

NYSACFO Syracuse Chapter

August 11, 2025

Rules 3 & 4

State Interpretation Meeting

**TIMING, BALL STATUS,
DOWNS, & NEW RULES**

LAST WEEK'S QUESTIONS RULES 1 & 2



NONE!

Rules Interpretation: look at last week's slides for the New Rules on uniforms and **illegal** versus **improper** equipment for 2025.

Bottom line: We **WILL throw flags for knee pads** and (illegal uniforms of the entire team), but will assess **one and only one UNS** against the head coach for uniform related infractions!

You still have discretion when it comes to whether to throw flags for **illegal** equipment, but **improper** equipment should be no more than an Official's TO to replace the player for one down.

Overview

- 🏈 Rule 3 – Timing
 - 🏈 **New** Forward/Backward Fumble OOB Rules
- 🏈 The Dreaded I.W.
(Signal 12, Rules 3 & 4)
- 🏈 Rule 4 – Ball Status
- 🏈 Other State Interpretation Topics



Rule 3: TIME

🍌 Basic Timing Rules (R 3-1 & Appendix E)

🍌 4 Quarters, 12 minutes; 10-20 Min Half (Homecoming/Band/Honorees); 1 minute between 1st-2nd & 3rd-4th Qs

🍌 No Mercy Rule in NY (running clock possible, but irreversible)

🍌 Emergency Shortening Period, Ending Game (ALL MUST AGREE)

🍌 Interrupted Games – Use Game Card to Note Time, Period, Down & Distance, & Score (Weather Delays & *Emergencies*, Appendix E)

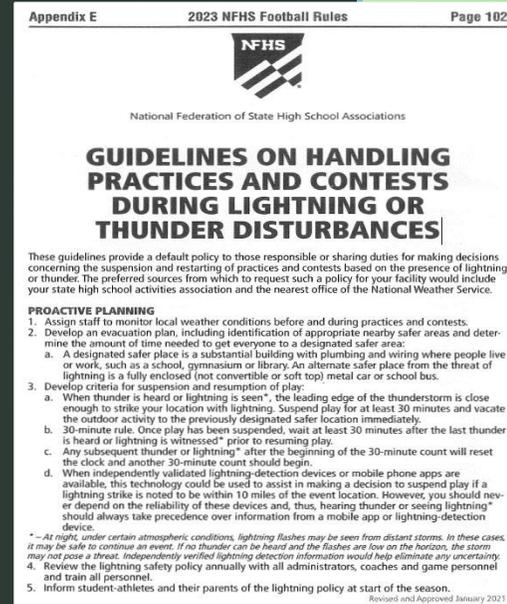
🍌 30 Minute Rule – Timer Reset by Each Lightning Strike

🍌 3 Minute Warm Up

🍌 Refusal / Failure to Come Out (R 3-6-3 [2 minutes but **avoid forfeiture**])

🍌 Administer UNS(s) to HC (or DOGs) **before forfeiture** (R 9-8-1[g])

🍌 “The 3-minute warm-up must always be allowed – don’t start clock until both teams are back”



Rule 3: TIME

- ▶
 - 🏈 The Coin Toss Options (Rule 3-2)
 - 🏈 4 Team Captains (Mechanics – last week)
 - 🏈 Visiting Captain Spokesman Choice (Mechanics – last week)
 - 🏈 Defer (**not Kick**); or
 - 🏈 **Kick**/Receive; and then
 - 🏈 Which Endzone to Defend.
 - 🏈 **Help Them Out!**

Rule 3: TIME

🏈 Rule 3-3: Ending & Extending Periods/Halves

🏈 No Game Clock = 4:00 warning (modified) (stop then immediately wind)

🏈 Back Judges – NO HORNS! 📣 📣 📣

🏈 Extend any period ending in (R. 3-3-3):

🏈 an accepted penalty by either team (A or B), *unless* an exception applies (i.e. R. 3-3-4 [exceptions where we do **NOT** extend]);

🏈 Double Foul (R. 2-16-2[b] [offset]);

🏈 **The Dreaded I.W.;**

🏈 TD (for the try).

ART. 3 . . . A period shall be extended by an untimed down if one of the following occurred during a down in which time expires:

- There was a foul by either team and the penalty is accepted, except for those fouls listed in 3-3-4b.
- There was a double foul.
- There was an inadvertent whistle.
- If a touchdown was scored, the try is attempted unless the touchdown is scored during the last down of the fourth period and the point(s) would not affect the outcome of the game or playoff qualifying.

If (a), (b), (c) or (d) occurs during the untimed down, the procedure is repeated.

ART. 4 . . . A period shall not be extended by an untimed down if one of the following occurred during a down in which time expires:

- When the defense fouls during a successful try/field goal and the offended team accepts the results of the play with enforcement of the penalty from the succeeding spot.
- There was a foul by either team and the penalty is accepted for:
 - unsportsmanlike fouls,
 - nonplayer fouls,
 - fouls that specify a loss of down,
 - fouls that are enforced on the subsequent kickoff as in Rule 8-2-2, 8-2-3, 8-2-4 or 8-2-5; or
 - fouls for which enforcement, by rule, result in a safety.

NOTE: The score is canceled in the event of an accepted penalty that specifies a loss of down.

Rule 3: TIME

🏈 Overtime

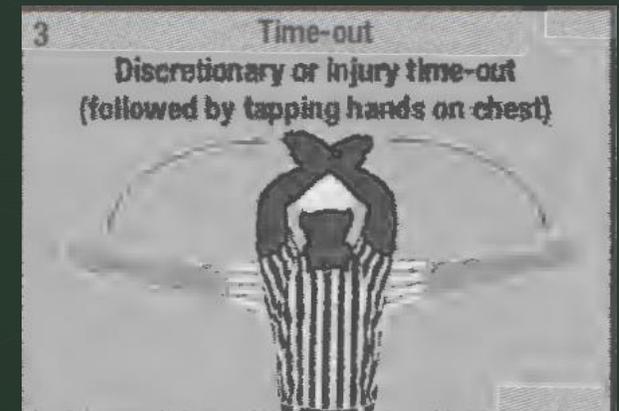
- 🏈 “Resolving Tied Games” – After Rule 10 in your Book
- 🏈 NYS Memo for 2025 Overtime (4 pages with Casebook Scenarios)
 - 🏈 3-minute intermission, one coin toss (Offense/Defense or End of Field)
 - 🏈 Might carryover penalties from the final play or try into succeeding spot in OT: 20-yard line (e.g. UNS/PI/etc. on either A/B carrying over)
 - 🏈 Each team picks their lateral spot between the hashes to start
 - 🏈 Turnovers are DEAD once CLEARLY POSSESSED
 - 🏈 Successive OT periods have 2-minute intermissions with same options, and the loser of first and only coin toss gets first choice for 2d OT, and alternating thereafter
 - 🏈 First down at the 10 or by Roughing penalty

