

## **Approved 2016 Playing Rules Proposals**

1. By Competition Committee; Permanently moves the line of scrimmage for Try kicks to the defensive team's 15-yard line, and allows the defense to return any missed Try.
2. By Competition Committee; Permits the offensive and defensive play callers on the coaching staffs to use the coach-to-player communication system regardless of whether they are on the field or in the coaches' booth.
3. By Competition Committee; Makes all chop blocks illegal.
16. By Competition Committee; Expands the horse collar rule to include when a defender grabs the jersey at the name plate or above and pulls a runner toward the ground.
17. By Competition Committee; Makes it a foul for delay of game when a team attempts to call a timeout when it is not permitted to do so.
18. By Competition Committee; Eliminates the five-yard penalty for an eligible receiver illegally touching a forward pass after being out of bounds and re-establishing himself inbounds, and makes it a loss of down.
19. By Competition Committee; Eliminates multiple spots of enforcement for a double foul after a change of possession.

## 2016 PLAYING RULE PROPOSAL NO. 1

Amend Rule 11, Section 3, Articles 1 and 2 (Try, pg. 43) to read (new language underlined, deleted language struck through):

**Article 1 General Rules.** After a touchdown, ~~the scoring team is awarded a Try in~~ is an attempt opportunity for either team to score one or two additional points during one scrimmage down.

The Try begins when the Referee sounds the whistle for play to start. The team that scored the touchdown ~~spot of the snap~~ shall be put the ball in play:

- a) anywhere on or between the inbound lines, and
- b) ~~two~~ 15 yards from the defensive team's goal line for a Try Kick, or-
- c) two yards from the defensive team's goal line for a Try by pass or run.

Notes:

(1) A team's choice is not final and is subject to change following a team timeout or accepted penalty.

The addition of Note 1 under Rule 11, Section 3, Article 1 will cause all subsequent Notes to be re-numbered.

**Article 2 Results of a Try.** During a Try, the following shall apply:

- a) If a kick results in a field goal by the offense, one point is awarded. An artificial or manufactured tee shall not be permitted to assist in the execution of a Try Kick. (The conditions of 11-4-1 must be met.) ~~The ball is dead as soon as it becomes evident that the kick has failed.~~
- b) If a Try results in a touchdown by ~~the offense~~ either team, two points are awarded. ~~If a touchdown is not scored, the Try is over at the end of the play.~~
- e) ~~If the defense gains possession, the ball is dead immediately. The defensive team cannot score during a Try.~~
- c) ~~If there is no kick, and~~ the Try results in what would ordinarily be a safety against ~~the defense~~ either team, one point is awarded to the ~~offensive team~~ opponent.
- d) If any play results in a touchback, the Try is unsuccessful, and there shall be no replay.

Submitted by Competition Committee

*Effect:* Permanently moves the line of scrimmage for Try kicks to the defensive team's 15-yard line, and allows the defense to return any missed Try.

*Reason:* Makes the Try kick a more competitive play, and further incentivizes the offense to attempt a two-point Try.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn

**2016 PLAYING RULE PROPOSAL NO. 2**

Amend Rule 5, Section 3, Article 3 (Speakers in Helmets, pg. 19) (new language underlined, deleted language struck through):

**ARTICLE 3. SPEAKERS IN HELMETS.** The Coach-to-Player system allows a member of the coaching staff in the bench area or the coaches' booth to communicate to a designated offensive or defensive player with a speaker in his helmet. ~~Communication from the coaches' booth via the system is prohibited.~~ The communication begins once a game official has signaled a down to be over, and is cut off when the play clock reaches 15 seconds or the ball is snapped, whichever occurs first.

Submitted by Competition Committee

*Effect:* Permits the offensive and defensive play callers on the coaching staffs to use the coach-to-player communication system regardless of whether they are on the field or in the coaches' booth.

*Reason:* More efficient method of communicating plays.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn

## 2016 PLAYING RULE PROPOSAL NO. 3

Amend Rule 12, Section 2, Article 3 (Chop Block, pg. 49) to read (new language underlined, deleted language struck through):

**ARTICLE 3. CHOP BLOCK.** A Chop Block is a block by the offense in which one offensive player (designated as A1 for purposes of this rule) blocks a defensive player in the area of the thigh or lower while another offensive player (A2) engages that same defensive player above the waist.

