fouls offset on the kickoff. (12-3-1-c)

A.R. 14.193 DOUBLE FOUL—DELAY OF GAME AT END OF PLAY—SPIKE

Second-and-10 on A20. During A2's run, nose guard B1 holds center A3 to prevent him from blocking linebacker B2. A2 runs to the a) A22, or b) A32 where he is tackled. After being tackled, A2 forcibly spikes the ball (while still on the ground, or after getting up).

Rulings: a) Second-and-10 on A20.

b) First-and-10 on A27. Team A has the option to accept double foul enforcement, or decline the foul by B1 and allow just the dead-ball delay-of-game penalty to be enforced. (14-1-9, 14-3-1-Exc. 2)

A.R. 14.194 MULTIPLE FOULS BY TEAM A—DEAD INBOUNDS

First-and-10 on 50. A3 is illegally downfield on a forward pass. The pass is complete to A2, who is tackled inbounds at the B30. Immediately after A1 is tackled, A1 taunts B.

Ruling: A's ball, first-and-15 on A45. Multiple fouls. If the taunting foul was accepted, it would be enforced from the succeeding spot and the down would count, A's ball, first-and-10 on B45. (14-4)

A.R. 14.195 MULTIPLE FOULS BY TEAM A—INCOMPLETE PASS

First-and-10 on 50. Incomplete pass by A1, and offensive pass interference on the play at the B25. After the pass is incomplete, A2 roughs B2.

Ruling: A's ball, first-and-20 on A40, or second-and-25 on A35 (enforced as a dead-ball foul). Multiple fouls. (14-1-7, 14-4)

A.R. 14.196 MULTIPLE FOULS BY TEAM B—INCOMPLETE PASS

First-and-10 on 50. Incomplete pass by A1, and B1 commits defensive pass interference on the play at the B25. After the pass is incomplete, B2 roughs the passer.

Ruling: A's ball, first-and-10 on B25. Multiple fouls. The roughing the passer penalty would be declined, as it would be enforced from the previous spot. (14-4)

A.R. 14.197 MULTIPLE FOULS BY TEAM A—TOUCHDOWN

First-and-10 on 50. A3 is illegally downfield on a forward pass. The pass results in a touchdown, and, after the score, A2 taunts B1.

Ruling: A's ball, first-and-15 on A45. Multiple fouls. The dead-ball foul would be enforced on the ensuing kickoff. Therefore, Team B must decline the taunting penalty, and accept the foul for the ineligible downfield. (14-1-7, 14-4)

A.R. 14.198 MULTIPLE FOULS BY TEAM B—FOURTH DOWN

Fourth-and-15 on B40. A2 runs a draw up the middle to the B35. During the run, nose tackle B1 holds A2 at the B38 to prevent him from blocking linebacker B2. B3 piles on after the play.

Ruling: A's ball, first-and-10 on B30. Multiple fouls. Since Team A did not make the line to gain, they must accept the live-ball foul and decline the dead-ball foul, or it would be B's ball. (14-1-7, 14-1-12)

A.R. 14.199 MULTIPLE FOULS BY TEAM B—SCRIMMAGE KICK

Fourth-and-10 on 50. On a punt, B1 gives an invalid fair-catch signal at the B20 and lets the ball go over his head. The ball rolls out of bounds at the B10. Immediately after the ball goes out of bounds, B2 commits a personal foul.

Ruling: B's ball, first-and-10 on B5 (personal foul). Multiple fouls. Enforcement of the foul for invalid fair-catch signal would result in B's ball, first-and-10 on B15.

NOTE: Same result if the ball was downed on the B10 rather than rolling out of bounds. (14-4)

A.R. 14.200 LIVE BALL AND FOUL BETWEEN DOWNS BY SAME TEAM

First-and-10 on 50. A3 is illegally downfield. The pass is completed to A2 who either runs out of bounds or is tackled inbounds at the B30. After a significant delay, A2 taunts B1.