NYSPHSAA 20 Yard Line Overtime Procedures

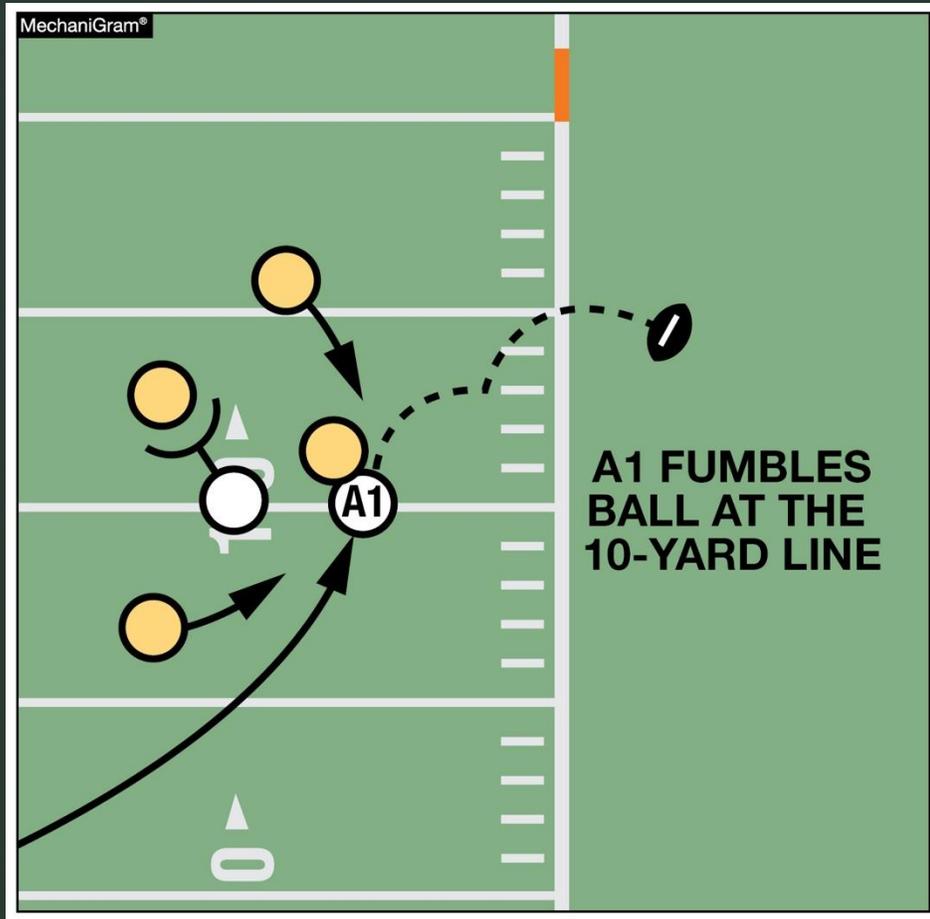
1. An overtime period is untimed play after a regulation game has ended with the score tied. During an overtime period each team has an opportunity to be on offense. However, an overtime period may include only one offensive possession if the defensive team scores a safety or touchdown.
2. When the score is tied at the end of the fourth period, the referee will instruct both teams to return to their respective team boxes. There will be a three-minute intermission during which both teams may confer with their coaches. All officials will assemble at the 50-yard line, review the overtime procedure, and discuss how penalties (if any) including any carry-over penalties from the regulation contest will be assessed to start the overtime procedure. At the end of the intermission, the linesman will go to the team on the side of the field where the line to gain equipment is located and the line judge will go to the other team. They will inform the coaches of any special penalty enforcements that apply.
3. At the coin toss in the center of the field the visiting-team's captain shall be given the privilege of calling the coin. (This is the ONLY coin toss in Overtime) The winner of the toss shall be given his choice of

Rule 3: TIME

- Rule 3-4: Starting the GAME Clock
 - Snap or legally touched by B on free kick;
 - Correct obvious timing errors, even on the next snap (R. 3-4-8)
 - The remainder of these rules are not well drafted, IMO
 - Start the game clock with a ready for play signal or snap, depending on the action preceding the stoppage.
 - Easier way: break down into **major** and **minor** clock stoppages
 - This season we have a **NEW FUMBLE OOB RULE** impacting both the clock and spot!



New Forward Fumble OOB Rule Spot of the Ball (R. 3-4-2[d], 3-4-3[d])



When a **forward fumble** in the field of play goes out of bounds **between the goal lines**, the ball shall be returned to the spot of the fumble.

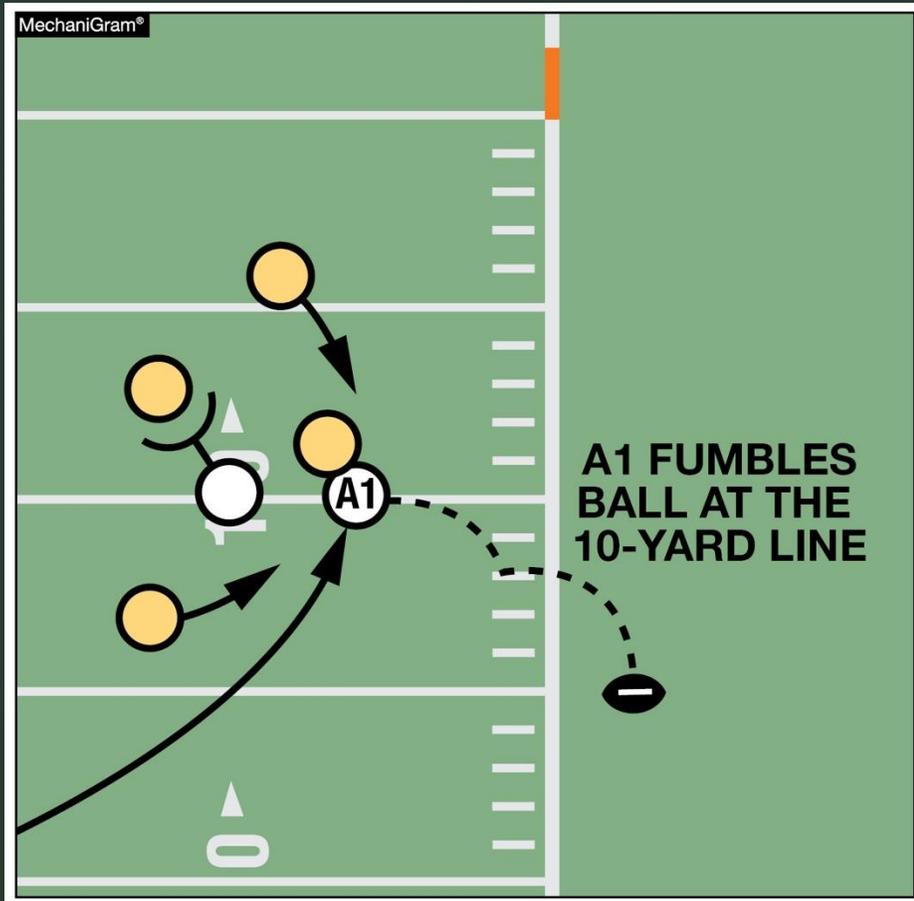
Q: A first and 10 from the B20. A1 runs to the B10 where he fumbles forward and out of bounds, with the ball rolling out of bounds at the B5.

