

## Rule Book Changes for 2013-2014

Following are the changes (shown in **bold**) to the rules portion of “2012-2013 Rules and Interpretations” which is on the CFO/Arbiter site under “NCAA Rules Information.” Items labeled **E** are editorial changes. Changes to the interpretations portion are not included here and will be posted later.

### **RULE 1**

#### Pylons (1-2-6)

Add: **One manufacturer’s logo or trademark is permitted on each pylon. Institutional logos, conference logos and the name/commercial logo of the sponsor of postseason games are also allowed. Any such marking may not extend more than 3 inches on any side.**

#### Visibility of yard lines etc. (1-4-1) **E**

f. (second sentence) However, **the entirety of all yard lines, goal lines and sidelines must be clearly visible. No portion of any such line may be obscured by decorative markings.**

#### Uniform numbers (1-4-2)

Change paragraph d:

**d. When a player enters the game after changing his jersey number, he must report to the referee, who then informs the opposing head coach and announces the change. A player who enters the game after changing his number and does not report commits a foul for unsportsmanlike conduct.**

New paragraph 1-4-2-e:

**e. Two players playing the same position may not wear the same number during the game.**

Have penalty (UNS) refer to both d and e.

#### Jersey numerals (1-4-4-c-3)

Change in bold:

3. Numerals. The jersey must have clearly visible, permanent Arabic numerals measuring at least 8 and 10 inches in height front and back, respectively, of **one solid color which itself is clearly in distinct contrast with the color of the jersey, irrespective of any border around the number.** (Remaining language remains unchanged.) (*Note: This rule takes effect for FBS institutions in 2013 and for FCS, Division II and Division III institutions in 2014.*)

#### Towel size (1-4-6-a-1) **E**

1. Solid white towels **no smaller than 4” X 12” and no larger than 6” X 12”** with no words, ...

**Eyeglasses and Goggles must be clear** (1-4-6-c) *E*

Add second sentence.

**Eyeglasses and goggles also must be clear and not tinted.** No medical...

**Allow Wireless Communication for Officiating Crew** (Rule 1-4-13)

Add exception to Rule 1-4-13:

***Exception:* A protected wireless communication system open only to the officiating crew and conference officiating observer is allowed.**

**RULE 2**

**Chop block re: defense initiating contact.** (2-3-3) *E*

**It is not a foul if the defensive player initiates the contact.**

**New paragraph under “Catch, Recovery, Possession”** (2-1-4) *E*

New paragraph *d*

**d. Having gained possession of the ball, a player loses possession if he no longer has the ball in his firm control.**

**New language to clarify “catch”** (2-4-3) *E*

**Catch, Interception, Recovery**

Article 3.

**a. To catch a ball means that a player:**

- 1. secures control of a live ball in flight with his hands or arms before the ball touches the ground, and**
- 2. touches the ground in bounds with any part of his body, and then**
- 3. maintains control of the ball long enough to enable him to perform an act common to the game, i.e., long enough to pitch or hand the ball, advance it, avoid or ward off an opponent, etc., and**
- 4. satisfies paragraphs *b*, *c*, and *d* below.**

**b. If a player goes to the ground in the act of catching a pass (with or without contact by an opponent) he must maintain complete and continuous control of the ball throughout the process of contacting the ground, whether in the field of play or in the end zone. This is also required for a player attempting to make a catch at the sideline and going to the ground out of bounds. If he loses control of the ball which then touches the ground before he regains control, it is not a catch. If he regains control inbounds prior to the ball touching the ground it is a catch.**

**c. If the player loses control of the ball while simultaneously touching the ground with any part of his body, or if there is doubt that the acts were simultaneous, it is not a catch. If a player has control of the ball, a slight movement of the ball will not be considered loss of possession; he must lose control of the ball in order for there to be a loss of possession.**

**d. If the ball touches the ground after the player secures control and continues to maintain control, and the elements above are satisfied, it is a catch.**

~~b. e.~~ An interception is a catch of an opponent's pass or fumble.

~~c. f.~~ A catch by any kneeling or prone inbounds player is a completion or interception (Rules 7-3-6 and 7).

~~d. g.~~ A player recovers a ball if he fulfills ~~any of the three~~ **the** criteria in **paragraphs a, b, c, and d** for catching a ball that is still alive after hitting the ground.

~~e. Loss of ball simultaneous to returning to the ground is not a catch, interception or recovery.~~

~~f h.~~ When in question the catch, recovery or interception is not completed.

**Delete reference to "N-S line" and "adjacent sideline" (2-12)**  
**Delete Articles 9 and 10.**

**Clarify Passer starting arm forward (2-19-2-b) E**

Add between "arm" and "starts":

**...with the ball firmly in his control...**

**Addition to Penalty list (2-20) E**

"...subtraction from the game clock."