Ruling: A's ball, first-and-30 on A30. The significant delay after the play ends and before the dead-ball foul, permits both fouls to be enforced. (14-1-2)

A.R. 14.201 MULTIPLE FOULS BY TEAM A—LIVE AND DEAD

First-and-10 on 50. A3 is downfield illegally. The pass is incomplete, and thinking he had been interfered with, A1 jumps up off the ground and slugs B1.

Ruling: A's ball, second-and-25 on A35 (decline ineligible downfield). Disqualify A1. (14-4)

A.R. 14.202 MULTIPLE FOULS BY TEAM A

Third-and-5 on B10. As quarterback A1 drops back to pass, A2 holds B1 at the line of scrimmage. A1 subsequently completes a pass to A3 in the end zone for a touchdown. Running back A4, in his excitement, runs into the end zone to congratulate A3 and takes off his helmet in the process. The Field Judge throws a flag for unsportsmanlike conduct.

Ruling: Third-and-15 on B20. Team B must decline the unsportsmanlike conduct penalty in order to negate the touchdown. (14-1-7, 14-1-9)

17) MISCELLANEOUS PLAYS

A.R. 14.203 FOULS BETWEEN HALVES

At the end of the first half, or at the end of regulation time of a game going into overtime, one of the coaches or players argues with and shoves an official.

Ruling: Unsportsmanlike conduct fouls between halves, or between the end of the regulation game and overtime, are assessed on the kickoff at the start of the second half or overtime. Disqualify the coach or player involved. (14-5, 14-5-S.N. 3)

A.R. 14.204 DECLINE FOUL BUT DISQUALIFY PLAYER

Third-and-10 on A10. A1 is downed on A16. During the run, A2 punches B1 at A12.

Ruling: Fourth-and-4 on A16. Disqualify A2. Team B may decline the penalty of 15 yards but may not decline the disqualification. (14-6-Exc. 1)

RULE 16—OVERTIME PROCEDURES

A.R. 16.1 KICKOFF RETURN FOR TOUCHDOWN

Team B receives the opening kickoff and returns it for a touchdown.

Ruling: Game over. Team B wins.

A.R. 16.2 ONSIDE KICK

On the opening kickoff of overtime from the A35, Team A legally recovers the ball at the A46.

Ruling: A's ball, first-and-10 on A46. A kickoff is considered an opportunity to possess for the receiving team. Team B is considered to have had an opportunity to possess the ball.

A.R. 16.3 ONSIDE KICK

On the opening kickoff of overtime from the A35, Team A attempts an onside kick. A2 legally touches the ball at the A47, but muffs it and it is recovered by B1 at the A48.

Ruling: B's ball, first-and-10 on A48. Team A is not considered to have had an opportunity to possess the ball.

A.R. 16.4 MUFFED KICKOFF

Following a successful field goal on the opening possession of overtime, Team A's kickoff is muffed by B1 at the B35 and is recovered by A2.

Ruling: Game over. Team A wins. Team B had an opportunity to possess the ball.

A.R. 16.5 TOUCHDOWN ON FIRST POSSESSION

Team A drives down the field on the opening possession of overtime and scores a touchdown.

Ruling: Game over. Team A wins.

A.R. 16.6 FIELD GOAL ON FIRST POSSESSION

Team A kicks a field goal on the opening possession of overtime.

Ruling: Three points for Team A, but the game is not over. Team A must kick off to Team B. If Team B scores a touchdown or does not score, the game is over. If Team B scores a field goal, the game continues in sudden death.

A.R. 16.7 MUFFED PUNT

On the opening possession of overtime, Team A punts and B3 muffs the punt at the B20. A6 recovers at the B22.

Ruling: A's ball, first-and-10 on B22. Team B had the opportunity to possess the kick. Both teams have met the minimum requirements for possession. The first team to score wins.

A.R. 16.8 FUMBLED KICKOFF RETURN

On the opening kickoff of overtime, B3 returns the ball to the B30 where he is hit and fumbles. A6 muffs the loose ball to the B28 where B5 recovers.

Ruling: B's ball, first-and-10 on B28. Since the ball was loose from a fumble as opposed to a kick, Team A is not considered to have had an opportunity to possess the ball.

A.R. 16.9 BLOCKED PUNT

Fourth-and-5 on A45. On the opening possession of overtime, Team A's punt is blocked by B3 at the A35. A2 picks up the loose ball at the A40 and runs to the 50 for a first down.

Ruling: A's ball, first-and-10 on 50. Team B is not considered to have had an opportunity to possess the ball because it did not touch the ball beyond the line of scrimmage.

A.R. 16.10 BLOCKED PUNT

Fourth-and-5 on A45. On the opening possession of overtime, Team A's punt is blocked by B3 at the A35. B4 attempts to pick up the loose ball at the A40, but muffs it to the A33 where it is recovered by A4 who runs to the B40 for a first down.

Ruling: A's ball, first-and-10 on B40. Team B is not considered to have had an opportunity to possess the ball because it did not touch the ball beyond the line of scrimmage.

A.R. 16.11 BLOCKED PUNT

Fourth-and-5 on A45. On the opening possession of overtime, Team A's punt is blocked by B3 at the A35. The ball hits the ground beyond the line at the B48 and bounces back to the A43 where it is recovered by A4 who runs to the B40 for a first down.

Ruling: A's ball, first-and-10 on B40. Team B is not considered to have had an opportunity to possess the ball because it did not touch the ball beyond the line of scrimmage.

A.R. 16.12 BLOCKED PUNT

Fourth-and-5 on A45. On the opening possession of overtime, Team A's punt is blocked by B3 at the A35. The ball bounces beyond the line to the A48, where B4 muffs the loose ball to the A45 where it is recovered by A4.

Ruling: A's ball, first-and-10 on A45. Because Team B touched the punt beyond the line of scrimmage, a new series is awarded to Team A. Since Team B had the opportunity to possess the ball, both teams have met the minimum requirements for possession.

A.R. 16.13 FUMBLE

Third-and-5 on A30. On the opening possession of overtime, A2 takes a handoff and runs to the B35 where he fumbles the ball. B2 recovers the ball and runs to the B40.

Ruling: B's ball, first-and-10 on B40. Both teams have had an actual possession. The first team to score wins.

A.R. 16.14 FUMBLE

Third-and-5 on A30. On the opening possession of overtime, A2 takes a handoff and runs to the B35 where he fumbles the ball. B2 recovers the ball and runs to the B40 where he is hit and fumbles. A5 recovers at the B41.

Ruling: A's ball, first-and-10 on B41. Both teams have had an actual possession. The first team to score wins.

A.R. 16.15 INTERCEPTION

Third-and-5 on A30. On the opening possession of overtime, B2 intercepts a pass at the 50 and returns it for a touchdown.

Ruling: Game over. Team B wins. Each team has had an actual possession.

A.R. 16.16 FUMBLE

Second-and-10 on A30. On the opening possession of overtime, A2 takes a handoff and runs to the A38 where he fumbles the ball. B2 muffs the loose ball at the A35 and it is recovered by A5 at the A33.

Ruling: A's ball, third-and-7 on A33. Since the ball was loose from a fumble as opposed to a kick, Team B is not considered to have had an opportunity to possess the ball.

A.R. 16.17 TOUCHING OF A PASS

Third-and-5 on A30. On the opening possession of overtime, A1 drops back to pass and throws the ball from the A23. The ball is tipped by B4 at the A25 and is caught by A3 at the A34. A3 runs to the A40 where he is tackled.

Ruling: A's ball, first-and-10 on A40. Touching of a pass by Team B does not constitute an opportunity to possess the ball.

A.R. 16.18 INCOMPLETE PASS

Second-and-5 on A30. On the opening possession of overtime, A1 drops back to pass and throws the ball from the A23 toward A2 at the B40. B4 jumps up to intercept the pass and lands with his left foot inbounds and his right foot on the sideline.

Ruling: A's ball, third-and-5 on A30. An incomplete pass is not considered an opportunity to possess.

A.R. 16.19 SAFETY

Third-and-5 on A7. On the opening possession of overtime, A1 is tackled in his own end zone for a safety.

Ruling: Game over. Team B wins. Both teams have met the minimum requirements for possession.

A.R. 16.20 FIELD GOAL

Fourth-and-5 on B25. On the opening possession of overtime, Team A's field-goal attempt is blocked by B3 at the line of scrimmage and lands at the B28 where it is recovered by A4 who runs to the B18 for a first down.

Ruling: A's ball, first-and-10 on B18. Team B is not considered to have had an opportunity to possess the ball because it did not touch the ball beyond the line of scrimmage.

A.R. 16.21 FIELD GOAL

Fourth-and-5 on B25. On the opening possession of overtime, Team A's field-goal attempt is blocked by B3 at the line of scrimmage. The ball hits the ground beyond the line at the B22 and bounces back to the B28 where it is recovered by A4 who runs to the B18 for a first down.

Ruling: A's ball, first-and-10 on B18. Team B is not considered to have had an opportunity to possess the ball because it did not touch the ball beyond the line of scrimmage.

A.R. 16.22 FIELD GOAL

Fourth-and-5 on B25. On the opening possession of overtime, Team A's field-goal attempt is blocked by B3 at the line of scrimmage. The ball bounces beyond the line to the B20, where B4 muffs the loose ball to the B18 where it is recovered by A4.

Ruling: A's ball, first-and-10 on B18. Because Team B touched the kick beyond the line of scrimmage, a new series is awarded to Team A. Since Team B had the opportunity to possess the ball, both teams have met the minimum requirements for possession.

A.R. 16.23 FOUL ON B PRIOR TO CHANGE OF POSSESSION

Trailing 13-10 after the first team to possess the ball in overtime kicks a successful field goal, the second team receives the kickoff and is downed at its own 30-yard line. On its first play from scrimmage, QBA1 throws a pass that is intercepted at the 50 by B1, who is tackled immediately. B2 is called for roughing the passer during the play.

Ruling: A's ball, first-and-10 on A45. Team B did not gain possession of the ball legally; therefore the game is not over, and Team A's initial possession will continue.

A.R. 16.24 FOUL ON B PRIOR TO DOUBLE CHANGE OF POSSESSION

Trailing 13-10 after the first team to possess the ball in overtime kicks a successful field goal, the second team receives the kickoff and is downed at its own 30-yard line. On its first play from scrimmage, QBA1 throws a pass that is intercepted at the 50 by B1, who continues to run with the ball. B1 fumbles at the A20, where A2 scoops it up and runs for a touchdown. B2 is called for roughing the passer during the play.

Ruling: A's ball, first-and-10 on the A45. Team A must accept the penalty, since that is the only way its initial possession will continue. If A declines the penalty and takes the result of the play, the game is over since A's initial possession ended when the pass was intercepted.

A.R. 16.25 FOUL ON B PRIOR TO DOUBLE CHANGE, OPTION FOR A

First-and-10 on A20. On the opening possession of overtime, QBA1 throws a pass that is intercepted at the A49 by B1, who continues to run with the ball to the A30 where he is hit and fumbles. A2 recovers the ball and is downed at the A30. B2 is called for roughing the passer during the play.

Ruling: If A accepts the penalty for roughing the passer, it will be A's ball, first-and-10 on A35, and Team B is not considered to have had its opportunity to possess the ball. If A declines the penalty, it is A's ball, first-and-10 on A30, Team B has had its possession, and the first team to score will win the game.

A.R. 16.26 FOUL ON B AFTER CHANGE OF POSSESSION

Trailing 13-10 after the first team to possess the ball in overtime kicks a successful field goal, the second team receives the kickoff and is downed at its own 30-yard line. On its first play from scrimmage, QBA1 throws a pass that is legally intercepted at the 50 by B1, who continues to run with the ball and is downed at the A30. B2 is called for holding during B1's return.

Ruling: Game over, Team B wins. Since Team A's possession ended legally, both teams have met the requirement for possession, and the game is over.

A.R. 16.27 DOUBLE FOUL WITH A CHANGE, GAME OVER

Trailing 13-10 after the first team to possess the ball in overtime kicks a successful field goal, the second team receives the kickoff and is downed at its own 30-yard line. On its first play from scrimmage, QBA1 throws a pass that is legally intercepted at the 50 by B1, who continues to run with the ball and is downed at the A20. Team A is called for holding prior to the interception, and Team B is called for an illegal block above the waist after the interception.

Ruling: Game over, Team B wins. Since Team A's possession ended legally, both teams have met the requirement for possession, and the game is over.

A.R. 16.28 DOUBLE FOUL WITH A CHANGE, GAME NOT OVER

Trailing 13-10 after the first team to possess the ball in overtime kicks a successful field goal, the second team receives the kickoff and is downed at its own 30-yard line. On its first play from scrimmage, QBA1 throws a pass that is intercepted at the 50 by B1, who continues to run with the ball and is downed at the A20. Team B is called for holding prior to the interception, and Team A is called for a low block after the interception.

Ruling: Fouls offset, and Team A's initial possession continues. A's ball, first- and-10 on A30.

A.R. 16.29 DOUBLE FOUL AFTER CHANGE, GAME OVER

Trailing 13-10 after the first team to possess the ball in overtime kicks a successful field goal, the second team receives the kickoff and is downed at its own 30-yard line. On its first play from scrimmage, QBA1 throws a pass that is legally intercepted at the 50 by B1, who continues to run with the ball and is downed at the A20. After the interception, Team B is called for holding, and Team A is called for a facemask.

Ruling: Game over, Team B wins. Since Team A's possession ended legally, both teams have met the requirement for possession, and the game is over.

A.R. 16.30 GAME OVER, SCORE COUNTS

Trailing 13-10 after the first team to possess the ball in overtime kicks a successful field goal, the second team receives the kickoff and is downed at its own 5-yard line. On its first play from scrimmage, QBA1 throws a pass that is tipped at the line of scrimmage and intercepted by B77 in A's end zone.

Ruling: Game over, Team B wins 19-10. Since Team A's possession ended legally, both teams have met the requirement for possession, and the game is over. The score counts since it occurred at the instant B77 gained possession of the ball.

A.R. 16.31 GAME OVER, SCORE DOES NOT COUNT

Trailing 13-10 after the first team to possess the ball in overtime kicks a successful field goal, the second team receives the kickoff and is downed at its own 15-yard line. On its first play from scrimmage, QBA1 throws a pass that is legally intercepted at the A20 by B1, who continues to run with the ball across Team A's goal line.

Ruling: Game over, Team B wins 13-10. Since Team A's possession ended legally, both teams have met the requirement for possession, and the game is over. The score does not count since it occurred after Team B gained possession of the ball.

A.R. 16.32 MAXIMUM OF ONE 15-MINUTE PERIOD

During a regular season game, the first team scores a field goal on its initial possession of overtime. The second team receives the kickoff and is downed at its own 10-yard line. Time expires during the second team's possession.

Ruling: Game over, the first team wins. For preseason and regular season games, there is a maximum of one 15-minute period. The game is over at the end of that period, and the result is based on the score at that point.

A.R. 16.33 POSTSEASON

During a postseason game, the first team scores a field goal on its initial possession of overtime. The second team receives the kickoff and is downed at its own 10-yard line. Time expires during the second team's possession.

Ruling: A second overtime period will begin, and the game will continue until the second team's possession ends. If it does not score, the game is over, and the first team wins. If it scores a field goal, the game will continue, and the next team to score by any means shall be declared the winner.