What's the next down and distance?

A: A first and goal from the B10.

BEAN BAG SPOT IS CRITICAL!

New Backward Fumble OOB Rule Spot of the Ball (R. 3-4-3a, 4-3-1 EXCEPTION)



When a **backward** fumble in the field of play goes out of bounds **between the goal lines**, the ball shall be spotted where it is ruled out of bounds.

Q: A first and 10 from the B20. A1 runs to the B10 where he fumbles backward and out of bounds, with the ball rolling out of bounds at the B12.

What's the next down and distance?

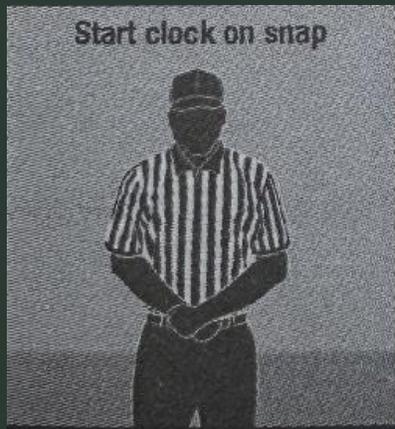
A: A 2nd & 2 from the B 12.

SIMPLE RULE: SCREW THE OFFENSE!

For either the forward or backward fumble – what's the clock status?

Rule 3: TIME

- ◆ Rules 3-4 & 3-5: Starting & Stopping the GAME Clock
 - ◆ Was it a **MAJOR (snap)** or MINOR (wind) event that caused the stoppage
 - ◆ **MAJOR** clock stoppers include



- ◆ period ended;
- ◆ Team (or media) T.O.
- ◆ Fair catch or awarded fair catch
- ◆ Touch OOB Player / OOB
- ◆ Incomplete Pass (*Ill*/legal)
- ◆ B/R New Series (i.e. COP not A/B/A)
- ◆ Legal Kick
- ◆ TD or TB
- ◆ DOG (except R discretion to wind)
- ◆ **Backward fumble OOB (R. 3-4-3[a])**
- ◆ **Consume** Time Illegally (e.g. successive penalties, Referee Discretion per R. 3-4-6, Casebook).

Rule 3: TIME

- Rules 3-4 & 3-5: Starting & Stopping the GAME Clock
 - Was it a MAJOR (snap) or MINOR (wind) event that caused the stoppage
 - MINOR clock stoppers include



- First Down (Measurement or Awarded) (silent wind)
- Official's TO
 - Penalty (other than DOG)
 - Dry/Change Game Ball
 - Heat/Humidity
 - Coach/referee conference
 - Unusual Delay
 - Sideline Warning
 - Equipment
 - Four Minute Warning (Modified)
 - Forward Progress
- Forward Fumble OOB (R. 3-4-2[d])
- Conserve Time Illegally (e.g. successive Penalties, Referee Discretion per R. 3-4-6, Casebook)

MAJORS SUPERSEDE MINORS

R. 3-6-1: The (Back Judge's) Play Clock

Can not use the Major/Minor Rule

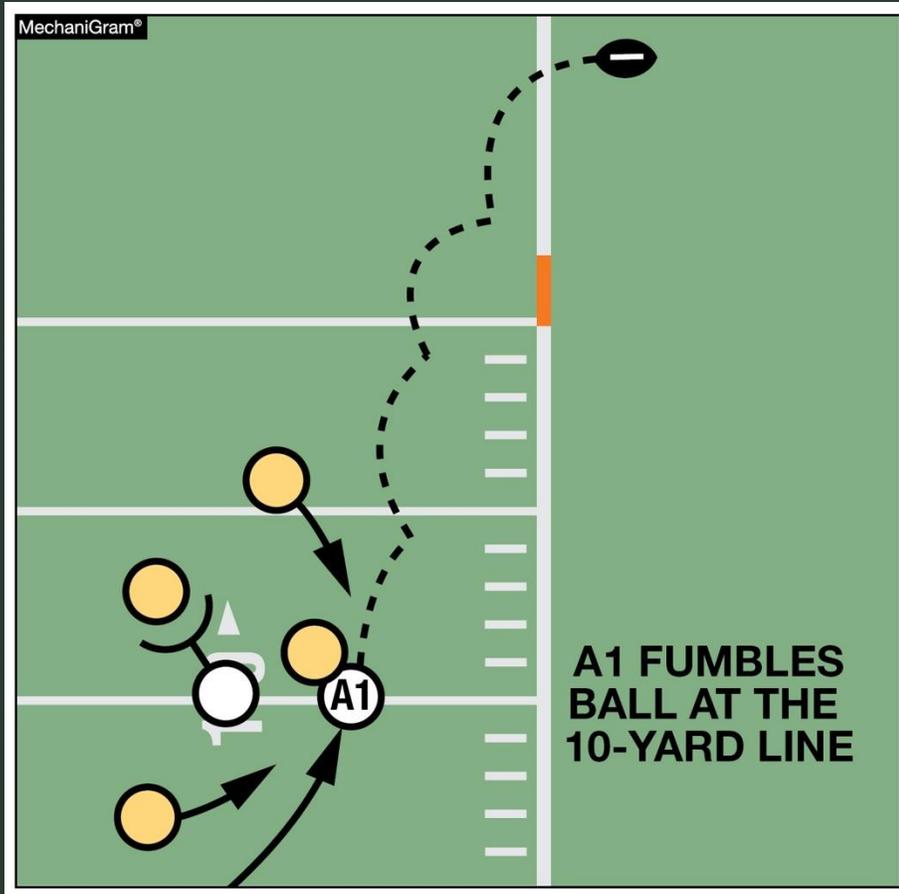
All About Admin Stoppages
(R. 3-6-1[a][1])

