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71
FOOT BALL RULES

As Recommended by the Rules Committee

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The Foot Ball Code

Both in play and by tradition foot ball is a distinctively academic game—the game of the schools and the colleges. The friends of the game must accordingly rely on the schools and colleges for the preservation of its past traditions and the maintenance of the high standards of sportsmanship in its play, which are to be expected in a distinctively academic game.

In some sports it is possible to attain reasonably high standards simply by the adoption and enforcement of rules, but this is not true in foot ball. There are so many men engaged in action, the action is so rapid and so constantly shifting, that it is impossible for any official to discover every possible infraction of the rules.

The Committee, in the remodelling of the rules that has gradually taken place during the past ten years, has endeavored to prohibit and suitably penalize all forms of unfair tactics and practices. It has also endeavored, so far as possible, without affecting the integrity of the game itself, to remove special temptation or opportunity for unsportsmanlike play.

So far as the rules themselves are concerned, the Committee feels that it has done about all that it can do, and it has been with continually increasing satisfaction that the members of the Committee, in common with all other lovers of the game, have observed the rapid improvement in the standards of play during the past ten years. Each year there has been less attempt on the part of the players "to beat the rules" and unfair tactics have largely disappeared. The "anything to win" coach is disappearing. Officials are generally more efficient and fearless and their rulings are more and more being accepted without quibbling.

There are, however, still many school teams, and even some college teams, that seem to fail to recognize that the first obligation of every foot ball player is to protect the game itself, its reputation and its good name. He owes this to the game, its friends and its traditions. There can be little excuse for any college player who allows the game to be smirched with unsportsmanlike tactics.

In the case of the players in the school teams, however, the Committee is inclined to believe that unsportsmanlike play is due largely to ignorance of what the proper standards are and what the great host of ex-foot ball players and friends of the game expect from the boys who are just learning it.

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For the benefit of those who are just beginning to learn the game, the Rules Committee has decided to publish in the official book of rules the following suggestions:

Holding

Holding is prohibited by the rules because it does not belong in the game of foot ball. It is unfair play. It eliminates skill. The slowest man in the world could make a forty-yard run in every play if the rest of his teammates would hold their opponents long enough. The game is to advance the ball by strategy, skill and speed *without* holding your opponent.

Perhaps a good game could be invented, the object of which would be to advance the ball as far as possible *with* the assistance of holding your opponents, but it would not be foot ball. It would probably become a team wrestling match and, unless drastic rules rigidly enforced prevented it, a free fight. If your coach cannot show you how to gain distance without holding your opponents, get another coach. It is fair to assume that he does not understand the strategy of the game.

Side Line Coaching

Coaching from the side lines is prohibited in the rules because it is considered an unfair practice. The game is to be played by the players using their own muscle and their own brains. If an onlooker, having seen all the hands in a game of cards, undertook to tell one of the players what card to play, the other players would have just cause to object.

The Committee has endeavored to prevent as far as practically possible the sending in of substitutes for the mere purpose of giving information to the players. In order to aid this endeavor, Section 2 of Rule III. has been amended so as to prevent the giving of information as to the following play, which removes the chief incentive for sending in information.

"Beating the Ball"

"Beating the ball" by an unfair use of a starting signal is nothing less than deliberately stealing an advantage from the other side. An honest starting signal is good foot ball, but a starting signal which has for its purpose starting the team a fraction of a second before the ball is put in play in the hope that it will not be detected by the officials, is nothing short of crookedness. It is the same as if a sprinter in a hundred-yard dash had a secret arrangement with the starter to give him a tenth of a second's warning before he fired the pistol.

Talking to Your Opponents

Talking to your opponents if it falls short of being abusive or insulting is not prohibited by the rules, partly because it ought not to be necessary and partly because no rules can make a gentleman out of a mucker. No good sportsman is ever guilty of cheap talk to his opponents.

Talking to Officials

When an official imposes a penalty or makes a decision he is simply doing his duty as he sees it. He is on the field representing the integrity of the game of foot ball, and his decision, even though he may have made a mistake in judgment, is final and conclusive and should be so accepted. Even if you think the decision is a mistaken one, take your medicine and do not whine about it. If there is anything to be said, let your captain do the talking. That's his business. Yours is to keep quiet and play the game.

The Foot Ball Code

You may meet players and even coaches who will tell you that it is all right to hold or otherwise violate the rules if you do not get caught. This is the code that obtains among sneak thieves and pickpockets. The crime in their code is getting caught.

The foot ball code is different. The foot ball player who intentionally violates a rule is guilty of unfair play and unsportsmanlike tactics, and whether or not he escapes being penalized, he brings discredit to the good name of the game, which it is his duty as a player to uphold.

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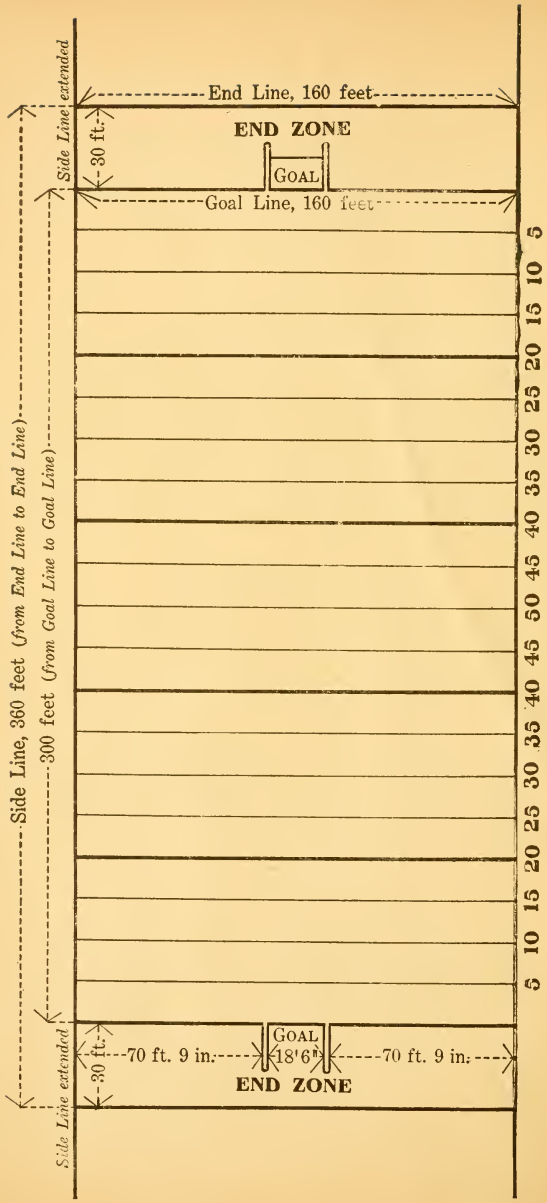


DIAGRAM OF FIELD OF PLAY.

The Field of Play is a Parallelogram bounded by the side lines and goal lines and thus measuring 300 feet by 160 feet.

Official Foot Ball Rules, 1918

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RULE I.

FIELD.

SECTION 1. The game shall be played upon a rectangular field, 360 feet in length and 160 feet in width. The lines at the ends of the field shall be termed *End Lines*. Those at the sides shall be termed *Side Lines* and shall extend indefinitely beyond their points of intersection with the goal lines. The *Goal Lines* shall be established in the field of play ten yards from and parallel to the end lines. The space bounded by the goal lines and the side lines shall be termed the *Field of Play*. The spaces bounded by the goal lines, the end lines and the side lines shall be termed the *End Zones*.

Dimensions.

Field of Play.

End Zones.

SECTION 2. These lines shall be marked in white. The Field of Play shall be marked at intervals of five yards with white lines parallel to the goal lines.

Marking.

NOTE.—Previous to the beginning of play, the Referee shall see that the field is properly marked.

SECTION 3. The goal posts shall be placed in the middle of each goal line, shall exceed 20 feet in height and be placed 18 feet 6 inches apart, with a horizontal cross-bar 10 feet from the ground.

Goal.

RULE II.

BALL.

SECTION 1. The ball shall be made of leather, enclosing a rubber bladder. It shall be tightly inflated and shall have the shape of a prolate spheroid—Circumference, long axis, from 28 inches to 28½ inches; short axis, from 22½ inches to 23 inches; Weight, from 14 ounces to 15 ounces.

Ball.

NOTE.—In the case of a wet field the ball may be changed for a new one at the end of the second period at the discretion of the Referee.

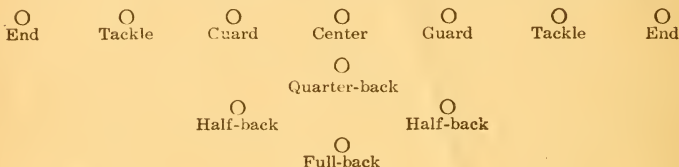
RULE III.

PLAYERS AND SUBSTITUTES.

Number of Players. SECTION 1. The game shall be played by two teams of eleven men each.

NOTE.—For the purpose of designating the positions the accompanying diagram is inserted.

NAMING OF PLAYERS IN CUSTOMARY POSITION ON OFFENSE.



Substitutes. SECTION 2. A player may be substituted for another at any time, but, before engaging in play he must report to the Referee or Umpire. An incoming substitute shall not communicate in any way with any of the players upon the field until after the ball has been put in play. In case any change in the position of players is rendered necessary by the substitution, the substitute going in may give that information only through the Referee. In case the substitute sent in is to take the place of the man who had regularly been giving signals previous to his removal from the game, the man sent in may give the signal, but without consultation with the players until after the ball has been put in play. If the man who has been giving signals is not removed from the game when a new player comes in for the purpose of giving signals, the former must give the signal on the play following. A player who has been withdrawn from the game may return once, at the beginning of a subsequent period. A player disqualified or suspended may not return to the game.

PENALTY

(REFEREE OR UMPIRE)

For not reporting—Loss of 5 yards. If in the opinion of the Referee the incoming substitute has had no opportunity to report to the official, and he does not

in any way interfere with the play or communicate with the players, the Referee need not inflict the penalty.

For incoming substitute communicating with players on field before ball is put in play—Loss of 15 yards.

For illegal return—The player shall be suspended from the game and his team shall be penalized half the distance to the goal line from the spot of the down during which the illegal substitution was made. If play shall have intervened between the illegal substitution and its discovery, the penalty shall be enforced from the spot where the illegal substitution was discovered.

NOTE.—The Committee deprecates putting in of substitutes for the purpose of conveying information.

SECTION 3. No player having projecting nails or iron plates on his shoes or any projecting metallic or hard substance on his person shall be allowed in the game. If head protectors are worn, no sole leather, papier mache, or other hard or unyielding substance shall be used in their construction. All devices for protection must be so arranged and padded as, in the judgment of the Umpire, to be without danger to other players. Leather cleats upon the shoes shall be allowed.

Equipment
of Players.

PENALTY

(UMPIRE)

Suspension, unless the fault is corrected within two minutes.

NOTE.—The Committee recommends that all players be numbered.

RULE IV.

LENGTH OF GAME.

SECTION 1. The length of the game shall be 60 minutes, divided into four periods of 15 minutes each, exclusive of time taken out, although it may be of shorter duration by mutual agreement between representatives of the contesting teams.

Length of
Periods.

In case no such agreement has been reached 10 minutes after the time scheduled for beginning the game, the Referee shall order the game to proceed and the full time shall be played.

RULE IV.**Darkness.**

SECTION 2. Whenever the commencement of a game is so late that, in the opinion of the Referee, there is any likelihood of the game being interfered with by darkness, he shall, before play begins, arbitrarily shorten the four periods to such length as shall insure four equal periods being completed, and shall notify both captains of the exact time thus set.

