

**2011 NCAA Penalty Summary  
Jack Wood - SCCFOA**

<b>RULE</b>	<b>FOUL OR VIOLATION</b>	<b>PENALTY</b>	<b>ENFORCEMENT SPOT</b>
1-2-9	Use of Device or Material to Improve/Degrade Playing Surface	5 yards	Previous Spot
1-3-3	Marking Ball for Personal or Situational Preference	15 yards	Previous Spot
1-4-2	Player Numbering		
	Less than 5 linemen w/ numbers 50 - 79	5 yards	Previous Spot
	Two player participating w/ same number	5 yards	Previous Spot
	Markings in the vicinity of the numbers are not permitted	5 yards	Previous Spot
	Changing numbers to deceive	15 yards	Previous Spot & DQ flagrant offenders
1-4-5	Contrasting Colors	15 yards	Administer as a dead-ball foul. 15 yards at the succeeding spot after the kickoff.
	<i>The visiting team may also wear colored jerseys, if and only if the following conditions have been satisfied The home team has agreed in writing prior to the game; The conference of the home team certifies that the jersey of the visiting team is of a contrasting color.</i>		If the kickoff is returned for a touchdown, the penalty is assessed either on the try or on the succeeding kickoff, at the option of the home team
1-4-8	Mandatory / Illegal Equipment Enforcement		
	1st three infractions in the same half	Charge TO	If TO's available; else 5 yards
	Fourth infraction in same half	5 yards	Succeeding Spot
	<b>No restriction on who can wear towels.</b> Solid white towels no larger than 4" by 12" with no words, symbols, letters, or numbers. Towels may bear the team logo.		
	<b>There is no restriction on the color of gloves.</b> [Exception: This rule is effective for Divisions II and III in 2012.]		
	(For illegal shoe cleats see 9-2-2-d)		
1-4-10	Prohibited Signal Device	15 yards	Succeeding Spot & DQ player
	<b>Use of Tobacco</b>		
	<i>Players, squad members and game personnel (e.g., coaches, athletics trainers, managers and game officials) are prohibited from using tobacco products from the time the officials assume jurisdiction until the referee declares the game over.</i>		
1-4-14		DQ for Game	
3-1-1	Team Members beyond Nine-yard Marks During Coin Toss	5 yards	Succeeding Spot
	<i>Coin toss begins when Captains leave nine-yard marks and ends when they return.</i>		
3-4-1-a	Team Delay in Starting a Half	15 yards	Succeeding Spot
	<i>When both teams refuse to enter the field first for the start of either half, the home team must be the first to enter.</i>		

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3-4-1-b	Home Management Delay in Starting a Half	10 yards	Succeeding Spot
3-4-2	Delay of the Game	5 yards	Succeeding Spot
<b>3-4-4</b>	<b>10-Second Subtraction from Game Clock</b>		
3-4-4-a	<i>With the game clock running and less than one minute remaining in either half, if a player of either team commits a foul that causes the clock to stop, the officials may subtract 10 seconds from the game clock at the option of the offended team.</i>		
3-4-4-b	<i>The offended team may accept the yardage penalty and decline the 10-second subtraction. If the yardage penalty is declined the 10-second subtraction is declined by rule.</i>		
3-4-4-c	<i>After the penalty is administered: If there is a 10-second subtraction, the game clock starts on the referee's signal. If there is no 10-second subtraction, the game clock starts on the snap.</i>		
3-4-4-d	<i>If the fouling team has a timeout remaining they may avoid the 10-second subtraction by using a timeout. In this case the game clock starts on the snap after the timeout.</i>		
3-5-2	Illegal Substitution	Dead Ball Live Ball	5 yards 5 yards Succeeding Spot Previous Spot
3-5-2-e	Substitution to create obvious defensive disadvantage (Offense rushing to the line - <i>no longer requires snapping ball</i> )	First occurrence Second and subsequent occurrence(s)	5 yards 15 yards Succeeding Spot Succeeding Spot
	<i>Dead-ball foul. Delay of game on Team B for not completing its substitutions promptly, or on Team A for causing the 25-second clock to expire. The referee will then notify the head coach that any further use of this tactic will result in an Unsportsmanlike Conduct foul.</i>		
	<i>Dead-ball foul. An official will sound his whistle immediately. 15 yard UNS foul enforced from the succeeding spot</i>		
	<i>Note: Per NCAA Play Situation Bulletin #1 dated 7/21/04 only Team A is subject to notification and 15 yard unsportsmanlike penalty. Team B will never be assessed a 15 yard unsportsmanlike penalty. All fouls by Team B are to be 5 yard delay of game fouls.</i>		
<b>3-5-3</b>	<b>More Than Eleven Players on the Field</b>	Dead Ball Live Ball	5 yards 5 yards Succeeding Spot Previous Spot
4-1-4	Snap or Kick Before Ready for Play	5 yards	Succeeding Spot
4-1-5	Exceeding 25 Seconds after Ready for Play	5 yards	Succeeding Spot