2025: Forward or Backward fumbles OOB = 40 second playclock (unless other admin stoppage)



PLAY CLOCK/GAME CLOCK PROCEDURES				
Event	Play Clock Starts At	Game Clock Starts	Covering Official's Signal	Referee's Signal
Dead Ball Inbounds	40	Running	S #7	None
Dead Ball Out Of Bounds	40	Snap	S #3	None
Incomplete Pass	40	Snap	S #10	None
Team A Awarded 1st Down	40	Signal	S #3	Wind
Penalty Administration	25	Ready	S #3	Wind
Charged Team Time-out	25	Snap	S #3	Chop
Injury / Helmet Off *	40/25	Ready	S #3	Wind
Measurement	25	Ready	S #3	Wind
Double Change Of Possession - Team A Snaps	25 40	Ready	S #7	Wind
Change Of Possession - Team B Snaps	25	Snap	S #3	Chop
Touchdown	25	N/A	S #3	Chop
Try, Field Goal, Safety	25	Varies **	Varies **	Chop
Start Of Each Period	25	Varies	Varies	Chop
Legal Kick	25	Snap	S #3	Chop
Start Of Overtime Period	25	N/A	N/A	Chop
Other Administrative Stoppages ***	25	Ready	S #3	Wind

New Forward Fumble exception Spot of the Ball (R. 3-4-3a, 4-3-1 EXCEPTION)



When a forward fumble in the field of play goes into **team B's end zone** and is ruled out of bounds, the ball is not returned to the spot of the fumble. Why?

SCREW THE OFFENSE: Because it did not go out of bounds between the goal lines. This rule change did not alter rules for force at the goal line (R. 4-3-2, 8-5-1).

Q: A first and 10 from the B20. A1 runs to the B10 where he fumbles forward and out of bounds, with the ball rolling out of bounds beyond the goal line.

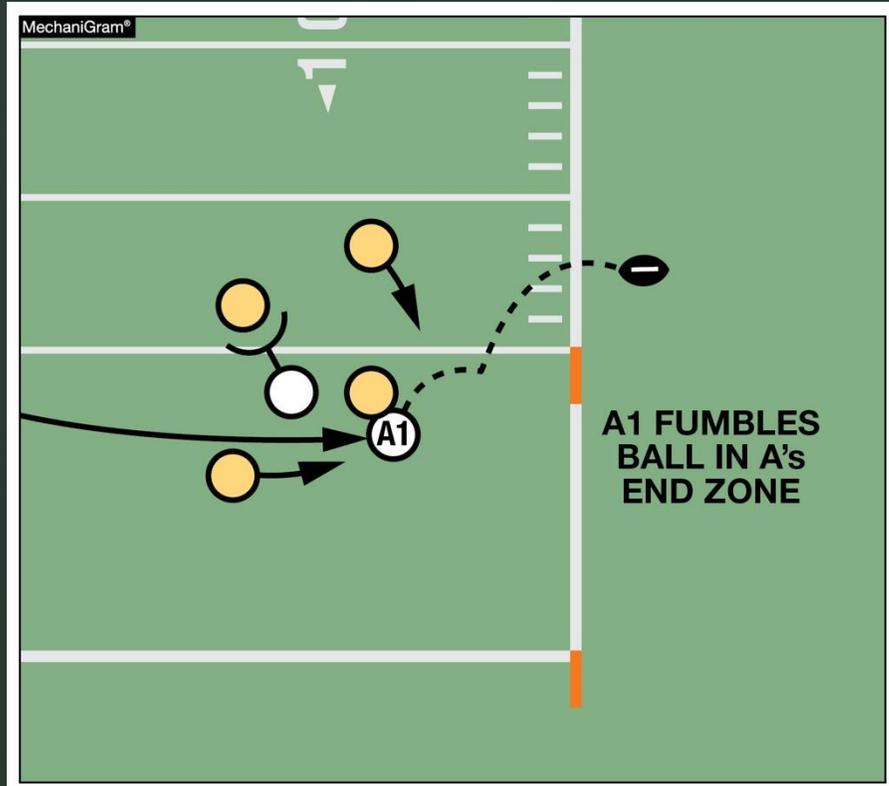
What's the next down and distance?

A: B 1st and 10 at the B 20 – touchback (Casebook R. 4-3-1, Situation D)

What's the clock status?

Snap/25. Major (B/R new series on COP) supersedes minor (forward fumble OOB)

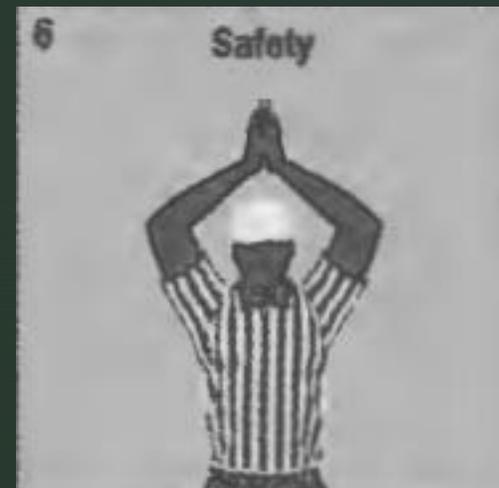
New Forward Fumble exception Spot of the Ball (R. 4-3-1 EXCEPTION & 8-5-2[a] THE EXCEPTION TO THE EXCEPTION)



When a forward fumble by team A from team A's end zone goes out of bounds between the goal lines (i.e. in the field of play), the end of the run is in the end zone and the result of the play depends on who caused the ball to be in the end zone.

SCREW THE OFFENSE: Because A was responsible for putting the ball in the endzone, they get the worst possible spot and this is a **SAFETY** (R. 8-5-2[a]; Casebook 4-3-1, Situation C).