PENALTY

(REFEREE)

For refusal to abide by the opinion of the Referee under Section 2—Forfeiture of the game.

Intermission.

SECTION 3. (a) There shall be one minute intermission between the first and second periods and between the third and fourth periods, during which time no player shall leave the field of play, nor shall any representative of either team be allowed on the field of play, except as provided for in Rule XXIV., Sections 2 and 3.

PENALTY

(REFEREE, UMPIRE)

Loss of 15 yards.

(b) There shall be fifteen minutes intermission between the second and third periods. The Referee shall cause both teams to be notified three minutes before said intermission has expired. Fifteen minutes after the close of the second period, the Referee shall blow his whistle on the field, and in case either team is not ready to play within two minutes thereafter, the offending side shall forfeit such option as it may have possessed under the provisions of Rule VII., Section 1 (a) and be penalized 25 yards—the ball to be put in play by a scrimmage. The offended side shall have the choice of goal and may elect whether it will put the ball in play on its opponents' 35-yard line or whether the offending side shall put the ball in play on its own 15-yard line.

Time**Extended.**

SECTION 4. Time shall not be called for the end of a period until the ball is dead, but in case of a touchdown the try-at-goal shall be allowed. In case of a fair catch, made after time has expired, the kick shall be allowed and time shall be called when the ball is next declared dead.

RULE V.

SCORING.

The game shall be decided by the final score at the end of the four periods. The following shall be the value of plays in scoring:

Scoring.

- Touchdown, 6 points.
- Goal from touchdown, 1 point.
- Goal from the field, 3 points.
- Safety by opponents, 2 points.

The score of a forfeited game shall be 1 to 0 in favor of the offended side.

RULE VI.

DEFINITIONS.

SECTION 1. A *Place-kick* is made by kicking the ball from its position while it is resting upon the ground. It is allowable to scrape up the earth, but no artificial tees shall be permitted.

Place-kick.

A *Kick-off* is the term used to designate the opening play of the first and third periods and it shall consist of a place-kick from the 40-yard line of the team entitled to kick.

Kick-off.

After a goal from the field and after a try-at-goal following touchdown, the ball must be put in play by a kick-off.

A *Punt* is made by dropping the ball from the hand or hands and kicking it before it touches the ground.

Punt.

A *Punt-out* is a punt made by a player of the side which has made a touchdown to another of his own side for a fair catch.

Punt-out.

A *Drop-kick* is made by dropping the ball from the hand or hands and kicking it the instant it rises from the ground.

Drop-kick.

A *Free kick* is any kick when the opponents are restrained by rule from advancing beyond a certain point before the ball is put in play, and includes

Free kick.

RULE VI.

Kick-off, Punt-out, Kick from a Fair Catch, and Place-kick for Goal after a touchdown.

Snapping the ball. SECTION 2. *Snapping the ball* is putting it back from its position on the ground with one quick and continuous motion of the hand or hands, the ball actually leaving the hands on this motion.

Scrimmage. SECTION 3. A *Scrimmage* takes place when the holder of the ball places it flat upon the ground, with its long axis at right angles to the line of scrimmage, and puts it in play by snapping it back. The scrimmage does not end until the ball is dead.

If the snapper-back does not hold the long axis of the ball as specified, the ball must be put in play over again.

Line of Scrimmage. The *Line of Scrimmage* for each side is an imaginary line parallel to the goal line and passing through that point of the ball nearest the side's own goal line.

Neutral Zone. It is evident from the foregoing definition that there must be two lines of scrimmage, one for each side, thus separating the two forward lines by a space equal to the length of the ball. This space is known as the neutral zone and may not be encroached upon until the ball is put in play.

Off-side. SECTION 4. A player is *Off-side* when the ball has last been touched by one of his own side behind him.

Fair Catch. SECTION 5. A *Fair Catch* is made by catching the ball after it has been kicked by one of the opponents and before it touches the ground, or in similarly catching a punt-out by another of the catcher's own side, provided the player (except in case of punt-out, where no signal is necessary), while advancing toward the ball, signals his intention of making a fair catch by raising his hand *clearly* above his head and does not take more than two steps after making the catch.

(See illustrations Nos. 9 and 10, Page 177.)

RULE VI.

It is *not a fair catch* if, after the kick, the ball is touched by another of the catcher's side before the catch.

Not a fair catch.

The *mark of the catch* is the spot at which the ball is actually caught.

Mark of catch.

Opportunity to make a fair catch is where the player is in such a position that it would be possible for him to reach the ball before it touches the ground.

Opportunity to make fair catch.

SECTION 6. A *Goal from Touchdown* is made by kicking the ball from the field of play over the cross-bar of the opponents' goal, by a place-kick direct, or by a place-kick preceded by a punt-out.

Goal from Touchdown.

If the ball passes directly over one of the goal posts, or if, after being kicked, it strikes an opponent and then passes over the cross-bar or one of the goal posts, it shall count a goal. In no case shall it count a goal if the ball, after leaving the kicker's foot, touches the ground before passing over the cross-bar or goal posts.

SECTION 7. A *Goal from the Field* is made by kicking the ball from the field of play either by a drop-kick or a place-kick over the cross-bar of the opponents' goal. A goal cannot be scored by a kick-off.

Goal from the Field.

If the ball passes directly over one of the goal posts, or if, after being kicked, it strikes an opponent and then passes over the cross-bar or one of the goal posts, it shall count a goal. In no case shall it count a goal if the ball, after leaving the kicker's foot, touches the ground before passing over the cross-bar or goal posts.

SECTION 8. A *Foul* is any violation of a rule.

Foul.

SECTION 9. The ball is *Out of Bounds* when either the ball or any part of the player who holds it touches the ground on or outside the side line or side line extended.

Out of Bounds.

RULE VI.

Tripping. SECTION 10. *Tripping* is obstructing a player below the knee with the hand or with that part of the obstructing player's leg that is below the knee. Mere diving under the play is not tripping.

Hurdling. SECTION 11. *Hurdling*, as used in the rules, applies only to the man carrying the ball.

Hurdling in the open is jumping over or attempting to jump over an opponent who is still on his feet. (A man who is on his knee may be hurdled without penalty.)

Hurdling in the line is jumping over or attempting to jump over a player on the line of scrimmage, with both feet or both knees foremost, within the distance of 5 yards on either side of the point where the ball was put in play.

NOTE.—*Mere stepping over a prostrate player, though the player so doing may have both feet in the air at the same time, is not construed as being within the definition or prohibition of hurdling.*

Down. SECTION 12. A *Down* occurs when the Referee blows his whistle or declares the ball dead.

NOTE.—*The Referee should never blow his whistle to indicate a foul while the ball is in play, but, if he inadvertently does so, the ball is dead and the play shall stop.*

Ball is Dead. SECTION 13. The *Ball is Dead* (and no play can be made with it except according to rule):

When the Referee blows his whistle or declares that a down, fair catch, touchdown, touchback, safety or goal has been made.

The Referee shall blow his whistle or declare the ball dead:

(a) When a player having the ball goes out of bounds, cries "down," or is so held that his forward progress is stopped, or when any portion of his person, except his hands or feet, touches the ground while he is in the grasp of an opponent;

(b) When the ball goes out of bounds after a kick, before touching a player who is on-side;

(c) When a forward pass becomes an incompleated pass, or when the ball, after being passed forward, goes out of bounds, or over the opponents' end line, or strikes the ground in the end zone, or strikes the opponents' cross-bar or goal posts;

(d) When a kicked ball, except one scoring a goal, strikes the opponents' cross-bar or goal posts before being touched by a player of either side; or, when a kicked ball, except one from kick-off or free kick, goes over the opponents' goal line before being touched by a player of either side.

Of course the provisions of Section 13 (c) and (d) do not apply in the case where a forward pass or kick is made by a team from behind its own goal line.

(e) When on a try-at-goal after touchdown the goal has either been made or missed;

(f) During enforcement of penalties.

Unless otherwise specified the ball is dead at the spot where it was when the Referee blew his whistle or declared it dead.

SECTION 14. A *Touchdown* is made when the **Touchdown.** ball, lawfully in possession of a player, is declared dead by the Referee, any part of it being on, above, or behind the opponents' goal line.

The *Touchdown is marked* at the point, not where the ball is carried across the line, but where the ball is declared dead by the Referee. If the ball is carried across the extension of the side line, the touchdown is marked at the intersection of the side line and the goal line.

If a foul is committed by a player behind his own goal line when the ball is in possession of neither side and it deprives an opponent of an opportunity to recover the ball, and the enforcement of the penalty would give possession of the ball to the offended side behind the opponents'

RULE VI.

goal line, it shall count a touchdown for the offended side. If, however, the ball is in the air as from a kick when the foul is committed, it shall count as a safety against the team which committed the offense.

Touchback. SECTION 15. A *Touchback* is made when the ball in possession of a player guarding his own goal is declared dead by the Referee, any part of it being on, above, or behind the goal line, provided the impetus which sent it to or across the line was given by an opponent.

It is a *Touchback* when a kicked ball (other than one from kick-off, free kick, or one scoring a goal from the field) goes over the goal line before being touched by a player of either side. If any kicked ball strikes the goal posts or cross-bar before being touched by a player of either side, unless it scores a goal, it shall be considered a touchback.

It is a *Touchback* when a player who is off-side and within the opponents' 10-yard line is touched by a ball kicked by one of his own side.

NOTE.—*This penalty may be declined.*

It is a *Touchback* when a forward pass crosses either the end line or side line extended; when it strikes the goal posts or cross-bar, or when it touches the ground within the end zone. See, however, Rule XVIII., Sec. 6.

It is a *Touchback* if any interference with the interception of a forward pass is committed behind the opponents' goal line by the side which put the ball in play.

It is a *Touchback* when a player on defense permits a ball, kicked by an opponent, to strike his person and then roll across his goal line and he or any player of his side then falls on it back of the line.

Not a Touchback.

It is *not* a *Touchback* if such player juggles the ball so that he in any way forces it over the line and he or any player of his side then falls on it.

It may be a *Touchback* if the forward pass be touched by an ineligible man between the opponents' 10-yard line and the end line.

SECTION 16. A *Safety* is made when the ball in possession of a player guarding his own goal is declared dead by the Referee, any part of it being on, above or behind the goal line, provided the impetus which caused it to pass from outside the goal line to or behind the goal line was given by the side defending the goal. Such impetus could come :

Safety.

(a) From a kick, pass, snap-back, or fumble by one of the player's own side;

(b) From a kick which bounds back from an opponent or from one of the kicker's own side, who, when struck, is behind his goal line.

A *Safety* is made when a player of the side in possession of the ball makes a forward pass which becomes incompleated behind his goal line, or commits a foul which would give the ball to the opponents behind the offender's goal line, or commits a foul the penalty for which would leave the ball in possession of his team behind its own goal line.

A *Safety* is made when the ball, kicked by a man behind his goal line, crosses the extended portion of either side line before being touched by an opponent.

SECTION 17. *Crawling* is an attempt by the runner to advance the ball after it has been declared dead.

Crawling.

RULE VII.

KICK-OFF.

SECTION 1. (a) The captains of the opposing teams shall toss up a coin before the game. The winner of the toss shall have the choice of goal or kick-off, which choice shall not be revokable. If the winner of the toss selects the goal, the loser must kick off. The loser of the toss shall have the same privi-

**First
and third
periods.**

RULE VII.

leges at the beginning of the third period as the winner of the toss had at the beginning of the game.