~~(1) A Chop Block is a legal block in the following situations on Running Plays:~~

- ~~(a) Offensive players A1 and A2, who are initially aligned adjacent to each other on the line of scrimmage, may chop a defensive player.~~
- ~~(b) Offensive players A1 and A2, who are initially aligned more than one position away from each other on the line of scrimmage, may chop a defensive player when the flow of the play is toward the block.~~

~~(2) All other Chop Blocks are illegal, including in the following situations:~~

Forward pass plays and kicking plays:

- (a) A1 chops a defensive player while the defensive player is physically engaged above the waist by the blocking attempt of A2.
- (b) A2 physically engages a defensive player above the waist with a blocking attempt, and A1 chops the defensive player after the contact by A2 has been broken and while A2 is still confronting the defensive player.
- (c) A1 chops a defensive player while A2 confronts the defensive player in a pass-blocking posture but is not physically engaged with the defensive player (a “lure”).
- (d) A1 blocks a defensive player in the area of the thigh or lower, and A2, simultaneously or immediately after the block by A1, engages the defensive player high (“reverse chop”).

*Notes:*

~~(1) Each of the above circumstances, which describes a chop block foul on a forward pass play, also applies on a play in which an offensive player indicates an apparent attempt to pass block, but the play ultimately becomes a run.~~

~~(2) Each of the above circumstances, which describes a chop block foul on a kicking play, also applies on a play in which an offensive player indicates an apparent attempt to kick protect, but the play ultimately becomes a run.~~

Running Plays:

- (e) A1 is lined up in the backfield at the snap and subsequently chops a defensive player engaged above the waist by A2.
- (f) A1, an offensive lineman, chops a defensive player after the defensive player has been engaged by A2 (high or low), ~~and the initial alignment of A2 is more than one position away from A1. This rule applies only when the block occurs at a time when the flow of the play is clearly away from A1. Example: C and RT on NT on sweep to left.~~

Note: It is not a foul if the blocker's opponent initiates the contact above the waist, or if the blocker is trying to slip or escape from his opponent and any engagement with him is incidental.

**Penalty: For an Illegal Chop Block: Loss of 15 yards.**

Submitted by Competition Committee

*Effect:* Makes all chop blocks illegal.

*Reason:* Player safety.

	<u><b>VOTE</b></u>		<u><b>DISPOSITION</b></u>
For	_____	<input type="checkbox"/>	Adopted
Against	_____	<input type="checkbox"/>	Rejected
Abstain	_____	<input type="checkbox"/>	Tabled
Absent	_____	<input type="checkbox"/>	Withdrawn

**2016 PLAYING RULE PROPOSAL NO. 16**

Amend Rule 12, Section 2, Article 15 (Horse Collar, pg. 53) to read (new language underlined):

**ARTICLE 15. HORSE-COLLAR TACKLE.** No player shall grab the inside collar of the back or the side of the shoulder pads or jersey, or grab the jersey at the name plate or above, and pull the runner toward the ground. This does not apply to a runner who is in the tackle box or to a quarterback who is in the pocket.

*Note: It is not necessary for a player to pull the runner completely to the ground in order for the act to be illegal. If his knees are buckled by the action, it is a foul, even if the runner is not pulled completely to the ground.*

**Penalty: For a Horse-Collar Tackle: Loss of 15 yards and an automatic first down.**

Submitted by Competition Committee

*Effect:* Expands the horse collar rule to include when a defender grabs the jersey at the name plate or above and pulls a runner toward the ground.

*Reason:* Player safety.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn

## 2016 PLAYING RULE PROPOSAL NO. 17

Amend Rule 4, Section 5, Article 1 (Charged Team Timeouts, pg. 13), and Rule 4, Section 6, Article 5 (Other Delay of Game Fouls, pg. 15) to read (new language underlined, deleted language struck through):

**Article 1. CHARGED TEAM TIMEOUTS.** The Referee shall suspend play while the ball is dead and declare a charged team timeout upon the request for a timeout by the head coach or any player (not a substitute) to any official.

**Item 1. Three Timeouts Allowed.** A team is allowed three charged team timeouts during each half.

**Item 2. Length of Timeouts.** Charged team timeouts shall be two minutes in length, unless the timeout is not used by television for a commercial break. Timeouts shall be 30 seconds in length when the designated number of television commercials have been exhausted in a quarter, if it is the second charged timeout in the same dead-ball period, or when the Referee so indicates.

**Item 3. Consecutive Team Timeouts.** Each team may be granted a charged team timeout during the same dead-ball period, but a second charged team timeout by either team during the same dead-ball period is prohibited. Such team timeouts may follow a Referee's timeout or any automatic timeouts.