Note: If the momentum exception applies, such as on an interception by B inside the 5, the forward fumble “exception to the exception” would not apply and a safety would not be awarded (R. 8-5-2[a]-exception)



New Forward Fumble Rule



🏈 FILM BREAK!



🏈 C / QB / RB EXCHANGES

🏈 HOW WOULD YOU RULE ON THESE PLAYS IN 2025?

New Forward Fumble Rule



🏈 FILM BREAK!

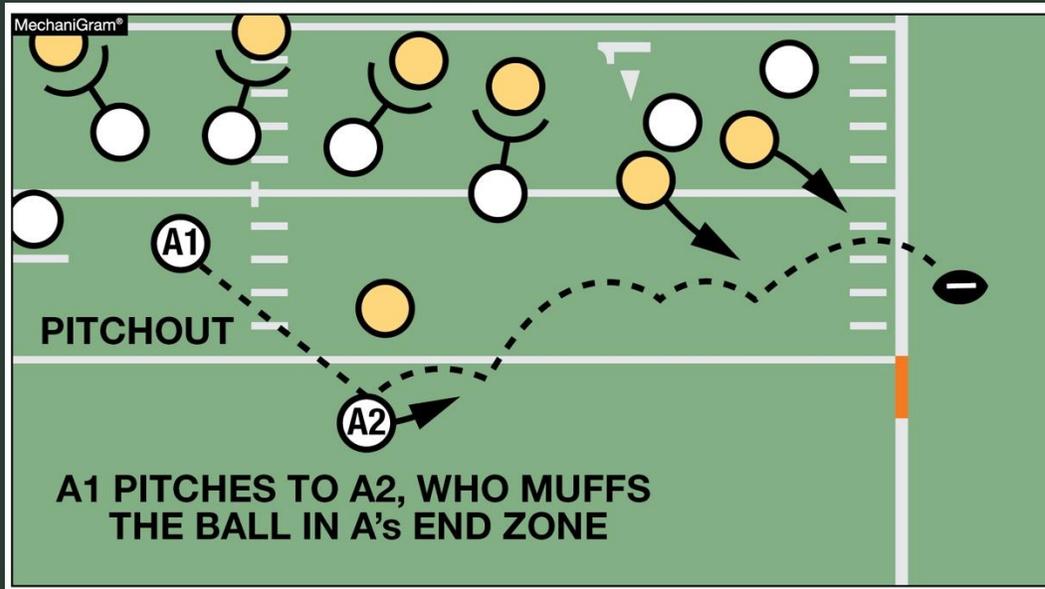
🏈 C / QB / RB EXCHANGES

🏈 HOW WOULD YOU RULE ON THESE PLAYS IN 2025?

🏈 In neither example does the ball go **OOB** so this rule does NOT apply (don't get 🤔🌀😞 *confused* 😞🤔🌀 by the new rule – a forward fumble can still get recovered by the offense – different from NCAA 4th down rule).

🏈 If the ball had gone OOB, in the first example, we have a **muff** not a fumble, but in the second example, if the ball had gone OOB, we would go back to the bean bag spot of the fumble under the new rule.

Muff \neq Fumble (R. 4-3-1)



Example above: On first down, Player A1 pitches the ball back from the A3 to the Player A2, who **muffs** it, and the ball goes out at the A2. The next play would be second down at the A2.

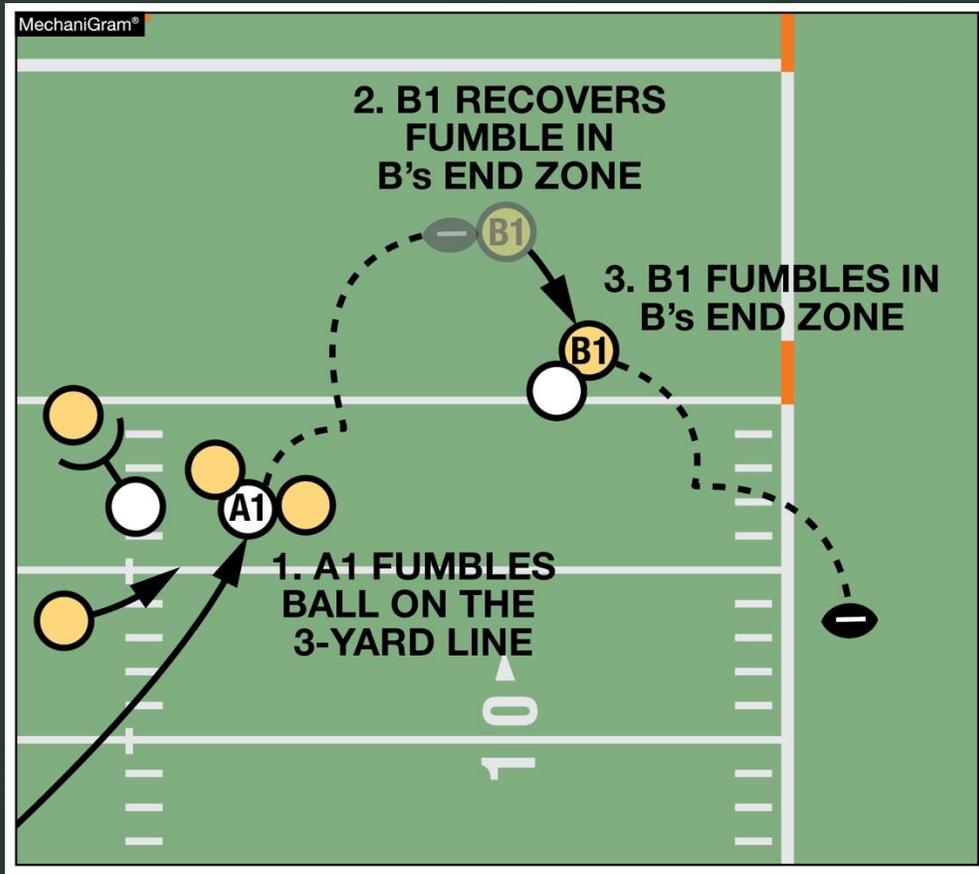
What happened to SCREW THE OFFENSE? No fumble means the new rule just doesn't apply (don't get confused out there!).

A **MUFF** going forward does NOT qualify as a **fumble** and would be placed at the out of bounds spot. Accordingly, we start the clock on the snap (R. 4-3-1, Situation B).

On the first film example, for the Center-QB snap exchange, we have a **MUFF** and thus no need for any bean bag and we go to the recovery spot for A. No fumble, no OOB.

On the second film example, we have a clear fumble by the QB on the QB-RB exchange, and thus there should be A BEAN BAG DOWN marking the spot. However, the ball does not go OOB.

Forward Fumble OOB on COP (R. 4-3-1-exception, 8-5-2[a]-exception)



Momentum Reminder: If the momentum exception applies, the forward fumble exception would not apply, and a safety still would not be awarded (e.g. B intercepted at the B1 and stepped backward into B's endzone and then fumbled as shown here, we go to the B1).

When a forward fumble by team B from team B's end zone goes out of bounds between the goal lines following a change of possession, the end of the related run is where possession was lost by B and the result of the play depends on who caused the ball to be in the end zone.

A is responsible for the ball going into B's endzone, where it was picked up by B, and so this would not be a safety.

B's ball, first and ten, at the B20 (touchback) per new forward fumble and force rules.

New Forward Fumble OOB Rule Parting Thoughts from NFHS Flowchart



- 🏈 1) Did the runner fumble the ball? (Yes - Bean Bag at Spot of the Fumble)
- 🏈 2) Did the ball go out bounds between the goal lines before possession was regained?
- 🏈 3) Is the spot of #2 (OOB spot) closer to the opponent's goal line than the spot of #1 (i.e. bean bag fumble spot)?
 - 🏈 If the answer to all three is "yes", then you return the ball to the spot of the fumble.
 - 🏈 If any are "no", then don't do anything new and treat it like you did last year.
 - 🏈 How the ball gets from the spot of the fumble to the spot where it goes out of bounds is irrelevant (I *strongly* disagree with this final oversimplification from NFHS!).
 - 🏈 New Casebook plays (R. 4-3-1, Situations A–E)

Rule 3 (and 4): TIME

🏈 **The Dreaded Inadvertent Whistle (S. 12; R. 4-2-3)**

- 🏈 Generally, IW stops the clock and it starts on the READY (**minor**), *unless a COP or Penalty supersedes it.*
 - 🏈 Team B/R accepts the result of the play (i.e. possession changes BEFORE the IW)
 - 🏈 An accepted penalty occurred BEFORE the IW
- 🏈 2025 Part I test: IW is the only **minor** superseding the **majors!**



Rule 3 (and 4): TIME

🏈 The Dreaded Inadvertent Whistle (S. 12; R. 4-2-3)

ART. 3 . . . An inadvertent whistle ends the down. Inadvertent whistles are administered as follows:

- a. The down shall be replayed if, during a down or during a down in which the penalty for a foul is declined, an inadvertent whistle is sounded while a legal forward pass or snap is in flight, or during a legal kick.
- b. The **team last in possession** may choose to either put the ball in play where possession was lost or replay the down if, during a down or during a down in which the penalty for a foul is declined, an **inadvertent whistle is sounded while the ball is loose** following a backward pass, fumble, illegal forward pass or illegal kick.
- c. The **team in possession** may choose to either **accept the results of the play at the dead-ball spot or replay the down if**, during a down or during a down in which the penalty for a foul is declined, an inadvertent whistle is sounded while the ball is in player possession.
- d. The penalty shall be administered as determined by the basic spot and takes precedence over inadvertent whistle administration if, during a down, a live-ball foul occurs prior to the inadvertent whistle and the penalty is accepted.

12 Inadvertent whistle



Rule 3: TIME

- **UNDER TWO** Exception: Offended team may start the clock **ON THE SNAP** at their election when *foul* occurs (R. 3-4-7)
 - Team *never* has the option of starting on the ready (**wind**).
 - However, the referee, in his discretion, may elect to start the clock on the ready (**wind**) if he believes the team is attempting to **conserve** time (discretionary call)
 - **Mechanics – Wing Officials – Communicate with HCs and Rs**
 - Successive LBF & DBF on both teams (Casebook 3-4-7, Situation C) – if each team is “offended” then they both get the option
 - Unpiling – officials stop it *momentarily* (Casebook 3-4-7, Situation B)
 - Decline penalty but take it on the snap – the offended team need NOT accept the penalty to elect **snap** (Casebook 3-4-7, Situation D)

Rule 3: TIME

◆ Injuries & Equipment (No “Buyouts”)

- ◆ Both are **minor** clock stoppers and coaches can **NOT** buyout of a mandatory injury substitution for an injured player once *we* call an official’s TO for the player to leave the field
 - ◆ This includes helmets coming off or other equipment violations, i.e. if a player has improper or illegal equipment, coach can **NOT** buyout with a timeout (R. 3-5-10[e]; Casebook 3-5-10, Situations E & H)
 - ◆ Only Exceptions (player does NOT come out for 1 play):
 - ◆ halftime or overtime intermission (*not* quarters) (R 3-5-10);
 - ◆ Opponent caused the equipment violation, e.g. B10 rips off A1’s helmet (Casebook R. 3-5-10, Situation E);
 - ◆ Team TO *before* Officials TO, Player **can** remain in the game after Team TO (Casebook 3.5.10, Situations A–C);
 - ◆ **New Casebook ruling in 2025:** if both A and B are injured, set play clock to 25 (not 40) (Casebook 3-6-1, Situation F)
- ◆ Concussions – B.O.L.O. (R. 3-5-10[b] & Casebook 3-5-10, Situation D)

Rule 3: TIME

🏈 DOG (R. 3-6-2)

🏈 6 DOGs:

- 🏈 snap/kick too late (i.e. playclock expiring);
 - 🏈 refusing to come out to play;
 - 🏈 R-HC conf. and ruling unchanged (use discretion – don't pour salt in the wound by granting a conference and then issuing DOG, but if coach won't shut up and move on you might have to use DOG/UNS);
 - 🏈 snap/kick too early;
 - 🏈 prolonging the game; or
 - 🏈 failing to unpile.
-
- 🏈 Home team responsible for clearing band/honorees/etc.
 - 🏈 Again, before *forfeiting* consider *multiple DOGs & UNSs*



Rule 3: TIME

DOG Substitutions

(R. 3-7 & Casebook Comments 1-6)

- 6 Substitutes: unlimited in number, but must leave their sideline and go to the teambox, must not enter then leave or leave then enter (unless superseded by penalty or TO), and should be onside and on the field prior to snap (definitely illegal substitution, but might also be encroachment)