Second and fourth periods. (b) At the beginning of the second and fourth periods the teams shall change goals, the possession of the ball, the down, the relative spot of the down and the distance to be gained to remain the same as at the termination of the preceding period.

After scoring. (c) The teams shall *not* change goals after a try-at-goal following a touchdown, nor after a goal from the field, but the side just scored upon shall have the option of kicking off or having their opponents kick off.

Ball kicked across goal line. SECTION 2. At kick-off, if the ball is kicked across the goal line and is there declared dead when in the possession of one of the side defending the goal, it is a *touchback*.

If the ball is not declared dead, the side defending the goal may run with it or kick it exactly as if it had not crossed the goal line.

If it is declared dead in possession of one of the attacking side, provided that he was on-side, it is a *touchdown*.

RULE VIII.

POSITION OF PLAYERS AT KICK-OFF.

Point of Kick-off. SECTION 1. The side having the kick-off shall kick off from its own 40-yard line at a point equidistant from the side lines.

Kicker's side. SECTION 2. The kicker's side shall be behind the ball when it is kicked.

PENALTY

(UMPIRE)

The ball shall be kicked off again from a point 5 yards directly back of the original mark and a new restraining line for the opponents shall be established 5 yards nearer the goal line of the kicker's side.

SECTION 3. The opponents shall be behind a line 10 yards in front of the ball until the ball is kicked.

Opponents.

PENALTY

(LINESMAN)

The ball shall be kicked off again from a point which may be 5 yards nearer opponents' goal if the kicking side so desires, and a new restraining line for the opponents shall be established 5 yards nearer the opponents' goal.

RULE IX.

POSITION OF PLAYERS AT SCRIMMAGE.

SECTION 1. When the ball is put in play by a scrimmage, at least seven players of the side holding the ball shall be on the line of scrimmage.

Seven
players on
scrimmage
line.

A player shall be considered to be on the line of scrimmage if he has both hands or both feet up to or within one foot of this line, or if he has one foot and the opposite hand up to or within one foot of it. He shall also stand with both feet outside the outside foot of the player next to him, unless he be one of the two men standing on either side of and next to the snapper-back (commonly known as guards), in which case he may lock legs with the snapper-back.

Player
on scrimmage
line, when.

Locking legs.

If a back-field man goes up on the line of scrimmage, he must conform to this rule regarding the position of his hands or feet; otherwise he must be at least a yard back of the line of scrimmage when the ball is put in play, except that the man who first receives the ball from the snapper-back or the man occupying the usual position of the quarter-back need not be a yard back from the line of scrimmage. Such player must, however, be one yard back in order to be eligible to receive a forward pass.

Back-field
man on line
of scrimmage.

PENALTY

(LINESMAN)

Loss of 5 yards.

(See illustrations Nos. 5, 6, 7 and 8, Pages 176, 177.)

(See Rule XVIII., Sec. 7(a).)

RULE IX.

No player
ahead of
scrimmage
line.

SECTION 2. In a scrimmage no part of any player shall be ahead of his line of scrimmage, except in the case of the snapper-back, who, when snapping the ball, may have his head and his hand or hands, used in snapping the ball, ahead of his line of scrimmage. The snapper-back may assume any position, so long as he is not off-side, in putting the ball in play.

Positions on the line of scrimmage are governed by the pictures in the back of the book.

PENALTY

(LINESMAN)

If any player (with the above privilege to snapper-back excepted) is ahead of his line—Loss of 5 yards.

(See illustration No. 4, Page 176.)

No player
encroach on
neutral zone.

SECTION 3. No player of either side may encroach upon the neutral zone until the ball is put in play.

PENALTY

(LINESMAN)

Loss of 5 yards.

Center,
Guards and
Tackles.

SECTION 4. No player of those ordinarily occupying the position of center, guard, or tackle—that is, the five middle players of the line—may drop back from the line of scrimmage on offense, before the ball is put in play, unless he is at least 5 yards back of the line of scrimmage at the moment when the ball is put in play, and a player who ordinarily plays behind the line takes his place on the line of scrimmage.

If a captain desires to shift the center, guard or tackle into the back-field, he may do so after notifying the Referee; but the player so shifted shall not again return to one of the middle line positions. Any one of these men may, however, be taken five yards back without consulting the Referee, and may later return again to his position.

If it be desired that a player, occupying the position of center, guard or tackle on offense, play back of the line on defense, this is allowable, and shall not prevent the player taking his place on the line of scrimmage from playing back of the line on offense thereafter. If a player has been

RULE IX.

withdrawn and returns to the game, he may be placed in any position, but shall then, of course, be governed by the provisions of this rule.

So far as the defense is concerned, the captain is not constrained in placing his men.

PENALTY

Loss of 5 yards.

(REFEREE)

SECTION 5. At the moment when the ball is put in play in a scrimmage, no player of the side which has the ball shall be in motion, except that one man of the side having the ball may be in motion either directly or obliquely towards his own goal line or line extended. If the end is the man in motion, another player must take his place on the line of scrimmage, as seven men must be on this line when the ball is put in play.

**One player
in motion.**

On kick-off and free kicks the players may be in motion in any direction, provided they are on-side when the ball is kicked.

PENALTY

Loss of 5 yards.

(REFEREE)

RULE X.**POSITION OF PLAYERS AT PUNT-OUT.**

SECTION 1. After the Referee blows his whistle signifying that play may start, the punter may not approach nearer the goal than the point where a line parallel to the side line and passing through the spot of the touchdown intersects the goal line. He shall kick the ball from a position behind the goal line within the angle formed by the goal line and the above intersecting line.

Punter.

(REFEREE)

If the punter makes a deliberate feint to draw the opponents off-side, the Referee shall not permit him to kick the ball until the opponents have time to return behind their restraining line.

PENALTY—

The ball shall be punted out again and the punter's angle shall be 5 yards further away along the line from the nearest goal post.

RULE X.

Punter's side. SECTION 2. After the Referee blows his whistle signifying that play may start, the punter's side shall stand in the field of play not less than 5 yards from the goal line until the ball is kicked.

PENALTY

(UMPIRE)

The ball shall be punted out again and a new restraining line for the punter's side is established 5 yards nearer their own goal.

Opponents. SECTION 3. The opponents may line up anywhere on the goal line except within the space of 5 yards on each side of the punter's mark. After the Referee blows his whistle signifying that play may start, they shall not advance beyond the goal line or come within 5 yards of the punter's mark until the ball is kicked.

PENALTY

(LINESMAN)

The ball may be punted out again and a new restraining line is established for the opponents 5 yards back of their goal line.

SECTION 4. An opponent may run into a catcher of a punt-out only in a bona-fide attempt to catch or bat the ball.

PENALTY

(UMPIRE)

Same as under Section 3.

RULE XI.

POSITION OF PLAYERS AT PLACE-KICK FOR GOAL AFTER TOUCHDOWN.

Kicker. SECTION 1. The ball shall be held for the kick by another player of the kicker's side and no play except the try-at-goal shall be allowed.

(a) In case of a place-kick preceded by a fair catch of a punt-out, the kick shall be made *from the mark* of the fair catch, or any point directly behind it.

(b) In case of a place-kick not preceded by a punt-out, the kick shall be made *from some point* (to be selected by the kicker and by him indicated to the Referee) outside the goal, on a line parallel to the side line and passing through the point where the touchdown was declared.

SECTION 2. *No player* of the kicking side shall advance beyond the point or line from which the ball is to be kicked *with the ball in his possession.*

Player with ball not to cross line.

PENALTY

(REFEREE)

The ball must be kicked from some point 5 yards directly back of the original point.

SECTION 3. The kicker's side shall be behind the ball when it is kicked.

Kicker's side.

PENALTY

(UMPIRE)

Same as under Section 2.

SECTION 4. The opponents shall stand on or behind the goal line until :

Opponents.

(a) The ball is kicked or the Referee signals with his hand that the ball has touched the ground; or,

(b) A player of the kicking side advances beyond his restraining line with the ball in his possession.

PENALTY

(LINESMAN)

The ball may be kicked from some point 5 yards ahead of the original mark and a new restraining line for the opponents shall be established 5 yards back of the goal line.

NOTE.—The kicker may touch or adjust the ball in the hands of the holder so long as the ball does not touch the ground.

RULE XII.

POSITION OF PLAYERS ON FREE KICK AFTER FAIR CATCH (OTHER THAN FAIR CATCH FROM PUNT-OUT).

SECTION 1. The ball shall be kicked by a punt, drop-kick or place-kick, either from the mark of the catch or from some point directly back of it.

Kicker.

SECTION 2. After the Referee blows his whistle signifying that play may start, no player of the kicking side shall advance beyond a line passing through the mark of the catch and parallel to the goal line *with the ball in his possession.*

Player with ball not to cross line.

PENALTY

(REFEREE)

The ball must be kicked from some point at least 5 yards back of the original mark and a new restraining

RULE XII.

line for the opponents shall be established 5 yards nearer the original mark.

Ball not to touch ground.

SECTION 3. After the Referee blows his whistle signifying that play may start, no player of the kicking side shall allow the ball to touch the ground in the field of play, without immediately thereafter putting it in play by kicking it.

PENALTY

(REFEREE)

Same as under Section 2.

Kicker's side.

SECTION 4. The kicker's side shall be behind the ball when it is kicked.

PENALTY

(UMPIRE)

Same as under Section 2.

Opponents.

SECTION 5. After the Referee blows his whistle signifying that play may start, the opponents shall be behind a line 10 yards in front of the line passing through the mark of the catch and parallel to the goal line until:

(a) The ball is kicked or the Referee signals with his hand that the ball has touched the ground; or,

(b) The ball touches the ground (either by accident or otherwise); or,

(c) A player of the kicking side advances beyond his restraining line with the ball in his possession.

PENALTY

(LINESMAN)

The ball may be kicked from a point 5 yards ahead of the original point and a new restraining line for the opponents shall be established 5 yards back of their original restraining line.

NOTE.—The penalty in this section is to be enforced although it results in placing the offending side behind its own goal line. A second offense behind the goal line is to be penalized exactly as if it had occurred inside the field of play.

RULE XIII.

NO PLAYER OUT OF BOUNDS.

SECTION 1. No player may be out of bounds **Holder of ball.** at the time when the ball is put in play except the kicker and the holder of the ball in a place-kick or a player punting out.

PENALTY

(UMPIRE)

Loss of 5 yards.

RULE XIV.

PUTTING THE BALL IN PLAY.

SECTION 1. The ball shall be put in play **By scrimmage.** by a scrimmage unless otherwise specifically provided.

PENALTY

(REFEREE)

Loss of 5 yards.

SECTION 2. After a fair catch the ball may **After fair catch.** be put in play by any player of the side making the fair catch, by either a punt, drop-kick, place-kick or scrimmage. The Referee shall ask the Captain of the side making a fair catch as to his choice of method of putting the ball in play, and the latter shall be bound by his selection.

SECTION 3. If a foul is declared the ball shall **After a foul.** not be put in play again until the penalty therefor has either been enforced or declined.

SECTION 4. Any player of the side which **Player first receiving ball from snapper-back.** puts the ball in play (except the snapper-back or either of the men standing on the line of scrimmage on each side of him), who first receives the ball when it is put in play, may carry the ball.

PENALTY

(REFEREE)

For guard or center carrying the ball—Loss of 5 yards.

SECTION 5. If, after the snapper-back has **Feint to snap the ball.** taken his position, he voluntarily moves the ball as if to snap it, so as to draw the opponents off-side (whether he withholds it altogether or only

RULE XIV.

momentarily), it shall not be considered as in play, or the scrimmage as begun.

PENALTY

Loss of 5 yards.

