

NCAA FOOTBALL RULES CHANGES FOR 2011



2010 CHANGES EFFECTIVE IN 2011

UNSPORTSMANLIKE CONDUCT

- These Are Now Common Fouls:

Live Ball Or Dead Ball, Depending On When They Occur.

- When In Question It Is A Dead-Ball Foul.
- UNS Penalties For Team B Fouls Now Include An Automatic First Down.

UNSPORTSMANLIKE CONDUCT

EXAMPLE When Ball Carrier A22 Is At The B-10 And Racing For The Goal Line, He Or A Teammate Taunts An Opponent.

RULING: Live-Ball Foul For Unsportsmanlike Conduct. No Touchdown. 15-Yard Penalty At The Spot Of The Foul.

UNSPORTSMANLIKE CONDUCT

EXAMPLE Third And 10 At The A-40. B66 Sacks QB A12 At The A-30 For A 10-Yard Loss. B66 Then Stands Over And Taunts A12.

RULING: Dead-Ball Foul, Unsportsmanlike Conduct. 15-Yard Penalty At The Succeeding Spot And Automatic First Down. First And 10 At The A-45.

UNSPORTSMANLIKE CONDUCT

EXAMPLE Ball Carrier A22 Is About To Score A Touchdown And No Opponent Is Within 10 Yards. Close To The Goal Line He Leaps And Somersaults Into The End Zone. The BJ Is Not Certain That A22 Was Still In The Field Of Play When He Started His Leap.

RULING: Treat This As A Dead-Ball Foul For Unsportsmanlike Conduct. Penalty On The Try Or The Succeeding Kickoff.

BLOCKING BELOW THE WAIST

Team A Players Who May Block Below the Waist In Any Direction

- Backs Completely Inside The Tackle Box And Stationary At The Snap.
- Linemen Completely Inside The Seven-Yard Limit* At The Snap.

*Seven-Yard Limit = Seven Yards From Middle Lineman Of Formation

BLOCKING BELOW THE WAIST

Team A Players Not In These Areas And Backs In Motion At The Snap May Block Below The Waist ONLY Along A North-South Line Or Toward The Sideline That Is Outside Them At The Snap.

- A Player “Running in Place” Has The Same Blocking Restrictions As A Player Moving Laterally.

BLOCKING BELOW THE WAIST

By Team B Players

- Team B Players May Block Below The Waist Until The Ball Has Gone More Than Five Yards Beyond The Line Of Scrimmage.

However, They May NOT Block Low Against An Opponent In Position To Receive A Backward Pass, Nor Against An Eligible Receiver Beyond The Neutral Zone Unless Attempting To Get To The Ball Or The Ball Carrier.

BLOCKING BELOW THE WAIST

WHAT'S NEW

- Default: Blocking Below The Waist Is ILLEGAL.
- 10-Yard Limit: GONE.
- Reference To “Line Through The Original Position Of The Ball”: GONE.
- Reference To Scrimmage Kick Formation: GONE.

BLOCKING BELOW THE WAIST

WHAT'S THE SAME

- Backs CLEARLY Inside The Tackle Box (and Stationary) And Linemen CLEARLY Inside The Seven-Yard Limit May Block Below The Waist. “When In Doubt, He’s Out.”
- BBW Still Illegal On All Kick Downs—But No Mention Of “Scrimmage Kick Formation.”
- BBW Still Illegal After Change Of Possession.
- BBW By Defense Still Illegal Against Receiver.

BLOCKING BELOW THE WAIST

“North-South Line” And “Adjacent Sideline”

- North-South Line: Imaginary Line Parallel To The Sidelines, End Line To End Line.
- Adjacent Sideline: The Sideline To A Player’s Outside At The Snap.

*Player in Motion Directly Behind the Snapper: Adjacent Sideline is the Sideline Toward Which He Is Moving.

BLOCKING BELOW THE WAIST

EXAMPLE Back A22 Is Outside The Tackle Box To The Left Of The Formation. His Adjacent Sideline Is Thus To His Left. On A Sweep To The Right Side, 11 Yards Downfield, He Blocks Below The Waist. The Direction Of The Block Is (a) Along The N-S Line; (b) Slightly Toward The Right Sideline; (c) Slightly Toward The Left Sideline.

RULING: (a) Legal. (b) Illegal Block Below The Waist. (c) Legal.

BLOCKING BELOW THE WAIST

NOTES ABOUT THIS EXAMPLE

- The Location Of The Block Relative To The Original Position Of The Ball Does Not Matter.
- The Location Of The Block Relative To The Previous Spot Does Not Matter.

BLOCKING OUT OF BOUNDS

It Is Illegal For Player To Go Out Of Bounds To Block An Opponent Who Is Out Of Bounds.

- The Blocker And Blockee Must Both Clearly Be Out Of Bounds For The Block To Be Illegal.
- It Is NOT A Foul If The Player Starts His Block Inbounds And Continues It Across The Sideline (Other Than Possible Unnecessary Roughness).
- Personal Foul, 15-Yard Penalty.

3-ON-1 BY DEFENSE ON FG ATTEMPT

With Team A In A Field Goal Or Try-Kick Attempt Formation It Is Illegal For Three Team B Linemen To Align In The Blocking Zone Shoulder-to-Shoulder And Move Forward Together To Make Primary Contact Against A Single Team A Player.

- Not A Foul Unless The Three Move Forward As A Unit Against A Single Player.
- Five-Yard Penalty, Illegal Formation

3-ON-1 BY DEFENSE ON FG ATTEMPT

EXAMPLE B55, B66, And B77 Are On The Line Of Scrimmage With Team A In Formation To Attempt A Field Goal. B66 Is Head Up On Guard A65 And The Other Two Are In The Gaps On Each Side Of Him. At The Snap They Move Forward As A Unit. (a) They Are Shoulder-to-Shoulder, And Their Movement Takes Them Straight Forward, Not All Three Against A65. (b) They Are Shoulder-to-Shoulder And All Three Block A65. (c) B66 Is In A 4-point Stance And The Other Two Are Standing.

3-ON-1 BY DEFENSE ON FG ATTEMPT

RULING: (a) Legal Play. The Action Is Not Directed Against A Single Player. (b) Foul For Illegal Formation. Five-Yard Penalty, Previous Spot. (c) Legal Play. They Are Not Aligned Shoulder-to-Shoulder.

10-SECOND SUBTRACTION

With Less Than One Minute Remaining In A Half And The Game Clock Running, A 10-Second Subtraction Is Possible If Either Team Commits A Foul That Causes The Clock To Stop. Such Fouls Include:

- False Start
- Team B Contact In Neutral Zone
- Intentional Grounding To Stop The Clock
- Incomplete Illegal Forward Pass
- Backward Pass Thrown OB To Stop The Clock
- Any Other Foul That Stops The Clock

10-SECOND SUBTRACTION

- Time Subtraction Is At The Option Of The Offended Team. It May Accept The Yardage Penalty And Decline The Time Subtraction.

NO TIME SUBTRACTION IF:

- The Game Clock Is Not Running When The Foul Is Committed; Or
- The Foul Itself Does Not Cause The Clock To Stop; Or
- The Fouling Team Uses A Timeout; Or
- The Yardage Penalty Is Declined.

10-SECOND SUBTRACTION

STARTING THE GAME CLOCK

- If Time Is Taken Off The Game Clock It Starts On The READY-FOR-PLAY SIGNAL.
- If Time Is NOT Taken Off The Game Clock It Starts On The SNAP.

10-SECOND SUBTRACTION

EXAMPLE Team A Trails By Two Points In The Second Half, Game Clock Running. Guard A66 Commits A False Start. The Officials Shut Down The Play And Stop The Clock. It Reads (a) 13 Seconds; (b) 8 Seconds. Team B Accepts Yardage Penalty And Time Subtraction In Both (a) and (b).

RULING: (a) After The Five-Yard Penalty The Game Clock Is Set At 3 Seconds And Started On The Ready. (b) The Game Is Over; Team B Wins.

10-SECOND SUBTRACTION

EXAMPLE Third And 10 At The B-30. Team A Trails By 4 Points In The Second Half. Game Clock Is Running. A89 Catches A Pass, Tries To Get Out Of Bounds. As He Is About To Be Tackled At The B-19 A89 Throws The Ball Backward Out Of Bounds At The B-22. The Game Clock Reads (a) 0:25; (b) 0:07. Yardage Penalty And Time Subtraction Accepted In Both (a) and (b).

RULING: Foul Under 7-2-1. (a) Fourth And 7 At The B-27. Clock Set At 0:15 And Starts On The Ready. (b) Game Is Over.

10-SECOND SUBTRACTION

EXAMPLE Team A Trails By Two Points Late In The Second Half With The Game Clock Running. At The Snap Team A Has Five Players In The Backfield.

RULING: The Play Continues And The Clock Stops After The Ball Is Dead, To Deal With The Penalty. No Time Subtraction Because The Foul Does Not Cause The Clock To Stop.

ILLEGAL SHIFT: POSSIBLE FALSE START

- If The Offense Never Comes To A Full One-Second Stop Between The “Ready” And The Snap, This Illegal Shift Is A **FALSE START** At The Snap. Officials Shut The Play Down For The Dead-Ball Foul.
- After The Ball Is Ready For Play If The Offense Comes To A Full One-Second Stop And Subsequently Executes A Shift That Continues Through The Snap, It Is A Live-Ball Foul--Illegal Shift.

INTERLOCKING LEGS ARE OK

- It Is Now LEGAL For Linemen To Lock Legs.

INTENTIONAL GROUNDING

- To Legally “Ground” The Ball The Passer Must Have An Eligible Receiver In The Area. However, The Receiver Does Not Need An Opportunity To Catch The Pass.
- Mere Presence Is Enough To Avoid A Foul For Intentional Grounding.

REDUCED PENALTY YARDAGE

The Following Fouls Now Carry A 10-Yard Penalty Rather Than A 15-Yard Penalty:

Illegally Batting The Ball

Illegally Kicking The Ball

TOO MANY PLAYERS: 5-YARDS

- Too Many Players In The Formation (Offense Or Defense): The Play Should Be Shut Down And A Five-Yard Penalty Enforced For A Dead-Ball Foul: Substitution Infraction.
- In The Event That The Play Is Allowed To Continue The Penalty Is Now Five Yards.
- No Longer “Illegal Participation” Foul Nor 15-Yard Penalty.

GLOVES AND TOWELS

- GLOVES No Longer Must Be Gray—May Be Of Any Color (NOTE: Applies In 2011 To D-I Only. D-II And D-III Are Required To Wear Gray Gloves Until 2012).
- TOWELS Any Player May Wear A Towel. It Still Must Be No Larger Than 4"x12"—Solid White With No Lettering, Symbols, Etc., Except Team Logo or Manufacturer's Logo.

EXTENDING THE GOAL-LINE PLANE

- The Plane Of The Goal Line Includes The Two Pylons. This Plane Is Extended ONLY For A Player Who Touches A Pylon Or The Ground In The End Zone.
- NOTE : There Is No Longer A Distinction Between A Player Who Dives And One Who Becomes Airborne Due To Contact By An Opponent.

EXTENDING THE GOAL-LINE PLANE

EXAMPLE Ball Carrier A22 Is At The B-3 Near The Right-Hand Sideline When He Either Dives Or Is Hit And Goes Airborne. He Crosses The Sideline In The Air At The B-1. The Ball Is In His Right Hand, And It Is Outside The Pylon And Beyond The Goal Line When He First Touches (a) The Pylon; (b) The Ground Out Of Bounds.

RULING: (a) Touchdown. The Goal-Line Plane Is Extended. (b) No Score. The Goal-Line Plane Is Not Extended. A22 Is Out Of Bounds At The B-1.

INTERPRETATION

Rule 4-2-4-d-Exception

For Purposes Of This Exception, A Ball Carrier Who Strides Across The Sideline Before First Touching Out Of Bounds Is Considered To Be An Airborne Player. Forward Progress Is Thus At The Crossing Point.

OTHER CHANGES

- When The Ball Carrier's Helmet Comes Off The Ball Is Declared Dead, But This Does NOT Cause The Clock To Stop.
- A Disqualified Player Must Leave The Playing Enclosure. He Must Remain Under Team Supervision Out Of View Of The Field For The Remainder Of The Game.

OTHER CHANGES

- Integrity Of The Playing Enclosure: After The Officials Have Made Their Pregame Inspection Of The Field, Responsibility Transfers To Game Management Personnel For Maintaining A Safe Playing Environment. This Includes Keeping Unauthorized People Outside The Limit Lines.