SUBSTITUTIONS

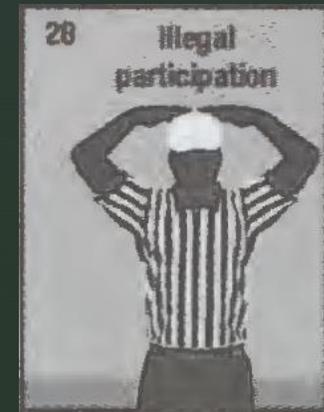
3.7 COMMENT: A procedure has been adopted to provide an equitable penalty as it relates to illegal substitution. The following are examples of the most common situations and rulings:

1. If a replaced player or substitute attempts to leave the field, but does not get off prior to the snap, the foul is considered as having occurred simultaneously with the snap and the penalty is enforced from the previous spot. (3-7-4, 10-4-2a)
2. If a replaced player does not leave the field within three seconds, it is a dead ball illegal substitution foul. (3-7-1)
3. If a replaced player or substitute goes off the field on the wrong side of the field during the down, it is an illegal substitution (live-ball foul). (10-4-2a)
4. If an entering substitute is not on his team's side of the neutral zone at the snap, illegal substitution is considered to have occurred simultaneously with the snap. If he then participates, it becomes a live-ball foul, illegal participation. (3-7-5, 9-6-4a)
5. When a replaced player or substitute leaves on the wrong side of the field or goes across the end line prior to the snap, it is a dead ball foul for illegal substitution. (3-7-2, 10-4-5b)
6. If a replaced player or substitute enters the field during the down but does not participate it is a foul for illegal substitution by a nonplayer, a 5-yard penalty from the succeeding spot. (3-7-5, 9-6-4a)



Illegal substitutions (5 yd, DBF or LBF) may become **illegal participation** (15 yd, LBF) where the substitute participates in the play (Casebook, 3-7-3, A [11th player ILP])

BUT if his next step puts him OOB, make HIM OOB (H, L & B call)



(Sneaky) New Illegal Participation Enforcement in 2025

- **ILLEGAL PARTICIPATION PENALTY ENFORCEMENT REVISED**
RULES 9-6 PENALTY, 10-4-4b (DELETED)
- Revisions to 9-6 PENALTY and the elimination of 10-4-4b have clarified and standardized penalty enforcement, specifically with regards to illegal participation fouls.
- The penalty for all illegal participation fouls has been standardized as “15 yards, live ball, basic spot” enforcement.
- This rule change does not allow a team to gain an advantage by entering and participating during a play.
- Let’s break these down

Illegal participation enforcement in 2025

- “The penalty for all illegal participation fouls has been standardized as ‘15 yards, live ball, basic spot’ enforcement.”

Old R. 9-6-4 (2024 Version):

(a) & (g) were basic spot enforcement

(b)–(f) were previous spot enforcement

NEW R. 9-6-4 (2025 Version):

All ILPs are basic spot enforcement (no more previous spot enforcement)

ART. 4 ... It is illegal participation:

- When any player, replaced player, substitute, coach, athletic trainer or other attendant enters and participates during a down.
- If an injured player is not replaced for at least one down; unless the halftime intermission or overtime intermission occurs.
- To have 12 or more players participating at the snap or free kick.
- To use a player, replaced player, substitute, coach, athletic trainer or other attendant in a substitution or pretended substitution to deceive opponents at or immediately before the snap or free kick.
- For a player to be lying on the ground to deceive opponents at or immediately before the snap or free kick.
- For a disqualified player to re-enter the game.
- For a player whose helmet comes completely off during a down to continue to participate beyond the immediate action in which the player is engaged.

PENALTY: Arts. 1, 2, 3, 4a, g - Illegal participation - (S28) - 15 yards, live- ball, basic spot; Arts. 4b-f - Illegal participation (S28) - 15 yards, live-ball, **previous spot.**

ART. 4 ... It is illegal participation:

- When any player, replaced player, substitute, coach, athletic trainer or other attendant enters and participates during a down.
- If an injured player is not replaced for at least one down, unless the halftime intermission or overtime intermission occurs.
- To have 12 or more players participating at the snap or free kick.
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PENALTY: Arts. 1, 2, 3, 4a-g - Illegal participation - (S28) - 15 yards, live- ball, basic spot.

Illegal participation enforcement in 2025

- “Revisions to 9-6 PENALTY and the elimination of 10-4-4b have clarified and standardized penalty enforcement, specifically with regards to illegal participation fouls”
 - Special Enforcement Exception GONE: there is no longer an exception requiring enforcement for ILP from the previous spot – you now enforce ILP under the Rule 10 chart from 2023 (i.e. ILP by A or B is now the same as holding, BIB, BBW, etc.), which *might* result in previous spot enforcement, but also could result in succeeding spot / end of the run enforcement.
 - NFHS intended to simplify enforcement of ILP by eliminating it from the **special enforcement** rules (i.e. eliminating it as an exception to the Rule 10 chart - so we now just use the Rule 10 chart that debuted in 2023 to enforce ILP)

Table 10-4: Default Rule is Previous Spot Enforcement

This table is not intended to encompass all fouls and possible options, but to focus on certain fouls that occur during running plays.

FOUL BY	SPOT OF FOUL	END OF PLAY	BASIC SPOT	REFERENCE
A	Behind Line of Scrimmage	Behind Line of Scrimmage	Previous Spot	10-4-2d
A	Behind Line of Scrimmage	Beyond Line of Scrimmage	Previous Spot	10-4-2e
A	Beyond Line of Scrimmage	Behind Line of Scrimmage	Previous Spot	10-4-2f
A	Beyond Line of Scrimmage	Beyond Line of Scrimmage	Spot of Foul for Foul Behind End of Run or Related Run	10-4-4f
A	Beyond Line of Scrimmage	Beyond Line of Scrimmage	End of Run or Related Run for Foul Beyond End of Run or Related Run	10-4-6c
B	Behind Line of Scrimmage	Behind Line of Scrimmage	Previous Spot	10-4-2d
B	Beyond Line of Scrimmage	Behind Line of Scrimmage	Previous Spot	10-4-5f
B	Behind Line of Scrimmage	Beyond Line of Scrimmage	End of Run or Related Run	10-4-6a
B	Beyond Line of Scrimmage	Beyond Line of Scrimmage	End of Run or Related Run	10-4-6a