(REFEREE)

**Feints by
players of side
in possession
of ball.**

SECTION 6. If a player of the side in possession of the ball makes a deliberate attempt, by a false start or otherwise, to draw the opponents off-side, the ball, if snapped, shall not be regarded as in play or the scrimmage as begun.

PENALTY

Loss of 5 yards.

(REFEREE)

**Ball kicked
out of bounds
at kick-off.**

SECTION 7. At kick-off, if the ball goes out of bounds before it is touched by any player, it shall be brought back and be kicked off again. If it is kicked out of bounds a second time, it shall go to the opponents, who shall put it in play by a scrimmage at their 40-yard line, equidistant from the side lines.

(Kicking the ball again in case it goes out of bounds at kick-off is not a penalty, and therefore may not be declined.)

**After out of
bounds except
at kick-off.**

SECTION 8. If a kicked ball other than at kick-off, either before or after touching the ground, goes out of bounds before crossing the opponents' goal line, it shall belong to the opponents at the point where it goes out of bounds.

But if it strikes any player who is entitled to get it and then goes out of bounds, it shall belong to the player who first obtains possession of it.

**Walking in
with ball after
out of bounds.**

SECTION 9. If the ball goes out of bounds, whether it bounds back or not, a player of the side which is entitled to its possession shall bring it to the spot where the ball crossed the side line, and shall walk out with it in company with the Referee at right angles to the side line 15 yards, unless he states his preference for a different distance (which

may be any distance not less than 5 nor more than 15 yards from the side line), and at a point indicated by the Referee put it down for a scrimmage.

(REFEREE)

SECTION 10. If the player attempting to make a fair catch takes more than two steps after catching the ball, his side must put the ball in play by a *scrimmage*—at a point 5 yards back of the mark of the catch—to be counted first down with 10 yards to gain. (But see Rule XIV., Section 13.)

Two steps
after fair
catch.

(UMPIRE).

SECTION 11. If, in case of a try-at-goal after a touchdown, the ball is not kicked after having been allowed to touch the ground once, no second attempt shall be permitted, and the ball shall be put in play by a kick-off.

Ball touching
ground at try-
at-goal to go
as a kick-off.

SECTION 12. After the try - at - goal, whether the goal be made or missed, the ball shall be put in play by a kick-off.

After try-at-
goal ball to go
as a kick-off.

SECTION 13. If a fair catch is not made on the first attempt on a punt-out, the ball shall be put in play by a kick-off.

On failure of
fair catch at
punt-out ball
to go as a
kick-off.

SECTION 14. After a touchback or a safety, the side making the touchback or the safety shall put the ball in play by a scrimmage from first down anywhere on its own 20-yard line.

After
touchback
or safety.

(REFEREE)

RULE XV.

DELAY OF GAME.

SECTION 1. Time shall be taken out while the ball is being brought out for a try-at-goal, punt-out, or kick-off; after a safety or a touchback; after a fair catch has been made; during enforcement of all penalties; when the ball goes out of bounds; or when play is for any reason suspended by the Referee. Time shall begin again when the ball is actually put in play.

Time
taken out.

(REFEREE, FIELD JUDGE)

RULE XV.**By request
of Captains.**

SECTION 2. Either captain may ask that time be called three times during each half (the first half consisting of the first and second periods, and the second half of the third and fourth periods), without penalty. If thereafter, however, time is taken out at the request of a captain, his side shall be penalized by a loss of two yards (unless a player for whose benefit time is taken out be removed from the game)—the number of the down and the distance to be gained remaining the same as they were before the request was made.

**By order of
Referee.**

The Referee, however, may suspend play at any time at his own discretion without penalty to either side.

**Length of
delay.**

SECTION 3. No delay arising from any cause whatsoever shall continue more than two minutes.

PENALTY**(REFEREE, FIELD JUDGE)**

Unreasonable delay on the part of side not in possession of ball—Loss of 5 yards, the scrimmage following to be counted as first down.

Unreasonable delay on the part of side in possession of the ball—Loss of 5 yards, the down and the point to be gained for the first down remaining the same as they were at the beginning of the scrimmage during which the delay occurred.

Refusal of either side to play within two minutes after having been ordered to do so by the Referee—Forfeiture of the game.

RULE XVI.**UNLAWFUL INTERFERENCE WITH PLAY.****Interference
with snapper-
back or ball.**

SECTION 1. Before the ball is put in play the opponents must not interfere in any way with the snapper-back, nor touch him or the ball.

PENALTY**(REFEREE)**

Loss of 5 yards.

**Interfer-
ence with
opponents.**

SECTION 2. Before the ball is put in play no player shall lay his hands upon or interfere with an opponent in such a way as to delay putting the ball in play.

PENALTY**(UMPIRE)**

Loss of 5 yards.

SECTION 3. (a) When a player has an opportunity to make a fair catch, opponents who are off-side shall not in any way interfere with him or with the ball.

Interference with opportunity for making fair catch.

(b) Opponents who are on-side may attempt to catch the ball, but they shall not interfere with an opportunity to make a fair catch, except in an actual attempt to catch the ball themselves.

PENALTY

(UMPIRE)

Loss of 15 yards and offended side to have fair catch whether ball be caught or not.

(It must be borne in mind that a player running toward a "fly-ball" has the right of way and, if opponents are off-side, they must get out of his way or, otherwise, they may interfere with his opportunity to make a fair catch.)

SECTION 4. No player shall be thrown to the ground after he has made a fair catch.

Maker of fair catch not to be thrown.

PENALTY

(UMPIRE)

Loss of 15 yards.

SECTION 5. In case a signal for a fair catch is made by a player who has an opportunity for a fair catch, and another player of his side (who has not signaled for a fair catch) catches the ball before it strikes the ground, no run shall be made, nor shall the fair catch be allowed: The ball shall be given to the catcher's side for a scrimmage at the point where the catch was made.

Signal for fair catch protects only the player signaling.

(UMPIRE)

SECTION 6. No player of the side in possession of the ball shall use his hands, arms or body, to push, pull or hold upon his feet the player carrying the ball, *nor shall there be any interlocked interference.* By interlocked interference is meant the grasping of one another by, or encircling the body to any degree with, the hands or arms by the players of the side in possession of the ball. The player with the ball may place his hand on a team mate, but may not grasp him so as to be pulled by him.

Unlawful helping of runner.

Interlocked interference.

RULE XVI.

The side in possession of the ball may push their opponents with their bodies. A player may not lift a fallen runner to his feet in order to enable him to continue his run.

PENALTY

(REFEREE)

Loss of 15 yards.

Batting
the ball.

SECTION 7. A player may at any time bat the ball in any direction except toward his opponents' goal.

PENALTY

(UMPIRE, REFEREE)

Loss of ball to the offended side on the spot where the foul occurred.

NOTE.—Exceptions: In case of a ball in the air from a forward pass, any eligible player of either side may bat the ball in any direction, to prevent an opponent from securing it. A ball in the air from a punt-out may also be batted in any direction.

RULE XVII.

OBSTRUCTIONS OF OPPONENTS BY USE OF HANDS AND ARMS AFTER THE BALL IS PUT IN PLAY.

SECTION 1. After the ball has been put in play:

Use of hands
and arms by
side in pos-
session of ball.

(a) The player carrying the ball may ward off opponents with his hands and arms, but no other player of the side in possession of the ball shall hold an opponent or use his hands or arms to obstruct an opponent, except that the arms, if close to the body, may be used. This prohibition includes:

- (1) Grasping an opponent with the hands or arms.
- (2) Placing the hands upon an opponent to push him away from a play.
- (3) Encircling in any degree any part of an opponent with the arm.
- (4) Using the arms in any way to lift an opponent in blocking.

PENALTY

(UMPIRE)

Loss of 15 yards.

RULE XVII.

(b) Players of the side not in possession of the ball may use their hands and arms to get at the ball or the player carrying it, but they shall not tackle or in any other way hold their opponents, except in an actual attempt to get at or tackle the player who is carrying the ball.

Use of hands
and arms by
side not in
possession
of ball.

PENALTY

Loss of 5 yards.

(UMPIRE)

NOTE.—If a violation of this rule is committed when neither side is in possession of the ball, the ball shall go to the offended side as first down at the point of the foul.

SECTION 2. If the side in possession of the ball kicks:

Kicking.

(a) Players of said side, who have crossed the line of scrimmage, may use their hands and arms to push opponents out of the way in order to get at the ball or the player carrying it.

Use of hands
by side kicking
the ball.

(b) Players of the side which did not put the ball in play may use (1) their hands and arms to push opponents out of the way in order to get at the ball and (2) their bodies or their arms close to the body to obstruct opponents who are going down the field from getting at a player of their own side who is endeavoring to get at the ball.

Use of hands
by defensive
side in case
of a kick.

PENALTY—Same as Section 1 (b).

(UMPIRE)

SECTION 3. If the side in possession of the ball makes a forward pass:

Forward
passing.

(a) No player of the said side, who has crossed the line of scrimmage, shall, after the pass has been made, in any manner interfere with an opponent until the ball has been touched, except in an actual attempt to catch or bat the pass himself.

Use of
hands by
passing side.

PENALTY

(UMPIRE)

If such offense occurs before a "fourth down" has been declared (i. e., if it occurs during a play following

RULE XVII.

either a first, second or third down) the offending side shall put the ball in play at the spot of the preceding down, and the play shall count as a down. The point to be gained shall remain the same.

If, however, such offense occurs after a fourth down has been declared (i. e., if it occurs during a play following a fourth down) the ball shall go to the opponents at the spot of the preceding down. If the offense occurs behind the goal line the ball shall go to the defenders of the goal as a touchback.

Use of hands by defensive side in case of a forward pass. (b) No player of the side which did not put the ball in play shall, after the pass has been made, in any manner interfere with an opponent who has crossed the line of scrimmage until the ball has been touched, except in an actual attempt to catch or bat the ball himself.

PENALTY

(UMPIRE)

Loss of ball to the offended side at the spot of the foul. In the case of two fouls on the same play the ball goes to the offended side at the spot nearest to the offending side's goal line. Illegal interference behind the goal line shall be penalized by giving the ball to the offended side on the 1-yard line, if the team defending that goal is the offender.

If a team makes a forward pass the ball is considered to be in its possession unless and until the pass has been declared incompleated or has been recovered by the opponents. Violations of this Section are to be judged solely under the provisions of Rule XVIII.

RULE XVIII.

PASSING OR THROWING THE BALL.

Backward pass. SECTION 1. Any player may, at any time, pass or throw the ball in any direction except toward his opponents' goal. A backward pass by the snapper-back on the first, second or third down, which goes out of bounds, shall belong (at the point where the ball crossed the side line) to the side first recovering it; it shall count as a down if recovered by the passer's side; on the fourth down, the ball shall go to the opponents at the point where it went out of bounds.

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SECTION 2. The ball may not be passed or thrown toward the opponents' goal by a player of the side which did not put the ball in play from a scrimmage. **Forward pass by side not putting ball in play.**

PENALTY

(REFEREE)

If such illegal forward pass is made, the offending side shall put the ball in play by a scrimmage at a point 15 yards directly back of the spot from which the pass was made. The ensuing down shall be the first down, with 10 yards to gain.

SECTION 3. A player of the side which put the ball in play from a scrimmage may pass or throw the ball any distance toward the opponents' goal under the following restrictions:

(a) The pass must be made from a point at least 5 yards back of the scrimmage line. **Forward pass must be from 5 yards back.**

PENALTY

(REFEREE)

If such offense occurs before a "fourth down" has been declared (i. e., if it occurs during a play following either a first, second or third down) the offending side shall put the ball in play at the spot of the preceding down and the play shall count as a down. The point to be gained shall remain the same.

If, however, such offense occurs after a fourth down has been declared (i. e., if it occurs during a play following a fourth down), the ball shall go to the opponents at the spot of the preceding down.

(b) Only one forward pass may be made in each scrimmage. **Second forward pass illegal.**

PENALTY

(REFEREE)

The same as stated under Section 3 (a).

SECTION 4. If the ball, after having been legally passed forward, strikes the ground within the field of play, either before or after having been touched by an eligible player of either side, the pass shall not be considered as completed. **Forward pass striking ground.**

PENALTY

(UMPIRE, REFEREE)

For such incompleted pass the same as under Section 3 (a).

RULE XVIII.

Forward pass crossing end line, striking goal or in end zone.

SECTION 5. If the ball, after having been legally passed forward, strikes the goal posts or cross-bar, before or after it has been touched by any eligible player and before it has touched the ground, or if it strikes the ground inside the end zone or any obstruction or spectator in the end zone, or if it crosses the end line or side line extended before touching the ground, it becomes dead and shall count as a touchback to the defenders of the goal.

NOTE.—Of course the provisions of this section do not apply in a case where a forward pass is made by a team from behind its own goal line.

Position of feet of player receiving forward pass in end zone.

SECTION 6. If the ball, after having been legally passed forward, goes into the end zone, the position of the feet of any legal player receiving the ball and not the position of the ball itself, shall determine whether it is a properly completed forward pass within the end zone (*i. e.*, if the player so catching it has at the time a foot or part of a foot on or outside the side line or the end line, it is a touchback).

Players who may receive forward pass.

SECTION 7. (*a*) After the ball has been legally passed forward, it may first be touched only by such players of the passer's side as were at the time the ball was put in play at least 1 yard behind the line of scrimmage or were playing at either end of the said line.

NOTE.—It follows that a player who is more than one foot back of the scrimmage line and not one yard back of the scrimmage line is not eligible in any event to receive a forward pass. He cannot receive it as being the player on the end of the scrimmage line, for he is not on the scrimmage line under Rule IX., Section 1. He cannot receive it as a player back of the scrimmage line, because he is not at least one yard back.

RULE XVIII.

If a player of the passer's side so legally touches the ball, he only of his side may recover or attempt to secure possession of the ball until it touches the ground or is touched by an opponent.

If a forward pass, after having been touched by an eligible player of the passer's side, is touched by another player of that side, who was originally "eligible" (before the ball has been touched by an opponent), the pass shall not be considered as completed.

PENALTY

For such incompleated forward pass same as Section 3 (a).

If a forward pass is touched by any player of the passer's side who is ineligible to receive it, the pass shall not be considered as completed. **Forward pass touched by ineligible player.**

PENALTY

(UMPIRE)

If any ineligible player of the passer's side touches the ball, it shall go to the opponents at the spot of the preceding down, unless the foul occurred between the opponents' 10-yard line and their end line, in which case the ball may go as a touchback to the offended side.

(b) Any player of the side which did not make the forward pass has full right to touch and to attempt to secure possession of the ball until it has touched the ground.

(c) When the ball has been legally passed forward and has been touched by any player of the side not making the pass, any player of either side has the right to attempt to secure possession of the ball until it has touched the ground.

SECTION 8. If the ball, after having been legally passed forward, goes out of bounds before it touches the ground, unless it be touched by an ineligible player, the pass shall not be considered as completed. **Forward pass out of bounds.**

PENALTY

(UMPIRE, LINESMAN)

For such incompleated forward pass same as Section 3 (a).

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**Evasion by
throwing ball
to ground.**

SECTION 9. No player shall intentionally throw the ball to the ground anywhere in front of him in order to make an incompleated forward pass.

PENALTY

(REFEREE)

If such offense occurs before a fourth down has been declared (i. e., if it occurs during a play following either a first, second or third down), the offending side shall put the ball in play at a spot 10 yards back of the preceding down and the play shall count as a down. The point to be gained shall remain the same. If, however, such offense occurs after a fourth down has been declared (i. e., if it occurs during a play following a fourth down), the ball shall go to the opponents at a spot 10 yards back of the preceding down.

RULE XIX.

OFF-SIDE AND ON-SIDE.

Off-side.

SECTION 1. A player is put off-side if the ball in play has last been touched by one of his own side behind him. No player, however, may be called off-side while behind his own goal line, nor when holding the ball for a place-kick after a fair catch or touchdown.

**When off-side
player may
touch ball.**

SECTION 2. A player may at all times receive the ball from another of his own side who is in front of him, and any player may recover the ball on a fumble or a muff, but *in no other instance shall a player when off-side touch the ball.* [Apparent violations of the off-side rule by players attempting either legally or illegally to receive a forward pass are to be judged solely under the provisions of Rule XVIII.]

PENALTY

(UMPIRE)

When an off-side player within his opponents' 10-yard line is touched by a ball kicked by one of his own side—Touchback for defenders of goal

In all other cases—Ball to go to the opponents on the spot where the foul occurred.

**When ball
touches
opponent.**

SECTION 3. A player who is off-side is put on-side when the ball touches an opponent.

SECTION 4. The player who, standing back of his own line of scrimmage, receives the ball from one of his own side and then kicks it beyond the line of scrimmage may not himself touch the ball until after it has touched a man entitled to get it.

Kicker though on-side may not recover ball.

PENALTY

(UMPIRE, REFERED)

Loss of ball to opponents at spot where foul occurred.

RULE XX.

NECESSARY GAIN ON DOWNS.

SECTION 1. If in four consecutive downs a team, having constantly had the ball in its possession, shall not have advanced the ball 10 yards, it shall go to the opponents on the fifth down, except as provided in Section 2.

10 yards in 4 downs.

SECTION 2. The ball shall not be considered as having been "constantly in possession":

Continuity of downs broken.

(a) When the ball, after having passed into the actual possession and control of the other side, is recovered before it is declared dead by the Referee;

(b) When the ball has been kicked and the opponents given a fair and equal chance of gaining possession of it. (No kick shall be regarded as having given the opponents such chance unless it shall have crossed the line of scrimmage or shall have been touched by an opponent.)

SECTION 3. The forward point of the ball in its position when declared dead shall be taken as the determining point in measuring. The Referee shall not rotate the ball before measuring its forward point.

Position of ball in measuring.

(REFEREE)

RULE XXI.

NECESSARY DISTANCE ON KICK.

SECTION 1. In the case of a kick-off, or kick from a fair catch, the ball must be kicked a distance of at least 10 yards toward the opponents' goal line, from the line restraining the player

10 yards on kick.

RULE XXI.

making the kick, unless it is touched by an opponent; otherwise the ball is not in play.

Loose ball
may not
be kicked.

SECTION 2. A loose ball, in possession of neither side, may not be kicked or kicked at.

PENALTY

(UMPIRE, REFEREE)

Loss of ball to opponents at the spot where the foul occurred.

RULE XXII.

TRY AT GOAL

Place-kick.

SECTION 1. A side which has made a touchdown shall try at goal by a place-kick, either direct or preceded by a punt-out.

(REFEREE)

RULE XXIII.

CONDUCT OF PLAYERS.

Striking,
kneeing,
kicking.

SECTION 1. There shall be no striking with the fist or elbows, kneeling, kicking, meeting with the knee, striking with the locked hands, nor shall a player on defense strike in the face with the heel of the hand an opponent who is carrying the ball.

PENALTY

(REFEREE, UMPIRE, LINESMAN)

For violation of any part of Section 1—Disqualification and loss by offending team of one-half the distance to its own goal line.

(See illustrations Nos. 28 and 29, Page 179.)

Running into
or roughing
the kicker.

SECTION 2. There shall be no running into or roughing the player who has kicked the ball, as described in Rule XIX., Section 4.

PENALTY

(REFEREE, UMPIRE, LINESMAN)

For running into the kicker—Loss of 5 yards.

For roughing kicker—Loss of 15 yards and disqualification.

Both these penalties shall be measured from the spot where the ball was put in play.

If the offense is committed behind the goal line, a touchback shall be allowed in place of the distance penalty.

RULE XXIII.

SECTION 3. There shall be no piling up on a player after the Referee has declared the ball dead. **Piling up.**

PENALTY (REFEREE, UMPIRE, LINESMAN)
Loss of 15 yards.

SECTION 4. There shall be no hurdling. **Hurdling.**

PENALTY (REFEREE)
Loss of 15 yards.

SECTION 5. There shall be no tripping, striking an opponent anywhere above the knee with the foot or lower part of the leg, tackling the runner when clearly out of bounds, or any other act of unnecessary roughness. (The throwing to the ground of the player with the ball after it has been declared dead may be deemed unnecessary roughness.) **Tripping, tackling out of bounds, unnecessary roughness.**

PENALTY (REFEREE, UMPIRE, LINESMAN)
Loss of 15 yards.

SECTION 6. There shall be no unnecessary running into opponents after the ball has been declared dead. **Running into opponents.**

PENALTY (REFEREE, UMPIRE, LINESMAN)
Loss of 10 yards from spot where ball was declared dead.

SECTION 7. There shall be no crawling by the man in possession of the ball. **Crawling.**

PENALTY (REFEREE, UMPIRE)
Loss of 5 yards.

SECTION 8. There shall be no unsportsmanlike conduct on the part of the players. This shall include the use of abusive or insulting language to opponents or officials. Concealing the ball beneath the clothing, or substituting any article for the ball, or "hiding" on the side lines, shall be deemed unsportsmanlike conduct. **Unsportsmanlike conduct.**

PENALTY (REFEREE, UMPIRE, LINESMAN)
Loss of 15 yards; for flagrant conduct, loss of 15 yards and disqualification.

Abusive language.

RULE XXIII.

Flying tackle. SECTION 9. (a) A player when tackling an opponent must have at least one foot on the ground.

Tackling below the knees. (b) There shall be no tackling below the knees, except by the men on the line of scrimmage on the defense, and of these, the two men occupying the positions on the ends of the line of scrimmage may not tackle below the knees.

PENALTY

(REFEREE, UMPIRE, LINESMAN)

Loss of 5 yards from spot where foul occurred.*(See illustration No. 30, Page 179.)*

Playing for penalties to delay game. SECTION 10. If a team on defense commits fouls so near its own goal that these fouls are punishable only by the halving of the distance to the line (the object being, in the opinion of the Referee, to delay the game), it shall be regarded as a refusal to allow the game to proceed. The Referee shall in such case warn the offending side once, and, if the offense is repeated, he shall declare the game forfeited to the opponents.

Unfair play. SECTION 11. In case the play is interfered with by some act palpably unfair and not elsewhere provided for in these rules, either the Referee or the Umpire shall have the power to award 5 yards to the offended side, the number of the down and the point to be gained being determined as provided in Rule XXV.

RULE XXIV.**CONDUCT OF PERSONS OTHER THAN PLAYERS.**

Side line coaching. SECTION 1. There shall be no coaching, either by substitutes or by any other person not participating in the game.

PENALTY

(REFEREE, UMPIRE, LINESMAN)

Loss of 15 yards by the side for whose supposed benefit the offense was committed, the point to be gained and number of down to remain unchanged.**If the ball was dead when the offense occurred, the penalty shall be enforced from that spot.****If the ball was in play when the offense occurred, the**

RULE XXIV.

penalty shall be enforced from the spot where the ball was put in play.

The offender shall be excluded from the neighborhood of the field of play for the remainder of the game.

