

**2018 Proposed Football Rules Changes**  
**\*\*Pending Approval by PROP on April 13\*\***

Proposal #	Rule	Proposal, Rationale
1	<p><b><u>Rule 1-2-1-f,</u></b>  <b><u>1-2-1-h</u></b></p>	<p><b>The Field – Decorative Markings/Advertising:</b>  f. Only these contrasting decorative markings are allowed: conference logo,college or university name and logo, and team name and logo. These are permissible within the sidelines and between the goal lines, under these conditions (See Appendix C):  1. 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.  2. No such markings may touch or enclose the hash marks.  <b><u>3. A single decorative marking centered on the 50 yard line, and a maximum of four (4) smaller flanking decorative markings are allowed.</u></b>  g. Goal lines may be of one contrasting color from the white lines.  h. Advertising is prohibited on the field except as follows:  1. For postseason and neutral-site games the title sponsor whose name is associated with the name of that game may advertise on the field, with the restriction that there be a maximum of three such advertisements: a single advertisement centered on the 50-yard line and no more than two smaller flanking advertisements. These advertisements must adhere to paragraph f above. No other advertisements, either by the title sponsor or by any other commercial entity, may be on the field.  2. The NCAA Football logo is permitted.  3. If a commercial entity has purchased naming rights to the facility, that entity’s name <b><u>or commercial logo</u></b> may be painted on the field <b><u>in no more than two of the flanking locations and will count in the total of the maximum of four (4) flanking locations allowed.</u></b></p> <p><b>Rationale:</b> These changes specify the total number and type of decorative markings that will be allowed on the field. Namely, the rule allows one center decorative marking and no more than four smaller flanking logos. In addition, now a corporate entity that has purchased naming rights to the facility may have their name or commercial logo on the field in two of the four allowed flanking locations.</p>
2	<p><b>Rule 1-4-5-a-</b>  <b>2</b></p>	<p><b>Jersey Design, Color and Numerals</b>  ARTICLE 5. a. Design.  2. Other than the player’s number, the jersey may only contain:  Player’s name;  School name;  Mascot name;  NCAA logo;  Sleeve stripes;</p>

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		<p>Logo for school, conference, mascot, postseason-game, memorial, the military;  <b><u>Graduate or Academic Recognition as part of an institutional or conference logo;</u></b>  <b><u>The letter “C” to identify a Team Captain;</u></b>          American flag;          State flag;  <b><u>Permissive for the 2019 season only: College Football 150<sup>th</sup> Anniversary Mark.</u></b></p> <p><b>Rationale:</b> This rule allows the addition of a graduate or academic recognition as a part of an institutional or conference logo. The letter “C” may be added to identify a Team captain, and permissive for the 2019 season, the College Football 150<sup>th</sup> Anniversary mark may be added.</p>
<b>3</b>	<b>Rule 1-4-11-c</b>	<p><b>Prohibited Field Equipment – Exceptions Concerning Officials</b>          c. Media communication equipment, including cameras, sound devices, computers and microphones, is prohibited on or above the field, or in or above the team area (Rule 2-31-1).  <b>Exceptions:</b> 1. Camera equipment attached to a goal support behind the uprights and crossbar.          2. Camera(s) embedded in any pylon.          3. A camera, with no audio component, may be attached to the cap of <b><u>any official</u></b> with prior approval of the <b><u>conference</u></b> and the participating institutions.</p> <p><b>Rationale:</b> This change, with Conference and participating institutions approval, will allow media partners to put a camera with no audio component on other officials in addition to the Umpire. This should give the viewer better game action shots and additional camera angles that could help Instant Replay.</p>
<b>4</b>	<b>Rule 3-2-4-c</b>	<p><b>Play Clock After Touchdowns/Kickoffs</b>          c. 25-Second Clock. If the officials signal the game clock to be stopped for any of the following reasons, the referee shall signal (one open palm in an over-the-head pumping motion) that the clock should be set at 25 seconds:          1. Penalty administration.          2. Charged team timeout.          3. Media timeout.          4. Injury timeout for a player of the offensive team only. The play clock is set to 40 seconds for an injury to a player of the defensive team.          5. Measurement.          6. Team B is awarded a first down.</p>