🏈 Must know: who fouled, the spot of the foul, and result of the play

🏈 Once we know that, we can then use the chart to tell us our basic spot enforcement for the penalties to which it applies

🏈 *Generally Speaking*, for Fouls by **A**, Previous Spot **UNLESS** we have BEYOND-BEYOND

🏈 *Generally Speaking*, for Fouls by **B**, Previous Spot **UNLESS** we have BEHIND-BEYOND or BEYOND-BEYOND

🏈 *Generally Speaking*, this chart **does** apply to LBFs like Holding, BIB, BBW, CLIP, CHOP, FM, etc. (R. 10-4)

🏈 *Generally speaking*, this chart does **NOT** apply to DBFs, KOO, KCI, nonplayer, UNS, unfair acts, fouls on try/score, roughing, Illegal batting or kicking, _____, IFP/IG ((i.e. tack-on or spot fouls), etc. (R. 10-4-4, 10-4-5, 10-5-1) – **SPECIAL ENFORCEMENT RULES**

🏈 *Generally speaking*, this chart does **NOT** apply to THE OLD SAFETY RULE which remains (R. 10-5-3) - **SPECIAL ENFORCEMENT RULES**

Illegal participation enforcement in 2025

- “This rule change does not allow a team to gain an advantage by entering and participating during a play”
 - With 0:30 in the 4th Q, score A19-B20, A has 4th and 20 from the 50. At or after the snap, B has a 12th player enter the field. A1 gains 10 yards to the B40 where B’s 12th man tackles him between the hashes. BJ catches the 12th man and flags ILP.
 - 2024 Enforcement: per R. 9-6-4[c] it was mandatory previous spot enforcement (i.e. special enforcement rules applied so we did not use the Rule 10 chart); therefore, A would get to replay the down for 4th and 5 at the B35.
 - 2025 Enforcement: now that its enforced as basic spot (i.e. per the Rule 10 chart), we have a foul by B, which is **beyond** the LOS, we have a play ending **beyond** the LOS, so we enforce from the *end of the run/play*, so it is A 1st and 10 at the B25. Clock status? Snap.

▶ Rule 4 :
Ball in Play, Dead Ball
& Out of Bounds

🏈 Rules 4-1 & 4-2: Rudimentary Football Concepts

🏈 Not a comprehensive list, just a few key reminders:

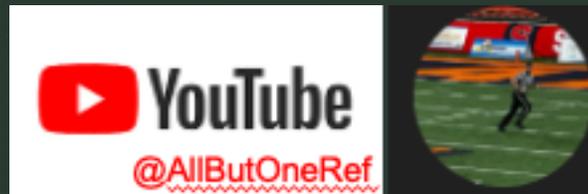
- 🏈 Ball is DEAD when forward progress is deemed ceased by covering official, player OOB, Il/legal pass incomplete, knee down, etc.;
- 🏈 Ball is DEAD when (i) simultaneously caught, (ii) runner's helmet or prosthetic limb comes off, (iii) a **kick** breaks the plane of the opponent's EZ, (iv) player OOB touches ball inbounds, (v) any R player catches or recovers a kick following the in/valid fair catch signal, (vi) **dreaded I.W.**
- 🏈 Fan, Animal, Parent, Protester, Spectator on the field or touches an otherwise live ball = Immediate **I.W.** (Casebook 4-1-5)

Rule 4 Ball in Play, Dead Ball & Out of Bounds

- 🏈 Rules 4-1 & 4-2: Placekicker and placekick holder (with film!)
 - 🏈 Ball is **DEAD** if holder, with PK, fumbles/muffs snap AND rises from his knee (and then returns to one knee);
 - 🏈 Ball is **LIVE** when holder, with PK, (a) receives the snap with knee down, and (i) places for kick, or (ii) rises to run, pass, or kick himself; (b) rises to get errant snap and immediately returns to one knee down.

Rule 4 Ball in Play, Dead Ball & Out of Bounds

- Film: Place Holder Forward Pass on One Knee (Casebook 4-2-2, Situation A)
- More Film Examples of passing from a knee



Rule 4 Ball in Play, Dead Ball & Out of Bounds

- 🏈 Rules 4-1 & 4-2: Ball In Play, Spots - Rudimentary Football Concepts
 - 🏈 Normally, first touching of Kick by K is ignored, however
 - 🏈 Ball is DEAD if touched by K54 during FG attempt if K54 is standing in opponent's EZ (NZ/E does NOT extend into opponent's EZ) (R. 2-28-2, Casebook, 4-2-2, I)
 - 🏈 Cover Kicks next week!

Rule 4 Ball in Play, Dead Ball & Out of Bounds

🏈 Lateral Spots – Hashmarks (R. 4-3-6, 4-3-7)

- 🏈 A's Options (6 times they get the option): try, TB, FC or awarded FC, kickoff, safety, or OT
 - 🏈 NO option on routine first touching or dead ball after scrimmage kick
- 🏈 A's Second Option: if 1st Down re-played or DBF (A can pick spot *again*)
 - 🏈 If FC or awarded FC, and accepted penalty occurs, the *second option may be for a free kick to score 3 points even after penalty enforcement* (Casebook 4-3-7) (cover kicks next week)



HYPOTHETICAL ON HASH MARKS

During a kickoff, K1 kicks the ball OOBs untouched by R. R does not want to re-kick, and instead elects to put the ball in play either (a) 5 yards from the dead ball spot or (b) 25 yards from the K's free kick line (i.e. the 35). *On which hash does the Umpire place the ball?*

Analysis: Rule 5-3-6 should answer this question, but neither it nor the casebook does. It does not list a penalty on a KO as one of 6 reasons to give a team their option of a spot anywhere between the hashes, so that could suffice for an answer.

Rules 2-41-4(b) and 6-1-9(b)–(d) provide the best answer. The “inbounds” spot for a dead ball OOB is the nearest hash. It just says “succeeding spot” for teams electing the OOB spot + 5 yards, but does say “inbounds spot” for teams electing 25 yards from K free kick line.

Answer: place the ball at the hash nearest the OOB spot.
Do **NOT** give the HC of the offended team any option.

Side Note: if a DBF occurs before A snaps, A can re-elect the spot (so long as they had the option to begin with, but, in this hypothetical, they would not have the option) (kicks covered next week)

NEXT WEEK
August 18, 2025

🏈 Rules 6 & 8 – Kicking, Scoring, Touchbacks,
Safeties, and Force