SECTION 2. No person other than the players, the officials, the representatives mentioned in Section 3, or an incoming substitute, shall at any time come upon the field of play without permission of the Referee or the Umpire.

Persons
allowed on
field of play.

(REFEREE, UMPIRE)

SECTION 3. In case of accident to a player, one representative of the player's team may, if he has first obtained the consent, in each instance, of the Referee or the Umpire, come upon the field of play to attend to the injured player. This representative need not always be the same person.

Attendance
on injured
player.

(REFEREE, UMPIRE)

SECTION 4. All who are admitted within the enclosure must be seated throughout the game. No person shall be allowed to walk up and down on either side of the field.

No person al-
lowed to walk
up and down
on side lines.

PENALTY

(REFEREE, UMPIRE)

Loss of 15 yards by the side whose man committed the offense, the point to be gained and the number of the down to remain unchanged.

The spot from which the penalty shall be enforced will be determined as under penalty for breach of Section 1.

RULE XXV.

ENFORCEMENT OF PENALTIES.

(GOVERNING ALL CASES NOT OTHERWISE SPECIFICALLY PROVIDED FOR.)

SECTION 1. Penalties for fouls committed *by players* shall be enforced from the spot where the foul was committed, even though it be behind the goal line, unless otherwise specified.

Spot from
which
enforced.

Penalties for fouls committed *by persons other than players* shall be enforced as specifically provided under Rule XXIV.

RULE XXV.

Ball after distance penalty not in advance of point necessary for first down in previous play.

SECTION 2. If a foul is committed by the *side which put the ball in play*, and the distance penalty does *not leave the ball in advance* of the point necessary for first down when the ball was last put in play, the down and point to be gained for first down shall remain the same as they were at the beginning of the scrimmage during which the foul occurred.

Ball after distance penalty in advance of point necessary for first down in previous play.

SECTION 3. If a foul is committed by the *side which put the ball in play*, after a gain of such a length that the distance penalty leaves *the ball in advance* of the point necessary for first down when the ball was last put in play, the ensuing down shall be counted first down with 10 yards to gain.

First down when offending side not in possession of ball.

SECTION 4. If a foul is committed by the *side which did not put the ball in play*, the scrimmage after a distance penalty shall be counted as first down with 10 yards to gain.

First down when neither side in possession of ball.

SECTION 5. If a foul is committed by a player when *neither side is in possession* of the ball, the ball shall go to the offended side as first down at the point of the foul.

Distance penalty carrying ball inside 1-yard line or across goal line.

SECTION 6. If a foul is committed outside the 1-yard line, and the distance penalty, if enforced, would carry the ball across the goal line, or inside the 1-yard line, the ball shall be down on the 1-yard line.

Foul within 1-yard line.

SECTION 7. If a foul is committed within the 1-yard line, and the distance penalty, if enforced, would carry the ball across the goal line, one-half the remaining distance to the goal line shall be given. The enforcement of this penalty cannot result in a score. No matter how small may be the remaining distance, the ball is considered to be in the field of play.

SECTION 8. In case one official signals a foul against one side and another official signals a foul against the other side, on the same play, the ball shall be brought back to the point where it was put in play and be played over again, the number of the down and the point to be gained for first down remaining the same.

Both sides penalized on same play.

In case of disqualification by an official, the disqualification may not be declined by the offended side, nor may the distance penalty accompanying it be offset by a foul by the other side, unless such foul is also punishable by disqualification.

Disqualification always enforced.

SECTION 9. In case officials signal different fouls against the same side during the same play, only one penalty shall be inflicted, but the offended side shall have the right to elect which of the fouls shall be penalized.

More than one official penalizing same side on same play.

SECTION 10. Penalties for all fouls may be declined by the offended side, in which case the play shall proceed exactly as if no foul had been committed. In case of different fouls against the same side during the same play, as in Section 9, one being an infraction of the forward pass rule, the offended side shall have the right to decline the forward pass penalty and elect the other penalty. A penalty which includes disqualification may be declined, but the disqualified player must leave the game. An incompleated forward pass does not constitute a foul and provision for it therefore is not regarded as a penalty and hence may not be declined.

Refusal of penalties.

RULE XXVI.

OFFICIALS.

The officials of the game shall be a Referee, an Umpire, a Linesman and a Field Judge.

It is the opinion of the Rules Committee that it is contrary to the best interests of the game for teams to dispense with the services of any one of the officials provided for under the rules.

NOTE.—It is desirable to have a horn and a stop-watch for the Field Judge, a whistle for the Referee and a horn

RULE XXVI.

of some kind for the Umpire and the Linesman, in order to distinguish their calls from that of the Referee.

RULE XXVII.**DUTIES OF THE REFEREE.**

SECTION 1. The Referee shall have general oversight and control of the game. He shall be sole authority for the score and sole judge of forfeiture of the game under the rules. (The Referee should usually take his position behind the side having possession of the ball.)

SECTION 2. The decision of the Referee upon all matters not specifically designated under the duties of other officials shall be final.

SECTION 3. In making his decisions the Referee must recognize and allow precedence to any penalty declared by the Umpire.

SECTION 4. The Referee may appeal to any of the other officials for testimony upon points within his jurisdiction.

SECTION 5. He must report to the Umpire any infringement of certain indicated sections of Rule XVII., Rule XXIII., and Rule XXIV., as well as all cases of holding or unlawful use of hands or arms which come under his observation. In the event of the ball being kicked into a player of the kicker's side, he shall report the fact to the Umpire.

SECTION 6. It is the special province of the Referee to see that the ball is properly put in play, and, except as otherwise provided, he shall be sole judge of its position and progress.

SECTION 7. At every kick-off and in every case when time has been taken out, the Referee shall, before ordering play to begin,

(a) ascertain from each captain that his team is ready, and,

(b) make sure that the other officials are ready.

SECTION 8. The Referee shall be responsible for the enforcement of the following rules:

RULE XXVII.

BRIEF OF RULES.

WHERE REFEREE HAS JURISDICTION.

RULE I.—FIELD.

SECTION 1—Dimensions.

SECTION 2—Marking.

SECTION 3—Goal.

RULE II.—BALL.

RULE III.—PLAYERS AND SUBSTITUTES.

SECTION 1—Number of Players.

SECTION 2—Substitutes.

RULE IV.—LENGTH OF GAME.

SECTION 1—Length of periods.

SECTION 2—Darkness.

SECTION 3—Intermission.

SECTION 4—Time extended.

RULE V.—SCORING.

RULE VI.—DEFINITIONS.

SECTION 1—Methods of kicking the ball.

SECTION 2—Snapping the ball.

SECTION 3—Scrimmage.

SECTION 5—Fair catch.

SECTION 6—Goal from Touchdown.

SECTION 7—Goal from the Field.

SECTION 9—Out of bounds.

SECTION 10—Tripping.

SECTION 11—Hurdling.

SECTION 12—A down occurs.

SECTION 13—The ball is dead.

SECTION 14—Touchdown.

SECTION 15—Touchback.

SECTION 16—Safety.

SECTION 17—Crawling.

RULE XXVII.

RULE VII.—KICK-OFF.

SECTION 1—Team entitled to kick-off.

SECTION 2—Ball crossing goal line.

RULE VIII.—POSITION OF PLAYERS AT KICK-OFF.

SECTION 1—Point of kick-off.

RULE IX.—POSITION OF PLAYERS AT SCRIMMAGE.

SECTION 4—Five center men to be on line.

SECTION 5—One player in motion.

RULE X.—POSITION OF PLAYERS AT PUNT-OUT.

SECTION 1—Punter.

RULE XI.—POSITION OF PLAYERS AT PLACE-KICK FOR GOAL AFTER TOUCHDOWN.

SECTION 1—Kicker.

SECTION 2—No player in possession of the ball to cross restraining line.

RULE XII.—POSITION OF PLAYERS ON FREE KICK AFTER FAIR CATCH (OTHER THAN FAIR CATCH FROM PUNT-OUT).

SECTION 1—Kicker.

SECTION 2—No player in possession of the ball to cross restraining line.

SECTION 3—Ball not to touch ground.

RULE XIV.—PUTTING THE BALL IN PLAY.

SECTION 1—By scrimmage.

SECTION 2—After fair catch.

SECTION 3—After a foul.

SECTION 4—Guard or center running with ball.

SECTION 5—Feint to snap the ball.

SECTION 6—Feints by players of side on offense.

SECTION 7—Out of bounds on kick-off.

SECTION 8—Out of bounds on kick from scrimmage.

SECTION 9—Walking in with ball after out of bounds.

RULE XXVII.

SECTION 11—If ball touches ground in try-at-goal.

SECTION 12—After try-at-goal, ball must be kicked off.

SECTION 13—On failure of fair catch at punt-out, ball must be kicked off.

SECTION 14—After touchback or safety.

RULE XV.—DELAY OF GAME.

SECTION 1—Time taken out, when.

SECTION 2—Time taken out by request of captains.
Time taken out by order of Referee.

SECTION 3—No delay more than two minutes.

RULE XVI.—UNLAWFUL INTERFERENCE WITH PLAY.

SECTION 1—Interference with snapper-back or ball.

SECTION 6—Pushing, pulling, interlocked interference.

SECTION 7—Batting the ball.

RULE XVII.—OBSTRUCTION OF OPPONENT AFTER BALL IS IN PLAY.

(The Referee shall report to the Umpire any infractions of this rule which come under his observation.)

RULE XVIII.—PASSING OR THROWING THE BALL.

SECTION 1—Backward pass.

SECTION 2—Forward pass by side not putting the ball in play.

SECTION 3—Illegal forward passes.

SECTION 4—Forward pass striking ground.

SECTION 5—Forward pass crossing end line, etc.

SECTION 9—Throwing ball to ground.

RULE XIX.—OFF-SIDE AND ON-SIDE.

SECTION 4—Kicker may not recover ball, etc.

RULE XX.—NECESSARY GAIN ON DOWNS.

SECTION 1—10 yards in four downs.

SECTION 2—Continuity of downs broken.

SECTION 3—Position of ball in measuring.

RULE XXVII.

RULE XXI.—NECESSARY DISTANCE ON A KICK.

SECTION 1—On kick-off, etc.

SECTION 2—Loose ball.

RULE XXII.—TRY-AT-GOAL.

RULE XXIII.—CONDUCT OF PLAYERS.

SECTION 4—Hurdling.

SECTION 7—Crawling.

SECTION 10—Play for penalties to delay game.

SECTION 11—Unfair play.

The Referee shall report to the Umpire infractions of the following :

SECTION 1—Striking, kneeing, kicking, etc.

SECTION 2—Roughing or running into the kicker.

SECTION 3—Piling up.

SECTION 5—Tripping, tackling out of bounds, etc.

SECTION 6—Running into opponents.

SECTION 8—Unsportsmanlike conduct.

SECTION 9—Illegal tackling.

The Referee shall have concurrent jurisdiction with the umpire over :

SECTION 11—Unfair play.

RULE XXIV.—CONDUCT OF PERSONS OTHER THAN PLAYERS.

SECTION 3—Attendance on an injured player.

The Referee shall report to the Umpire infractions of the following :

SECTION 1—Coaching from the side lines.

SECTION 2—Persons allowed on field of play.

SECTION 4—Persons admitted to enclosure.

RULE XXV.—ENFORCEMENT OF PENALTIES.

RULE XXVIII.

DUTIES OF THE UMPIRE.

SECTION 1. The Umpire shall be judge of the conduct and position of the players, and his decision shall be final regarding such fouls as are not specifically placed within the jurisdiction of the Referee or the Linesman. (The Umpire should take his position behind the defending side.)