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		<p>7. After a kick down <b><u>other than a free kick.</u></b></p> <p>8. Score, <b><u>other than a touchdown.</u></b></p> <p>9. Start of each period.</p> <p>10. Start of a team’s possession series in an extra period.</p> <p>11. Instant replay review.</p> <p>12. Other administrative stoppage.</p> <p>13. An offensive team player’s helmet comes completely off through play. The play clock is set to 40 seconds if the helmet comes completely off a player of the defensive team.</p> <p><b>Rationale:</b> These changes work in order to keep the game moving without making a rules change that would take plays out of the game. After a touchdown, the play clock will be set to 40 seconds in order to expedite the try. Following a kickoff, the play clock will be set to 40 seconds in order to restart play more quickly.</p>
<b>5</b>	<b>Rule 6-5-1</b>	<p><b>Kickoff – Fair Catch</b></p> <p>ARTICLE 1. a. If a Team B player makes a fair catch, the ball becomes dead where caught and belongs to Team B at that spot. <b><u>(Exception: If a Free Kick is caught behind Team B’s 25-yard line, Team B will next snap the ball at its own 25-yard line. The next snap shall be from midway between the hash marks, unless a different position on or between the hash marks is selected by the team designated to put the ball in play before the play clock is at 25 seconds or before any subsequent ready-for-play signal. After the play clock is at 25 seconds or any subsequent ready-for-play signal, the ball may be relocated only after a charged team timeout, unless preceded by a Team A foul or offsetting fouls.)</u></b></p> <p><b>Rationale:</b> Recent rules changes have resulted in more touchbacks during kickoffs. This is significant due to the fact that there are fewer injuries on kickoffs resulting in touchbacks versus kickoffs that have a return. This change gives the receiving team an option to take a touchback on kicks that fall short of the end zone. Additionally, this single change on kickoffs will be measurable in its effectiveness in increasing touchbacks during the 2018 season.</p>
<b>6</b>	<b>Rule 8-3-2-a</b>	<p><b>Try Down/Opportunity to Score</b></p> <p>a. The ball shall be put in play by the team that scored a six-point touchdown. If a touchdown is scored during a down in which time in the fourth period expires, the try shall not be attempted unless the point(s) would affect the outcome of the game <b><u>(Exception: If the scoring team is ahead by one or two points, they have the option to forego the try.)</u></b></p> <p><b>Rationale:</b> This could avoid needless extra point attempts when teams score on the last play of the game and the extra point would not impact the outcome of the game. Currently, the scoring team that scores on the last timed down and wins the game by one or two points still must attempt the try. In this situation the offense would most</p>

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		likely take a knee on the try to keep from risking a blocked kick or fumble that is returned by the defense for two points.
<b>7</b>	<b>Rule 9-1-6</b>	<p><b>Blocking Below the Waist</b>  ARTICLE 6. a. <i>Team A prior to a change of team possession:</i>  <u><b>1. Linemen with initial position completely inside the tackle box may legally block below the waist inside the tackle box until the ball leaves the tackle box. All other Team A players are allowed to block below the waist only if the force of the initial contact is directed from the front. “Directed from the front” is defined as within the clock-face region between “10 o’clock and 2 o’clock” forward of the area of concentration of the player being blocked.</b></u>  <u><i>Exceptions are given in paragraphs 2, 3 and 4.</i></u>  <u><b>2. Team A players may not block below the waist when the block occurs 5 yards or more beyond the neutral zone.</b></u>  3. Players <u><b>in motion at the snap or lined up outside the tackle box</b></u> may not block below the waist toward the original position of the ball at the snap. <del>until the ball carrier is clearly beyond the neutral zone.</del>  4. Once the ball has left the tackle box a player may not block below the waist toward his own end line.</p> <p><b>Rationale:</b> This change will eliminate blocks below the waist in the open field much like kickoff and change of possession plays. Eliminating blocks by Team A (offense) that occur 5 yards or more will also match the area that is allowed by Team B (defense) for blocking below the waist and balance offense and defense. Additionally, other than offensive players lined up on the line and in the tackle box, all blocks below the waist must be made from the front. This change will allow the defender to see the block coming and defend himself. This also cleans up the rules language and make it much easier for players, coaches and officials to understand, execute and coach blocking below the waist.</p>
<b>8</b>	<b>Rule 9-1-11-b and 9-1-11-c</b>	<p><b>Leaping</b>  ARTICLE 11. a. No defensive player, in an attempt to gain an advantage, may step, jump or stand on an opponent.  b. It is a foul if a defensive player <u><b>moves forward and tries to block a field goal or try by leaving his feet in an attempt to leap over the frame of the body of an opponent.</b></u> It is not a foul if the player was aligned in a stationary position within one yard of the line of scrimmage when the ball was snapped.  c. It is a foul if a defensive player who is inside the tackle box tries to block a punt by leaving his feet in an attempt to leap <u><b>over the frame of the body of</b></u> an opponent.</p> <p><b>Rationale:</b> This change will accomplish the desired player safety change on Team B players trying to block a field goal, try or punt and by defining that the player must be attempting to leap over the frame of the opponent’s body. This will make the language consistent on all kick plays.</p>