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6-1-2	Free Kick Formation Team A players beyond the ball ( <i>Offside / signal #18</i> ) when kicked Team A Player(s) out of bounds when ball is kicked When ball is kicked, less than 4 Team A players on each side of kicker Team A players between nine-yard marks after ready-for-play Team A player(s) out of bounds during free kick down and returning Team A Player(s) blocking opponent before eligible to touch kick  Team B Player(s) out of bounds when ball is kicked All Team B players behind their restraining line	5 yards 5 yards 5 yards 5 yards 5 yards 5 yards  5 yards 5 yards	<i>Previous Spot; or, from the spot where the subsequent dead ball belongs to Team B, or from the spot where the ball is placed after a touchback.</i>
<b>6-1-8</b>	<b>Fouls By Kicking Team</b> ARTICLE 8. Penalties for all fouls by the kicking team other than kick-catch interference (Rule 6-4) during a free kick play may be enforced at the previous spot or at the spot where the subsequent dead ball belongs to Team B.		
	<b>Foul Against Kicker</b>		
<b>6-1-9</b>	<i>The kicker of a free kick may not be blocked until he has advanced five yards beyond his restraining line or the kick has touched a player, an official or the ground.</i>	15 yards	Previous Spot
6-1-10 (FR-63)	<b>Illegal Wedge Formation</b> ARTICLE 10. a. A wedge is defined as two or more players aligned shoulder to shoulder within two yards of each other. b. Free-kick down only: After the ball has been kicked, it is illegal for three or more members of the receiving team intentionally to form a wedge for the purpose of blocking for the ball carrier. This is a live-ball foul, whether or not there is contact between opponents. c. Formation of the wedge is not illegal when the kick is from an obvious onside kick formation. d. There is no foul if the play results in a touchback.	15 yards	Noncontact foul treated as occurring during the kick.  15 yards, spot of the foul; or 15 yards, spot where the subsequent dead ball belongs to Team B if this is behind the spot of the foul.  If the subsequent dead ball belongs to Team A: 15 yards, previous spot with the down repeated.
6-2-1	Free Kick Out of Bounds (Untouched by Team B)	5 yards	<i>Previous spot; or, from the spot where the subsequent dead ball belongs to Team B; or, the receiving team may put the ball in play <b>30</b> yards beyond Team A's restraining line at the inbounds spot (<b>usually B-40 yard line.</b>)</i>
6-3-10	Illegal Kicks  Return Kick (causes ball to become dead) Scrimmage kick beyond the neutral zone (causes ball to become dead) Device or material to mark spot or use of tee	5 yards 5 yards + LOD 5 yards	Spot of Foul Previous Spot Previous Spot

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6-3-11	Team A batting scrimmage kick in Team B end zone	VIOLATION	Touchback
6-3-12	Team A player out of bounds during scrimmage kick down and returns	5 yards	<i>Previous Spot; or, from the spot where the subsequent dead ball belongs to Team B</i>
6-3-13	Fouls By Kicking Team ARTICLE 13. Penalties for all fouls by the kicking team other than kick-catch interference (Rule 6-4) during a scrimmage kick play (except field-goal attempts) may be enforced at the previous spot or at the spot where the subsequent dead ball belongs to Team B.		
<b>6-3-14</b>	<b>Defensive Linemen on Place Kicks</b> <i>If Team A is in a formation to attempt a place kick (field goal or try) it is illegal for three Team B players on their line of scrimmage inside the blocking zone to align shoulder-to-shoulder and move forward together after the snap with primary contact against a single Team A player</i>	5 yards	Previous Spot
6-4-1	Interference With the Opportunity to Catch a Kick All Fouls (contact or non-contact) Between the Goal Lines: For Foul Behind Goal Line:	15 yards 15 yards	Spot of Foul & DQ flagrant offenders Award a Touchback and Enforce @ Succeeding Spot & DQ flagrant offenders
6-5-2	Advance after Fair Catch	5 yards	Succeeding Spot
6-5-4	Illegal Block or Contact by Fair Catch Signaler During Free Kick Down During Scrimmage Kick Down	15 yards 15 yards	Spot of Foul Postscrimmage Kick Spot
6-5-5	Block or Tackle of Opponent Who Has Completed a Fair Catch	15 yards	Succeeding Spot
7-1-1	Illegal Snap (Dead Ball Foul)	5 yards	Succeeding Spot
<b>7-1-2-b-5</b>	<b>False Start:</b> <b><i>The offensive team never coming to a one-second stop prior to the snap after the ball is ready for play (A.R. 7-1-2-IV).</i></b>	<b>5 yards</b>	<b>Succeeding Spot</b>
7-1-3	Offensive Team Requirements <b>Prior to the Snap</b> Snapper moving to a new position after touching ball Snapper lifting ball or simulating start of play Snapper moving ball beyond neutral zone Substitutes / players not inside the nine yard lines Offensive player in or beyond the neutral zone False Start	5 yards	Succeeding Spot (Dead Ball)

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7-1-4	<b>Offensive Team Requirements at the Snap</b> All players must be either linemen or backs At least five linemen must wear jerseys numbered 50 through 79 (Exception: When the snap is from a scrimmage kick formation) No more than four players may be backs. Offensive player in or beyond the neutral zone	5 yards	Previous Spot (Live Ball)
	<b>Offensive lineman locking legs</b> Illegal Motion Illegal Shift	<b>No longer a foul.</b>	<i>For live-ball fouls occurring when the snap starts during scrimmage kick plays: Five yards from the previous spot or five yards from the spot where the subsequent dead ball belongs to Team B (Field Goal Plays Exempted.)</i>
7-1-5	<b>Defensive Team Requirements (after the ready /before the snap)</b> Touching ball or contacting opponent prior to snap Entering the neutral zone and threatening Using word or signal that disconcert the opponent Acts by stationary linemen intended to cause a false start No player may cross the neutral zone and without making contact continue his charge toward any back.	5 yards	Succeeding Spot (Dead Ball)
	<b>Defensive Team Requirements (at the snap)</b> In or beyond the neutral zone at the snap All players must be inbounds.	5 yards	Previous Spot (Live Ball)
7-1-6	Illegal Handing / Handing the ball Forward	5 yards + LOD	Spot of the Foul <i>Loss of a down if by Team A before team possession changes during a scrimmage down</i>
7-1-7	Planned Loose Ball Play	5 yards + LOD	Previous Spot
7-2-1	Backward Pass Thrown Out of Bounds <b>to Conserve Time</b>	5 yards + LOD	Spot of Foul (Start Clock on Ready) <i>Loss of a down if by Team A before team possession changes during a scrimmage down</i>
7-2-3	Offensive Lineman receiving hand-to-hand snap	5 yards	Previous Spot

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7-3-2	Illegal Forward Pass		
	When passer beyond the neutral zone	5 yards + LOD	Spot of Foul
	Second forward pass during a down	5 yards + LOD	Spot of Foul
	After ball in player possession beyond the neutral zone	5 yards + LOD	Spot of Foul
	Into area with no eligible to conserve time	5 yards + LOD	Spot of Foul
	To conserve time if not immediately / before touching ground		(Start Clock on Ready)
	<b>Into area with no eligible to prevent loss of yardage</b>		
	<b>(Exception)</b> It is not a foul when the passer, who is or has been outside the tackle box, throws the ball so that it crosses or lands beyond the neutral zone or neutral zone extended. <b>This applies only to the player who receives the snap.</b>	Loss of Down	Spot of Foul (Start Clock on Snap)
	By Team B after change of possession	5 yards	Spot of Foul
	<b>Exception:</b> <i>If the offended team declines the penalty for an illegal pass thrown from the end zone, the ball shall next be put in play at the previous spot. (A.R. 7-3-7-II-IV).</i>		
7-3-4	Eligibility Lost by Going Out of Bounds & Touching Pass before touched by opponent or official		
	<i>Exception: This does not apply to an eligible offensive player who attempts to return inbounds immediately after going out of bounds due to contact by an opponent</i>	Loss of Down	Previous Spot
7-3-8-b	Offensive Pass Interference	15 yards	Previous Spot
7-3-8-c	Defensive Pass Interference		
	If less than 15 yards beyond previous spot	Spot Foul + 1st Down	Spot of Foul
	If more than 15 yards beyond previous spot	15 yards + 1st Down	Previous Spot
	When ball snapped between Team B-17 & Team B-2 and foul is beyond the Team B-2	<b>2 yard line + 1st Down</b>	
	<b>Exception:</b> <i>On try for point from three yard line go 1/2 the distance to the goal. Declined by rule if try is successful.</i>		
	Previous spot inside the Team B-2	1/2 the Dist. + 1st Down	

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7-3-10	Ineligible Downfield <i>No originally ineligible receiver <b><u>shall be or have been more than three yards</u></b> beyond the neutral zone until a legal forward pass that crosses the neutral zone has been thrown</i>	5 yards	Previous Spot
7-3-11	Illegal Touching (must be intentional)	5 yards	Previous Spot
<b>9-1</b>	<b>Personal Fouls</b>		
9-1-2	Striking Fouls and Tripping <b>Targeting/Initiating Contact With the Crown of the Helmet</b>		
9-1-3	a. No player shall initiate contact and target an opponent with the crown of his helmet. b. No player shall initiate contact and target a defenseless opponent above the shoulders.		
9-1-4	<b>Defenseless Player: Contact to Head or Neck Area</b> No player shall target and initiate contact to the head or neck area of a defenseless opponent with the helmet, forearm, elbow or shoulder. When in question, it is a foul.		PENALTY—Personal foul. 15 yards. For dead-ball fouls, 15 yards from the succeeding spot. Automatic first down for fouls by Team B if not in conflict with other rules.
9-1-5	Clipping		
9-1-6	Blocking Below the Waist <b>Late Hit, Action Out of Bounds</b> It is illegal for any player to be clearly out of bounds when he initiates a block against an opponent who is out of bounds.		Penalties for Team A live-ball personal fouls behind the neutral zone are enforced from the previous spot. Safety if the live-ball foul occurs behind Team A's goal line. Flagrant offenders shall be disqualified.
9-1-7	<b>The spot of the foul is where the blocker crosses the sideline in going out of bounds.</b> <b>Block or tackle a runner out of bounds</b> <b>Helmet and Face Mask Fouls</b> Continuous contact with the opponents helmet.		For Team A fouls during free or scrimmage kick plays: Enforcement may be at the previous spot or the spot where the subsequent dead ball belongs to Team B (field-goal plays exempted) (Rules 6-1-8 and 6-3-13).
9-1-8	No player shall twist, turn or pull the face mask, chin strap, or any helmet opening of an opponent. It is not a foul if the face mask or helmet opening is not twisted, turned or pulled.		Before the game, during the game and between periods, all flagrant fouls (Rule 2-10-1) require disqualification. Team B disqualification personal fouls require first downs if not in conflict with other rules.
9-1-10	<b>Chop Block:</b> <i>A chop block is a high-low or low-high combination block by any two players against an opponent (not the runner) anywhere on the field with or without a delay between contacts; the "low" component is at the opponent's thigh or below. (A. R. 2-3-3-III and IV)</i>		

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<b>9-1</b>	<b>Personal Fouls (Continued)</b>		
	<b>Leverage, Leaping and Landing</b>		
	Defensive player standing or stepping on opponent to gain advantage.	PENALTY—Personal foul. 15 yards.	
9-1-11	Defensive player, runs forward from beyond the neutral zone, leaps in an obvious attempt to block a field goal or try and lands <u>on any player</u> . It is not a foul if an offensive player initiates contact against the player who leaps.	For dead-ball fouls, 15 yards from the succeeding spot. Automatic first down for fouls by Team B if not in conflict with other rules.	
9-1-12	Tackling or running into a receiver	Penalties for Team A live-ball personal fouls behind the neutral zone are enforced from the previous spot. Safety if the live-ball foul occurs behind Team A's goal line.	
9-1-13	<b>Hurdling</b> (Exception: The ball carrier may hurdle an opponent).	Flagrant offenders shall be disqualified.	
9-1-14	Contacting snapper in scrimmage kick formation (before one second has elapsed)	For Team A fouls during free or scrimmage kick plays: Enforcement may be at the previous spot or the spot where the subsequent dead ball belongs to Team B (field-goal plays exempted) (Rules 6-1-8 and 6-3-13).	
9-1-15	<b>Horse Collar:</b> Grabbing the inside back collar of the shoulder pads or jersey, or the inside collar of the side of the shoulder pads or jersey, and immediately pulling the runner down. <i>This <u>does not</u> apply to a runner who is inside the tackle box or to a quarterback who is in the pocket.</i>	Before the game, during the game and between periods, all flagrant fouls (Rule 2-10-1) require disqualification.  Team B disqualification personal fouls require first downs if not in conflict with other rules.	
	Personal fouls by the opponents of team scoring touchdown All personal fouls after touchdown and before try (ready for play)		On try; or, succeeding kickoff On try; or, succeeding kickoff
9-1-9	<b>Roughing the Passer (9-1-9)</b>	15 yards + 1st Down	End of Last Run If no COP during the down and the run ends beyond the neutral zone <i>Note: Fumble forward into and out of Team B endzone is not a COP during the down.</i>
		15 yards + 1st Down	Previous Spot If change of possession during the down; or, run ends behind the neutral zone.
9-1-16	Running Into the Kicker or Holder Roughing the Kicker or Holder <b>NOTE: The kicker's protection under this rule ends when he carries the ball outside the tackle box before kicking.</b>	5 yards 15 yards + 1st Down	Previous Spot Previous Spot & DQ flagrant offenders
	When a defensive player's contact against the kicker or holder is caused by an opponent's block ( <b>legal or illegal</b> ), there is no foul for running into or roughing.		

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	Kicker Simulating Being Roughed / Run Into	15 yards	Previous Spot
	Kicker of Free Kick Being Block before 5 yards or kick touching a player, official, or ground	15 yards	Previous Spot
<b>9-2-1</b>	<b>Unsportsmanlike Conduct</b> <i>Infractions for these <u>acts by players</u> are administered as either live-ball or dead-ball fouls depending on when they occur.</i>	<b>15 yards</b>	<b>PENALTY:</b>
	Obscene or vulgar language or gestures Acts that provoke ill will or demean Point finger, hand, arm, or ball Bait or insult verbally Incite opponent or spectators Any delayed, excessive, or prolonged act Removal of Helmet outside the team area Kicking, throwing spiking or carrying the ball after score Coaches, substitutes, etc. on the field Disqualified player(s) on the field Substitutes / team members entering field to participate in celebration Bands creating noise that prevents hearing signals All acts during a touchdown; or, after the touchdown and before try (ready for play)		<b>Live-ball fouls by players: 15 yards.</b>  <b>Live-ball fouls by non-players and all dead-ball fouls: 15 yards from succeeding spot.</b>  <b>Automatic first down for fouls by Team B if not in conflict with other rules.</b>  Flagrant offenders, if players or substitutes, shall be disqualified.  If a player or identified squad member in uniform commits two unsportsmanlike-like fouls in the same game, he shall be disqualified.  On try; or, succeeding kickoff
<b>9-2-2</b>	<b>Unfair Tactics</b>		
	Concealing ball under clothing or equipment Simulated substitution / replacement to confuse Use of equipment to confuse	15 yards	<b>Live-ball foul. 15 yards from the previous spot.</b> <b>Automatic first down for fouls by Team B if not in conflict with other rules.</b> <b>Flagrant offenders shall be disqualified</b>  Disqualification for the remainder of the game and the team's next game. Administer as a dead-ball foul; penalty enforced at the succeeding spot. Automatic first down for fouls by Team B if not in conflict with other rules.
	Cleats more than 1/2-inch in length	Team timeout	

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9-2-3	<b>Unfair Acts</b> While the ball is in play any person other than a player or an official interferes Refusal to play after 2 minutes Committing repeated fouls An obviously unfair act not specified	The referee may take any	
9-2-4	<b>Contacting An Official</b>	15 yards & DQ	Succeeding Spot
9-2-5	<b>Game Administration Interference</b> While the ball is in play, coaches, substitutes and authorized attendants may not be in the restricted area between the sideline and the coaching box or on the field of play.	5 yds - 5 yds - 15 yds (No warnings)	Administer as a dead-ball foul. <b>First and second infractions:</b> Delay of game for sideline interference, five yards from the succeeding spot. <b>Third and subsequent infractions:</b> Unsportsmanlike conduct for sideline interference, 15 yards from the succeeding spot. Automatic first down for fouls by Team B if not in conflict with other rules.
9-3-2	Helping the Runner or Passer (a.k.a. Aiding the Runner) Grasping, lifting, pushing to assist runner Interlocked interference	5 yards	Basic Spot / <b>Three and One Principle</b> <i>Also includes runner grasping a teammate.</i>
9-3-3	Illegal Use of Hands / Holding by Offense	10 yards	Basic Spot / <b>Three and One Principle</b> Offensive team contact fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line. <i>For Team A 10-yard penalty fouls during a free or scrimmage kick play: Enforcement may be at the previous spot or the spot where the subsequent dead ball belongs to Team B. (field goal plays exempted).</i>
	Block In The Back by Offense <i>(above the waist, at waist or below is clip)</i>	10 yards	Basic Spot / <b>Three and One Principle</b> Offensive team contact fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line.
	Use of fist or arm to deliver a blow / Continuous contact w/ opponent's helmet	15 yards 15 yards	Basic Spot / <b>Three and One Principle</b> Basic Spot / <b>Three and One Principle</b> Offensive team contact fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line.

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9-3-4	Illegal Use of Hands / Holding by Defense	10 yards	Basic Spot / <b>Three and One Principle</b>
9-3-4e	When a legal forward pass crosses the neutral zone during a forward pass play and a contact foul that is not pass interference is <u>committed beyond the neutral zone before the pass was touched</u> , the enforcement spot is the previous spot.	10 or 15 yards plus first down	Previous Spot
9-3-4	Continuous Contact to an Opponent's Helmet or Facemask	15 yards + 1st Down	Basic Spot / <b>Three and One Principle</b>
9-3-5	Defense Player Restrictions		
	Before snap: Position with feet on back / shoulders of teammate	15 yards	Succeeding Spot
	In an attempt to block a kick: Step, stand or jump on teammate; or, place hand(s) on teammate to get leverage; or, be picked up by teammate <i>or elevated, propelled or pushed</i> .	15 yards	Previous Spot
9-3-6	When Ball is Loose <i>No player shall hold an opponent, illegally block an opponent in the back, grasp an opponent's face mask or any helmet opening, illegally use his hands or commit a personal foul</i>	10 or 15 yards	Basic Spot / <b>Three and One Principle</b> Offensive team contact fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line.
9-4-1	Illegal Batting of a Loose Ball	<b>10 yards + LOD</b> (NOTE: No loss of down)	Basic Spot / <b>Three and One Principle</b>
9-4-2	Batting a Backward Pass Forward to Gain Yardage	<b>10 yards</b>	Basic Spot / <b>Three and One Principle</b>
9-4-3	Batting a Ball in Player Possession Forward by Teammate	<b>10 yards</b>	Basic Spot / <b>Three and One Principle</b>
9-4-4	Illegal Kicking of a Loose Ball	<b>10 yards + LOD</b> (NOTE: No loss of down)	Basic Spot / <b>Three and One Principle</b>

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9-5-1	<b>Fighting</b>		
	Before game or during 1st half	15 yards + 1st Down DQ for game	Basic Spot / <b>Three and One Principle</b> For dead-ball fouls, 15 yards from the succeeding spot. Also, first down for Team B fouls if the first down is not in conflict with other rules. Disqualification for the remainder of the game
	During half-time or during 2nd half	15 yards + 1st Down DQ for 2nd half + 1st half of next game	Basic Spot / <b>Three and One Principle</b> For dead-ball fouls, 15 yards from the succeeding spot. Also, first down for Team B fouls if the first down is not in conflict with other rules. Disqualification for the remainder of the game and the first half of the next game.
	During either half coaches / substitute leaves team area to participate or participates in their team area	15 yards + 1st Down DQ for game + next game	15 yards from the succeeding spot, plus first down for Team B fouls if the first down is not in conflict with other rules. Disqualification for the remainder of the game and for the next game.
9-5-2	Second DQ for fighting during a season	DQ for game + Suspend for season	If the squad member, coach or player is disqualified for fighting a second time during that season, he shall be disqualified for that game and suspended for the remainder of the season. If a second fighting suspension occurs in the final game of a season, he shall be suspended for the first game of the next season for which he is eligible. This suspension is considered to be his first fight of that season.
9-5-3			The referee will notify (in writing) his assigning agency of all disqualifications for fighting. The assigning agency becomes responsible for implementation of the penalty.