SECTION 2. The Umpire shall assist the Referee in decisions involving possession of the ball and interference in connection with the catching, securing, or possession of the ball when it has been kicked or passed down the field.

SECTION 3. The Umpire shall signal all fouls with a horn, but the play shall continue until the ball is declared dead by the Referee.

SECTION 4. When the Umpire has signaled a foul (or when another official has reported a foul to him), he shall notify the Referee, who shall enforce the penalty unless it is declined by the offended side.

SECTION 5. The Umpire may appeal to any of the other officials for testimony in cases of fouls seen by them.

NOTE.—*Captains and players may not, however, appeal to any of the other officials for their testimony on points involving disqualification.*

SECTION 6. The Umpire shall be responsible for the enforcement of the following rules :

BRIEF OF RULES.

WHERE UMPIRE HAS JURISDICTION.

RULE III.—PLAYERS AND SUBSTITUTES.

SECTION 2—Substitutes.

SECTION 3—Equipment of players, etc.

RULE IV.—LENGTH OF GAME.

SECTION 3 (a)—During intermission.

RULE XXVIII.

RULE VI.—DEFINITIONS.

SECTION 3—The line of scrimmage.

SECTION 4—Off-side.

SECTION 5—Fair catch.

SECTION 8—Foul.

SECTION 9—Out of bounds (on side opposite Linesman).

SECTION 10—Tripping.

SECTION 13 (*b* and *c*)—Ball kicked or passed out of bounds (on side opposite Linesman).

SECTION 15—Touchback when forward pass crosses end line, etc.

SECTION 17—Crawling.

RULE VIII.—POSITION OF PLAYERS AT KICK-OFF.

SECTION 2—Kicker's side to be behind the ball.

RULE IX.—POSITION OF PLAYERS AT SCRIMMAGE.

SECTION 1—Seven players on line, etc.

RULE X.—POSITION OF PLAYERS AT PUNT-OUT.

SECTION 2—Punter's side behind restraining line.

SECTION 4—Running into opponent in attempt to catch the ball.

RULE XI.—POSITION OF PLAYERS AT PLACE-KICK FOR GOAL AFTER TOUCHDOWN.

SECTION 3—Kicker's side behind the ball.

RULE XII.—POSITION OF PLAYERS ON FREE KICK AFTER FAIR CATCH (OTHER THAN FAIR CATCH FROM PUNT-OUT).

SECTION 4—Kicker's side behind the ball.

RULE XIII.—NO PLAYER OUT OF BOUNDS.

RULE XIV.—PUTTING THE BALL IN PLAY.

SECTION 10—If player attempting to make a fair catch takes more than two steps.

RULE XXVIII.

RULE XVI.—UNLAWFUL INTERFERENCE WITH PLAY.

SECTION 2—Interference with opponents.

SECTION 3—Interference with opportunity to make a fair catch.

SECTION 4—Maker of fair catch not to be thrown.

SECTION 5—Signal for fair catch protects only the player signaling.

SECTION 7—Batting the ball.

RULE XVII.—OBSTRUCTION OF OPPONENTS.

SECTION 1—After the ball has been put in play.

SECTION 2—If side in possession of ball kicks.

SECTION 3—If side in possession of ball makes forward pass.

RULE XVIII.—PASSING OR THROWING THE BALL.

SECTION 4—Forward pass striking ground.

SECTION 5—Forward pass crossing end line, etc.

SECTION 7—Players who may receive forward pass.

SECTION 8—Forward pass out of bounds (on side opposite Linesman).

RULE XIX.—OFF-SIDE AND ON-SIDE.

SECTION 1—Players off-side.

SECTION 2—Off-side player may touch ball when, etc.

SECTION 3—Off-side player is put on-side when, etc.

SECTION 4—Kicker may not recover ball.

RULE XXI.—NECESSARY DISTANCE ON KICK.

SECTION 2—Loose ball.

RULE XXIII.—CONDUCT OF PLAYERS.

SECTION 1—Striking, kneeling, kicking, etc.

SECTION 2—Roughing or running into the kicker.

SECTION 3—Piling up.

SECTION 5—Tripping, tackling out of bounds, etc.

SECTION 6—Running into opponents.

SECTION 7—Crawling.

SECTION 8—Unsportsmanlike conduct.

SECTION 9—Tackling.

SECTION 11—Unfair play, not elsewhere provided for.

RULE XXVIII.

RULE XXIV.—CONDUCT OF PERSONS OTHER THAN PLAYERS.

SECTION 1—Side line coaching.

SECTION 2—Persons allowed on field of play.

SECTION 3—Attendance on injured players.

SECTION 4—Persons admitted to enclosure.

RULE XXV.—ENFORCEMENT OF PENALTIES.

RULE XXIX.

DUTIES OF THE LINESMAN.

SECTION 1. The Linesman, under supervision of the Referee, shall mark the distances gained or lost in the progress of the play. He shall remain on or near one of the side lines throughout the game, and be provided with two assistants, who shall remain outside of the field of play. These assistants, in the measuring of distances, shall use two rods about 6 feet in length and connected at their lower ends by a stout cord or chain 10 yards in length. The Linesman shall mark the position of the ball on each down by using a short iron rod.

During the second half (unless otherwise ordered by the Referee) the Linesman and his assistants shall take positions on the side of the field opposite to that occupied by them during the first half.

SECTION 2. The Linesman shall mark the point where the ball goes out of bounds on the side of the field occupied by him.

SECTION 3. The Linesman shall have jurisdiction over, and shall report to the Referee, who shall enforce the penalty, any off-side play in the line, any tripping of ends after a kick, and encroachment upon the neutral zone.

SECTION 4. The Linesman's jurisdiction under the following rules is exclusively as assistant to the Referee and Umpire, respectively, to whom he shall report.

RULE XXIX.

BRIEF OF RULES.

WHERE LINESMAN HAS JURISDICTION IN ASSISTING REFEREE AND UMPIRE.

RULE VI.—DEFINITIONS.

SECTION 3—The line of scrimmage.

SECTION 9—Out of bounds.

SECTION 13 (*b* and *c*)—Ball out of bounds on side of field occupied by him.

RULE VIII.—POSITION OF PLAYERS AT KICK-OFF.

SECTION 3—Opponents behind restraining line.

RULE IX.—POSITION OF PLAYERS AT SCRIMMAGE.

SECTION 1—Back-field man on line of scrimmage.

SECTION 2—No player ahead of scrimmage line.

SECTION 3—Encroachment on neutral zone.

RULE X.—POSITION OF PLAYERS AT PUNT-OUT.

SECTION 3—Opponents behind restraining line.

RULE XI.—POSITION OF PLAYERS AT PLACE-KICK FOR GOAL AFTER TOUCHDOWN.

SECTION 4—Opponents behind goal line.

RULE XII.—POSITION OF PLAYERS ON FREE KICK AFTER FAIR CATCH.

SECTION 5—Opponents behind restraining line.

RULE XVIII.—PASSING OR THROWING THE BALL.

SECTION 8—Forward pass out of bounds on side of field occupied by him.

RULE XXIII.—CONDUCT OF PLAYERS.

SECTION 1—Striking, kneeling, kicking, etc.

SECTION 2—Roughing or running into the kicker.

SECTION 3—Piling up.

SECTION 5—Tripping, tackling out of bounds, etc.

SECTION 6—Running into opponents.

SECTION 8—Unsportsmanlike conduct.

SECTION 9—Tackling.

RULE XXIX.

RULE XXIV.—CONDUCT OF PERSONS OTHER THAN PLAYERS.

SECTION 1—Side line coaching.

RULE XXV.—ENFORCEMENT OF PENALTIES.

RULE XXX.

DUTIES OF THE FIELD JUDGE.

SECTION 1. The Field Judge shall act as an assistant to the other officials under the direction of the Referee.

SECTION 2. He shall keep the time and shall use a stop-watch for this purpose. He shall start the watch, not when the Referee orders play to begin, but when the ball is actually put in play.

He shall notify the Captains of the time remaining for play not more than ten nor less than five minutes before the end of each half; and he may, upon inquiry, give the approximate remaining time to a Captain at any time during the game, provided he does not comply with such a request more than three times during the last five minutes of either half.

ADDENDUM

SUMMARY OF PENALTIES

(For Convenience of Officials)

Loss of Two Yards

	Rule.	Sec.
Time taken out more than three times during a half.		
etc.	15	2

Loss of Five Yards

Failure of substitute to report.....	3	2
Violation of off-side rule, illegal positions, etc.—		
At kick-off	8	
At scrimmage	9	
At punt-out	10	
At try-at-goal	11	
At free kick	12	

Loss of Five Yards—Continued.

	Rule.	Sec.
Encroachment on neutral zone.....	9	3
Player out of bounds.....	13	
Putting ball in play other than as provided.....	14	1
Guard or center carrying ball.....	14	4
Feint to snap ball.....	14	5
Attempts to draw opponents off-side.....	14	6
Player attempting fair catch taking more than two steps after catch.....	14	10
Unreasonable delay	15	3
Interference with opponents before ball is put in play	16	1-2
Holding, etc., by defensive side.....	17	1(b)-2(b)
Running into full-back.....	23	2
Crawling	23	7
Illegal tackling	23	9
Unfair play not specifically covered in rules.....	23	11

Loss of Ten Yards

Intentional throwing of forward pass to ground.....	18	9
Running into opponents.....	23	6

Loss of Fifteen Yards

Substitute communicating with player before ball is put in play.....	3	2
Player leaving field during one-minute intermissions.	4	3(a)
Interference with fair catch, etc.....	16	3
Throwing player who has made fair catch.....	16	4
Pushing, pulling, interlocked interference, etc.....	16	6
Holding, etc., by side in possession of the ball.....	17	1(a)
Forward pass by side not putting ball in play.....	18	2
"Roughing" the kicker (See Disqualification).....	23	2
Piling up	23	3
Hurdling	23	4
Tripping, tackling out of bounds, etc.....	23	5
Unsportsmanlike conduct	23	8
Side line coaching.....	24	1
Persons admitted to enclosure.....	24	4

Loss of Twenty-five Yards

Team not ready to play at start of second half.....	4	3(b)
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Loss of Half Distance to Goal Line

Illegal return to game.....	3	2
Player disqualified for striking, kneeling, kicking, etc.	23	1
Foul within 1-yard line, etc.....	25	7

Loss of a "Down"

	Rule.	Sec.
Interference by side making forward pass—prior to fourth down	17	3(a)
Recovery of backward pass out of bounds—prior to fourth down.....	18	1
Illegal or incomplete forward pass—prior to fourth down	18	3(a)
Forward pass striking ground—prior to fourth down..	18	4
Forward pass touched by two eligible players of passing side—prior to fourth down.....	18	7(a)
Forward pass out of bounds on the fly—prior to fourth down	18	8

Loss of Ball

Ball kicked out of bounds, unless touched, etc.....	14	7-8
Batting the ball.....	16	7
Interference by side making forward pass—fourth down	17	3(a)
Interference by defensive side in case of forward pass	17	3(b)
Backward pass, out of bounds—on fourth down.....	18	1
Illegal or incomplete forward pass—on fourth down...	18	3-4-7(a)
If forward pass be illegally recovered or touched by passer's side—second penalty of.....	18	7(a)
Forward pass out of bounds on the fly on fourth down	18	8
Off-side player touching ball.....	19	2
Kicker recovering ball.....	19	4
Loose ball kicked or kicked at.....	21	2

Suspension

Illegal return to game.....	3	2
Illegal equipment	3	3

Disqualification

Striking, kneeling, kicking, etc.....	23	1
"Roughing" the kicker (See Loss of 15 Yards).....	23	2
Flagrant unsportsmanlike conduct.....	23	8

Forfeiture of Game

Refusal to abide by the Referee's opinion as to length of game	4	2
Refusal to play within two minutes after order by Referee	15	3
Refusal to allow game to proceed.....	23	10

Forfeiture of Option

Team not ready to play at start of second half.....	4	3(b)
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Approved Ground Rules

The following ground rules shall apply unless they be altered by mutual agreement of representatives of the two teams before the game:

- 1a. A kick-off or free kick or any kicked ball not scoring a goal, which crosses the goal line and goes into the stand or among the spectators, shall count as a touchback.
- b. A blocked kick which after being blocked crosses the kicker's goal line and goes into the stand or among the spectators shall count as a safety.
- c. A ball passed backward across the goal line which goes into the stand or among the spectators shall count as a safety.
- 2a. A blocked kick which goes over the side line fence or among the substitutes shall belong to the side blocking the kick at the point where the ball crossed the side line.
- b. A fumbled ball which goes over the side line fence or among the substitutes shall belong to the side whose player last touched it in the field of play, at the point where the ball crossed the side line. Note— This rule does not apply to forward passes.

Approved Rulings

A forward pass is caught simultaneously by a member of the passer's side and by an opponent. *Ruled:* Possession of the ball belongs to side putting the ball in play.

A member of side kicking ball is touched by ball when off-side. *Ruled:* The ball is not automatically dead; play may ensue and penalty may be declined.

The ball is kicked off, goes less than ten (10) yards and is then kicked again. *Ruled:* As kicking loose ball.

Rule 6, Section 13 (a) should be followed strictly. That wherever the ball is advanced to, at that point the whistle should be blown, that being the point where the ball is dead.

Rule 16, Section 5. Two men signal for a fair catch; one touches the ball and the other gets it still on the fly. No run allowed and ball is dead.

An off-side play by opponents and an incompleated forward pass, or, holding in the line by opponents and an incompleated forward pass. The first offense takes precedence and hence the second is disregarded.

Rule 3, Section 2. Penalty for illegal return: Disqualify player, give half the distance to the goal line and notify Central Board.

Rule 18, Section 8. Position of the feet determines, the same as always, either in the end zone or out of bounds.

When a kicked ball has become a free ball, any player may use his hands to push another player in order to get at the ball himself.

If a player with one foot out of bounds touches a forward pass, the ball then striking in the field of play, the ball is ruled as out of bounds.

Vicious striking in the face of an opponent with the heel of the hand by a player on defense shall be ruled as unnecessary roughness.

If a player catches a forward pass while he is on the body or shoulders of another person of his side, the catch shall be allowed, provided the latter player does not assist the catcher to advance by any positive motion.

If a player with one foot out of bounds attempts to make a fair catch and touches the ball, no fair catch shall under any circumstances be allowed and the ball shall be ruled as out of bounds.



No. 1.

LEGAL POSITION OF BALL BEFORE BEING PUT IN PLAY IN A SCRIMMAGE—The ball is flat upon the ground with its long axis at right angles to the line of scrimmage. (See Rule VI., Sec. 3, Page 130.)



No. 2.

ILLEGAL POSITION OF BALL BEFORE BEING PUT IN PLAY IN A SCRIMMAGE—The ball is neither flat upon the ground, nor is its long axis at right angles to the line of scrimmage. (See Rule VI., Sec. 3, Page 130.)



No. 3.

ILLEGAL POSITION OF BALL BEFORE BEING PUT IN PLAY IN A SCRIMMAGE—The ball is neither flat upon the ground, nor is its long axis at right angles to the line of scrimmage. (See Rule VI., Sec. 3, Page 130.)



No. 4.

ILLUSTRATION SHOWING THE TWO LINES OF SCRIMMAGE—One for each side—Also showing the snapper-back with his head and hands legally off-side. (See Rule VI., Sec. 3, Page 130, and Rule IX., Sec. 2, Page 138.)



No. 5.

LEGAL POSITION OF PLAYER SUPPOSED TO BE ON THE LINE OF SCRIMMAGE—Player No. 1, since he is one of the two players standing on either side of and next to the snapper-back, has legally locked legs with the snapper-back. (See Rule IX., Sec. 1, Page 137.)

ILLEGAL POSITION OF PLAYERS SUPPOSED TO BE ON THE LINE OF SCRIMMAGE—Players numbered 2 and 3 are not standing with both feet outside the outside foot of the player next to them, that is, they are illegally "locking legs." (See Rule IX., Sec. 1, Page 137.)



No. 6.

ILLEGAL POSITION OF PLAYER SUPPOSED TO BE ON THE LINE OF SCRIMMAGE—The player facing the reader has neither both hands nor both feet up to or within one foot of the line of scrimmage, nor has he one foot and the opposite hand up to or within one foot of it. Furthermore, he has taken a position, facing away from the center, that will enable him the more rapidly to get into the interference. (See Rule IX., Sec. 1, Page 137.)



No. 7.

ILLEGAL POSITION OF PLAYER SUPPOSED TO BE ON THE LINE OF SCRIMMAGE—The player standing back to the reader has neither both hands nor both feet up to or within one foot of the line of scrimmage, nor has he one foot and the opposite hand up to or within one foot of it. Furthermore, he has taken a position facing in toward the center, that will enable him the more rapidly to get into the interference. (See Rule IX., Sec. 1, Page 137.)



No. 8.

ILLEGAL POSITION OF PLAYER SUPPOSED TO BE ON THE LINE OF SCRIMMAGE—The player in the foreground may be said to have *both hands or one foot and the opposite hand*, up to or within one foot of the line of scrimmage, but he has taken a position that will enable him the more rapidly to get into the interference, and is therefore violating the spirit of the rule. (See Rule IX., Sec. 1, Page 137.)



No. 9.



No. 10.

VALID SIGNAL FOR A FAIR CATCH—The player, while advancing toward the ball, has *raised his hand clearly* above his head. (See Rule VI., Sec. 5, Page 130.)

INVALID SIGNAL FOR A FAIR CATCH—The player, while advancing toward the ball, has *not raised his hand clearly* above his head. (See Rule VI., Sec. 5, Page 130.)



No. 11.

ILLUSTRATION OF TRIPPING WITH THE FOOT—The player wearing the sweater is obstructing the other player with that part of his leg that is below the knee. Obstructing a player below the knee with the hand is also tripping. (See Rule VI., Sec. 10, Page 132.)



No. 12.

LEGAL USE OF BODY IN BLOCKING—The player on the right has thrown his shoulder against his opponent's thigh to block him away from the play, but is not using his hands or arms. (See Rule XVII.)



No. 13.

ILLEGAL USE OF HANDS BY PLAYER OF SIDE IN POSSESSION OF THE BALL—Player is grasping with his hands the foot of an opponent. (See Rule XVII.)



No. 14.

ILLEGAL USE OF HAND AND ARM BY PLAYER OF SIDE IN POSSESSION OF THE BALL—The middle player of the group, in endeavoring to protect the "runner" behind him, has *grasped* an opponent by the jersey. (See Rule XVII.)



No. 15.

LEGAL POSITION IN BLOCKING—The player facing the reader has slipped his leg in between the legs of his opponent, but is not using his hands or arms to hold him there. NOTE—This case shades very rapidly into that indicated on plate No. 16. (See Rule XVII.)



No. 16.

ILLEGAL USE OF HANDS AND ARMS IN BLOCKING—The player facing the reader has slipped his right leg in between the legs of his opponent, and is *holding* his opponent's right leg against his own by the use of his *hand and arm*. NOTE—The use of the leg, here pictured, is legitimate. (See Rule XVII.)



No. 17

ILLEGAL USE OF ARM BY PLAYER OF SIDE IN POSSESSION OF BALL—Player No. 1, in endeavoring to obstruct an opponent, is using his *arm to push an opponent away from the play*. (See Rule XVII.)



No. 18.

ILLEGAL USE OF HANDS AND ARMS BY PLAYER OF SIDE IN POSSESSION OF BALL—Player No. 1, in attempting to obstruct an opponent, has placed his *hands upon an opponent to push him away from the play*. (See Rule XVII.)



No. 19.

ILLEGAL USE OF HANDS AND ARMS BY PLAYER OF SIDE IN POSSESSION OF THE BALL—The player, in attempting to obstruct his opponent, has *circled* him with his *arm*. (See Rule XVII.)



No. 20.

ILLEGAL USE OF HAND AND ARM BY PLAYER OF SIDE IN POSSESSION OF THE BALL—The player, in obstructing his opponent, has *circled* him with his *arm and grasped* him with his *hand*. (See Rule XVII.)



No. 21.

ILLEGAL USE OF HANDS AND ARMS BY PLAYER OF THE SIDE IN POSSESSION OF THE BALL—The player has *grasped* his opponent around the *knee and is lifting him up*. (See Rule XVII.)



No. 22.

ILLEGAL USE OF ARMS IN LIFTING AN OPPONENT IN BLOCKING—The player on the right has managed to get under his opponent's right shoulder with both hands and is *lifting him away from the play*. (See Rule XVII.)



No. 23.

ILLEGAL USE OF HANDS AND ARMS IN LIFTING AN OPPONENT IN BLOCKING—The player on the right has slipped both arms, from his elbow out, in under his opponent, and is commencing to *lift* him up and away from the play. (See Rule XVII.)



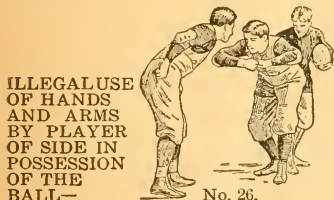
No. 24.

LEGAL USE OF ARMS BY PLAYER OF SIDE IN POSSESSION OF THE BALL—Player No. 2, in attempting to obstruct an opponent, is keeping his arms *close to his body*. (See Rule XVII.)



No. 25.

ILLEGAL USE OF ARMS BY PLAYER OF SIDE IN POSSESSION OF THE BALL—Player No. 2, in attempting to obstruct an opponent, is not keeping his arms *close to his body*. (See Rule XVII.)



No. 26.

ILLEGAL USE OF HANDS AND ARMS BY PLAYER OF SIDE IN POSSESSION OF THE BALL—

The player in the middle of the group, in attempting to obstruct an opponent, is keeping his hands together, but his *arms are not close to his body*. NOTE—The Committee wishes to make it plain that if, in interfering, a player keeps his hands together and close to his body, he may legitimately use the projecting portions of his arms. (See Rule XVII.)



No. 27.

ILLEGAL USE OF HANDS AND ARMS BY PLAYER OF SIDE IN POSSESSION OF BALL—The player in the middle of the group is attempting to obstruct an opponent by the use of his hands and arms—which are *not close to his body*. NOTE—The Committee wishes to make it plain that if, in interfering, a player does *not* keep his hands together, and his arms close to his body—he may not legitimately use the projecting portions of his arms. (See Rule XVII.)



No. 28.

ILLEGAL STRIKING WITH THE LOCKED HANDS—The player on the right, having *locked his hands*, is on the point of dealing his opponent an upward blow under the chin. (See Rule XXIII., Sec. 1, Page 156.)



No. 29.

ILLEGAL STRIKING OF AN OPPONENT IN THE FACE WITH THE HEEL OF THE HAND BY A PLAYER ON DEFENSE—The player on the right, who is on the defense, is on the point of *striking in the face*, with the *heel of his hand*, the opponent who is carrying the ball. (See Rule XXIII., Sec. 1, Page 156.)



No. 30.

LEGAL TACKLING ABOVE THE KNEES—(See Rule XXIII., Sec. 9, Page 158.)

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