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<b>9</b>	<b>Rule 10-2-5-d</b>	<p><b>Field Goal Penalty Enforcement</b></p> <p>d. Penalties for live ball fouls during field goal plays are administered by rule. <b><u>When the field goal is successful Team A shall have the option of canceling the score and have the penalty enforced from the previous spot or declining the penalty(ies) and accepting the score. Team A may accept the score with penalties for personal fouls and unsportsmanlike conduct fouls enforced on the succeeding kickoff or from the succeeding spot in extra periods.</u></b> Penalties for live-ball fouls treated as deadball fouls and those for dead-ball fouls after a field goal down are enforced at the succeeding spot.</p> <p><b>Rationale:</b> Currently on a successful try, Team A (kicking team) can carry over penalties for Personal Fouls and Unsportsmanlike Conduct Fouls by Team B to the kickoff or to the succeeding spot in extra periods. This carryover is currently not an option on successful Field Goal plays. This change would bring together the penalty enforcement on Extra Points and Field Goals and ensures that Personal Fouls and UNS penalties are enforced.</p>
<b>10</b>	<b>Rule 12-3-6</b>	<p><b>Instant Replay – 10 Second Runoff/Minimum Time For A Play</b></p> <p>ARTICLE 6. Situations that may be addressed by the replay official:</p> <p>a. The number of players on the field for either team during a live ball.</p> <p>b. Clock adjustment and status when a ruling is reviewed.</p> <p><b><u>c. With less than one minute in either half and a replay review results in the on field ruling being reversed and the correct ruling would not have stopped the game clock, then the Referee will subtract 10 seconds from the game clock and the game clock will start on the Referee’s signal. Either team may use a team timeout to avoid the runoff.</u></b></p> <p>d. Clock adjustment at the end of any quarter. (<i>Exception:</i> Rule 3-2-5-b) If at the end of any quarter the game clock expires, either during a down in which it should be stopped by rule through play when the ball becomes dead or after the down upon a request for an available team timeout, the replay official may restore time only under these conditions:</p> <ol style="list-style-type: none"> <li>1. The replay official has indisputable video evidence that time should have remained on the game clock when the ball became dead or when the team timeout was granted;</li> <li>2. In the second and fourth quarters only, the team to which the ball would belong after it becomes dead would next put the ball in play from scrimmage (not the try) <b><u>and if after the reversal the game clock starts on the Referee’s signal, there must be at least three (3) seconds restored to the game clock in order to continue the half;</u></b></li> <li>3. In the fourth quarter only, either the score is tied or the team that will next snap the ball is behind by eight points or fewer; and</li> </ol>

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		<p>4. The replay official’s video evidence includes the timeout signal by an official in the case where the game clock should have stopped for a requested team timeout.</p> <p><b>Rationale (Rule 12-3-6-c):</b> This 10-second runoff is consistent with the other situations that are identified in the Rules Book. This change creates a fairness component with the clock. When an overturn creates a running clock, the offense would have utilized time to get the next play off, and this replay could potentially advantage the offense in allowing them to set up for the next play while the clock is stopped.</p> <p><b>Rationale (Rule 12-3-6-d-2):</b> In addition, at the end of any half, if the clock expires, and replay reverses the ruling and restores time on the clock and there is a running clock – the offense would be significantly advantaged in allowing them to get the next play off. Therefore, if there are 3 or more seconds remaining then the play will be overturned and with 2 seconds or less the half would be over. This is consistent with the three second interval allowed for the minimum time to spike the ball.</p>
<b>11</b>	<b>Rule 12-4-3-a</b>	<p><b>Instant Replay – Collaborative Replay</b></p> <p>ARTICLE 3. a. All equipment used reviewing a play during the replay process and the personnel using that equipment shall be located in a separate, secure location in the press box. This room shall not be available or accessible to any person not directly involved in instant replay. <b><u>As an ongoing experiment, a collaborative decision making model during Instant Replay reviews that is in full compliance with this rule is not limited to the press box of a stadium.</u></b></p> <p><b>Rationale:</b> This change codifies within the Rule Book the experiment that numerous conferences have undertaken to improve the performance and consistency of Instant Replay.</p>