**Clarification of lineman and back (2-27-4) E**

a-2(b) **any part of his body is beyond** the plane of the line...

d-1 Strike through ~~head or~~ in first line

**Defenseless Player definition. (2-27-14) E**

a. A player in the act of or just after throwing a pass.

b. A receiver **attempting to catch a pass, or one who has completed a catch and has not had time to protect himself or has not clearly become a ball carrier.**

c. A kicker in the act of or just after kicking a ball, **or during the kick or the return.**

d. A kick returner **attempting to** catch or recover a kick.

e. A player on the ground ~~at the end of a play.~~

- f. A player obviously out of the play.
- g. A player who receives a blind-side block.
- h. A ball carrier already in the grasp of an opponent and whose forward progress has been stopped.
- i. A quarterback any time after a change of possession.

### **RULE 3**

#### **Play clock after injury timeout (3-2-4-c-4) *E***

**[*Exception:* If there is an option for a 10-second subtraction in either half the play clock is set at 25 seconds for any player.]**

#### **Minimum time for a play after spiking the ball (3-2-5)**

New Article 5

##### **Article 5**

**If the game clock is stopped with three or more seconds remaining in the quarter and will start on the referee's signal, the offense may reasonably expect to throw the ball directly to the ground (Rule 7-3-2-e) and have enough time for another play. With two seconds or one second on the game clock there is enough time for only one play.**

#### **Starting and Stopping the Clock (3-3-2) *E***

Add paragraph e-17.

**17. When either team commits a dead-ball foul.**

Add to end of paragraph *f*

**(*Exception:* Rule 3-4-4)**

#### **Length of Timeouts (3-3-7)**

Change paragraph *g* to read:

**g. Penalty options must be exercised before a team timeout.**

#### **10-second runoff for injured player (3-3-5)**

New paragraph *f*

**f. If the player injury is the only reason for stopping the clock with less than one minute in the half, the opponent has the option of a 10-second runoff. The play clock will be set to 25 seconds. If there is a 10-second runoff the game clock will start on the referee's signal. If there is no 10-second runoff the game clock will start on the snap. The 10-second runoff may be avoided by a charged team timeout if available. There is no option of a 10-second runoff if there are injuries to opposing players.**

**Helmet Off: Timeout Allows Player to Remain in the Game** (Rule 3-3-9-a)

Add sentence to paragraph *a*:

- a. If a player's helmet comes completely off through play, other than as the direct result of a foul by an opponent, the player must leave the game for the next down. The game clock will stop at the end of the down. **The player may remain in the game if his team is granted a charged timeout.**

**RULE 5**

**Line to gain** (5-1-2) *E*

Existing becomes par. *a*

New par. *b*

- b. **The line to gain is established when the ball is made ready for play before the first down of the new series.**

**Foul during free kick down** (5-2-1) *E*

Insert **down** following the word "scrimmage" in the first line.

**Penalty Resulting In First-Down New Series** (5-2-2) *E*

Article 2. It is a ~~first-down-new series~~ with a new line to gain:

**Foul Between Series** (5-2-7) *E*

Insert paragraph letters:

- a. The penalty for any...  
b. The penalty for any...

**RULE 6**

**Fouls By Kicking Team** (6-3-13) *E*

Insertion: "...scrimmage kick play in which the ball crosses the neutral zone (except field-goal attempts)..."

Insertion: "...enforced **either** at the previous spot ..."

Addition at end of sentence: "...dead ball belongs to Team B, **at the option of Team B.**"

**RULE 7**

**Defensive Team Requirements** (7-1-5-a-4) *E*

"...may not make quick, abrupt or **exaggerated** actions..."

**Illegal forward pass** (7-3-2) *E*

Move paragraphs *e* and *f* below the penalty statement, and make an editorial change to current *g*, which becomes *e*. Re-label the paragraphs:

**g e.** It is thrown from...ball carrier's **entire body and the ball** have ~~gone~~ **been** beyond the neutral zone.

PENALTY [a-g **d**]...

e **f.** The passer to conserve time ...

f-**g.** The passer to conserve time...

h. (remains as is)  
PENALTY [e-h] ....

## **RULE 8**

### **Foul during try after change of team possession (8-3-4) E**

ARTICLE 4. a. Distance Penalties against ...

c. "...change of possession, the fouls ~~offset~~ **cancel**, the down is not ..."

## **RULE 9**

### **Personal Fouls (9-1) E**

Third sentence: "**Except as otherwise noted**, the penalties for ..."

Second sentence in Team A portion of Penalty: "Enforcement may be **either** at the previous spot..."

### **Title change to article 9-1-3 E**

"**Targeting and Initiating Contact**..."

### **Title change and additional language to article 9-1-4 E**

**Targeting and Initiating Contact to Head or Neck Area of a Defenseless Player.**

"... with the helmet, forearm, **hand**, elbow, or shoulder. When ..."

### **Targeting-Crown of Helmet and Defenseless player (9-1-3 and 9-1-4)**

After each foul insert this Penalty statement

PENALTY—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. **For fouls in the first half: Disqualification for the remainder of the game. For fouls in the second half: Disqualification for the remainder of the game and the first half of the next game. If the foul occurs in the second half of the last game of the season, players with remaining eligibility shall serve the suspension during the first game of the following season. The disqualification is subject to review by Instant Replay (Rule 12-3-5-f).**

**For games in which Instant Replay is not used: If a player is disqualified in the second half, the conference may appeal the suspension for the first half of the next game to the national coordinator of football officials who would then facilitate a video review.**

### **Notes to 9-1-3 and 9-1-4**

**Note 1: "Targeting" means that a player takes aim at an opponent for purposes of attacking with an apparent intent that goes beyond making a legal tackle or a legal block or playing the ball. Some indicators of targeting include but are not limited to:**

- **Launch**—a player leaving his feet to attack an opponent by an upward and forward thrust of the body to make contact in the head or neck area
- A crouch followed by an upward and forward thrust to attack with contact at the head or neck area—even though one or both feet are still on the ground
- Leading with helmet, forearm, fist, hand or elbow to attack with contact at the head or neck area
- Lowering the head before attacking by initiating contact with the crown of the helmet

**Note 2: Defenseless player (Rule 2-27-14):**

- A player in the act of or just after throwing a pass.
- A receiver attempting to catch a pass, or one who has completed a catch and has not had time to protect himself or has not clearly become a ball carrier.
- A kicker in the act of or just after kicking a ball, or during the kick or the return.
- A kick returner attempting to catch or recover a kick.
- A player on the ground.
- A player obviously out of the play.
- A player who receives a blind-side block.
- A ball carrier already in the grasp of an opponent and whose forward progress has been stopped.
- A quarterback any time after a change of possession.

**Blocking Below the waist (9-1-6)**

**a. Team A prior to a change of team possession:**

Consider a zone seven yards on each side of the ball extending five yards beyond the neutral zone and back to Team A's end line.

1. Team A players who are on the line of scrimmage completely within this zone and backs who are stationary completely within the tackle box at the snap may legally block below the waist inside this zone until the ball has left the zone.

2. Players not covered in paragraph 1 (above) while the ball is still in the zone, and all players after the ball has left the zone, are allowed to block below the waist only if the force of the initial contact is from the front, but they may not block below the waist if the force of the initial contact is from the side or back. "From the front" is understood to mean within the clock-face region between "10 o'clock and 2 o'clock" forward of the player being blocked.

3. Once the ball has left the zone a player may not block below the waist toward his own end line.

**b. Team B prior to a change of team possession**

**1. Other than in paragraphs 2 and 3 below,** Team B players may block below the waist only within the area defined by lines parallel to the goal line five yards beyond and behind the neutral zone extended to the sidelines. Blocking below the waist by players of Team B outside this area is illegal.

**2.** Team B players may not block below the waist against an opponent who is in position to receive a backward pass.

**3.** Team B players may not block below the waist against an eligible Team A pass receiver beyond the neutral zone unless attempting to get to the ball or ball carrier. This prohibition ends when a legal forward pass is no longer possible by rule.

**b-c. Kicks**

During a down in which there is a free kick or a scrimmage kick, blocking below the waist by any player is illegal except against the ball carrier.

**e d. After change of team possession**

After any change of team possession, blocking below the waist by any player is illegal except against the ball carrier.

**Penalty for leaping (9-1-11) E**

Add after rule statement.

**PENALTY—15 yards, previous spot and automatic first down. [S38]**

**Roughing kicker penalty (9-1-16) E**

Add [a-b] to Penalty, and include **S30** in signal notice.

**Add to unsportsmanlike conduct fouls (9-2-1)**

New paragraph j

**(j) Dead-ball contact fouls such as pushing, shoving, striking, etc. that occur clearly after the ball is dead and that are not part of the game action.**

**Change to helping the runner foul (9-3-2)**

Changes to par. b

b. The ball carrier shall not grasp a teammate; and no other player of his team shall grasp, pull, ~~push or lift or charge into~~ him to assist him in forward progress.

**Change to flagrant personal fouls (9-6) E**

Delete Article 2, Initiating Contact/Targeting an opponent.

Re-number Article 3 which becomes Article 2.

## **RULE 10**

### **Change to PSK enforcement (10-2-3) *E***

Delete “play” from par. b

“b. “...during a scrimmage kick ~~play~~ and ...”

Delete subpar. 3; re-number remaining.

~~3. The foul occurs three or more yards beyond the neutral zone.~~

### **Fouls by Team A during a kick (10-2-4) *E***

“...during a free kick play or a scrimmage kick play **in which the ball crosses the neutral zone** (except....”

## **RULE 12**

### **End-of-half clock adjustment (12-3-5)**

Change to end of quarter:

“Clock adjustment at the end of ~~either half~~ **any quarter**.

If at the end of ~~a half~~ **any quarter**...”

### **Disqualification portion of targeting penalty (12-3-5)**

New paragraph under Miscellaneous

**f. The player-disqualification portion of the penalty for targeting fouls under 9-1-3 and 9-1-4. Note that if the disqualification is reversed the 15-yard penalty remains.**

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