**Penalty: When a team is granted a second timeout during the same dead-ball period, or a timeout after exhausting its three timeouts during a half: Loss of five yards.**

*Note: If an attempt is made to call a timeout in such situations, the officials shall not grant it, and play will continue. A penalty shall be enforced only if the timeout is erroneously granted. After enforcement, the game will continue as if the timeout was not granted.*

**Item 4. Unsportsmanlike Conduct.** An attempt to call an excess team timeout or to call a second team timeout in the same dead-ball period by Team B in an attempt to "freeze" a kicker, will be considered unsportsmanlike conduct and will subject the offending team to a 15-yard penalty (see 12-3). This will apply to field goal or Try attempts.

*Note: If an attempt is made to call a timeout in such situations, the officials shall not grant a timeout; instead, play will continue, and a penalty will be called, with customary enforcement. If a timeout is inadvertently granted, the penalty shall also be enforced. See 12-3-1-x.*



**Article 5. Other Delay of Game Fouls.** Other examples of action or inaction that are to be construed as delay of the game include, but are not limited to:

(f) when a team timeout is erroneously granted. See 4-5-1-Note for enforcement.

Submitted by Competition Committee

*Effect:* Makes it a foul for delay of game when a team attempts to call a timeout when it is not permitted to do so.

*Reason:* Competitive fairness.

**VOTE**

**DISPOSITION**

For \_\_\_\_\_

Adopted

Against \_\_\_\_\_

Rejected

Abstain \_\_\_\_\_

Tabled

Absent \_\_\_\_\_

Withdrawn

**2016 PLAYING RULE PROPOSAL NO. 18**

Amend Rule 8, Section 1, Article 8 (Illegal Touching of a Forward Pass, pg. 31) to read (new language underlined):

**Article 1: Illegal Touching of a Forward Pass.** It is a foul for illegal touching if a forward pass (legal or illegal) thrown from the behind the line of scrimmage:

(a) is first touched intentionally or is caught by an originally ineligible offensive player; or

**Penalty: Loss of five yards at the previous spot.**

(b) first touches or is caught by an eligible receiver who has gone out of bounds, either of his own volition or by being legally forced out of bounds, and has re-established himself inbounds.

**Penalty: Loss of down at the previous spot.**

Submitted by Competition Committee

*Effect:* Eliminates the five-yard penalty for an eligible receiver illegally touching a forward pass after being out of bounds and re-establishing himself inbounds, and makes it a loss of down.

*Reason:* Competitive fairness.

**VOTE**

**DISPOSITION**

For \_\_\_\_\_

Adopted

Against \_\_\_\_\_

Rejected

Abstain \_\_\_\_\_

Tabled

Absent \_\_\_\_\_

Withdrawn

## 2016 PLAYING RULE PROPOSAL NO. 19

Amend Rule 14, Section 5, Article 2 (Double Foul with a Change of Possession, pg. 76) to read (new language underlined, deleted language struck through):

**Article 2: Double Foul with a Change of Possession.** If there is a Double Foul during a down in which there is a change or changes of possession, including if one of the fouls is a post-possession foul by Team B during a scrimmage kick, the team last gaining possession will keep the ball after enforcement for its foul, provided it did not foul prior to last gaining possession (“clean hands”). If the team last in possession does not have “clean hands” when it establishes possession, the penalties offset, and the down is replayed at the previous spot.

### Exceptions:

- (a) If Team A fouls during a kickoff, punt, safety kick, fair catch kick, or field goal attempt prior to the change of possession, Team B may elect to replay the down at the previous spot.
- (b) If a safety results from the enforcement of a foul by Team B, the down is replayed at the previous spot.
- ~~(c) If both teams foul after the last change of possession (Double Foul After Change of Possession), the team last in possession shall retain the ball at the spot of its foul or the dead ball spot, whichever is less beneficial for it. If its foul is a Dead Ball Foul, the ball is put in play at the dead ball spot. If the least beneficial spot is normally a touchback, the ball is placed on the 20-yard line. If it is normally a safety, the ball is placed on the one-yard line. On kicking plays, Team B shall also have the option in (a) above.~~
- (c) If both teams foul after the last change of possession (Double Foul After Change of Possession), the penalties are offset, and the team last in possession shall retain the ball at the spot where possession was gained.

If the spot where possession was gained is normally a touchback, the ball is placed on the 20-yard line. If it is normally a safety, the ball is placed on the one-yard line. On kicking plays, if Team A also fouls prior to the change of possession, Team B shall also have the option in (a) above.

Submitted by Competition Committee

*Effect:* Eliminates multiple spots of enforcement for a double foul after a change of possession.

*Reason:* Simplifies penalty enforcement.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn