

NCAA rule differences 2017

I. Free kicks

1. No three-man wedges when the players are shoulder-to-shoulder in any direction. Penalize as a post-possession foul either from the spot of the foul or end of run, whichever is worse. R retains the possession of the ball.
2. Block by fair catcher is a spot foul with R retaining the ball.
3. The ball is dead if it goes into the end zone untouched. It is live if it is touched by R in the field of play. R either has to down it or run it out. If K falls on it after it was touched in the field, it's a TD.
4. Free kick out of bounds goes to the 30. Or R may take the ball at the out-of-bounds spot with five yards assessed from that spot, or re-kick five yards back.
5. Offside by kickers is a live-ball foul.
6. Any Team K foul between the kick and the change of team possession may be tacked onto the end of the run if there is no change of possession during the play. Example: Offside on kick by K. Receivers take the ball from their own 20 to the 30. You can tack on the five-yards from the 30.
7. There must be four players of the kicking team on each side of the ball when the ball is kicked. R is primary caller on this.
8. On an on-side kick attempt, K may not block an opponent until they are legally able to touch the ball (goes 10 yards). Can't block while ball is within the 10-yard neutral zone.
9. All members of the kicking team must be within 5 yards of K's restraining line (except the kicker) from the "Ready for Play." **They can straddle that line or have one foot on it.** Penalty: Illegal formation. Re-kick or tack on to dead-ball spot.
10. **A touchback on a free kick comes out to the 25.** All other touchbacks remain the same.

II. Running plays

1. Forward fumble out of bounds goes back to the spot of the fumble. Clock starts on Ready, except inside 2 minutes. Fumble out of bounds behind the fumble spot goes to the spot of the out-of-bounds. Clock on Ready, except inside 2 minutes.
2. Horse-collar is only on players outside tackle box.
3. Players inside the tackle box (no more than 5 yards or the second man from the snapper on line and only backs within normal tackle position (no more than 5 yards from snapper) can block below the waist anywhere and in any direction (except "peel-back blocks."). The zone extends back to the offensive team's end line. Players positioned outside these locations can block below the waist north-south or toward the sideline nearer their position. Example: Wide receiver on left side of formation can only block below the waist north-south or toward his left sideline. He may not block toward the spot of the snap. A man in motion gets to block in the direction he is going if he is nearly even to or just passed the snapper at the snap.

Example: Man in motion is about at the spot behind the snapper going right from the left side of the formation, he can block north-south or toward the right sideline, but not back toward the spot of the snap.

A player may move into the tackle box and stop, becoming legal (example: a back in a Delaware Wing formation).

4. Once a player of Team A goes beyond the neutral zone, he may not block below the waist toward his own goal line (Note: this means if he is facing at any angle toward his goal line it is a foul This is called a *peel-back block*).
5. Once the ball is out of the zone (it must touch the ground a player or official outside the zone to be considered out of the zone), players must block in front at a 10 o'clock to 2 o'clock angle. If they block from the side below the waist once the ball is out of the zone, it is a foul.
6. Defensive players may not block below the waist (wedge busters) in an area defined as 5 yards behind and beyond the original line of scrimmage, sideline to sideline.
7. Fourth-down fumble rule: Only fumbler can advance a fumble on fourth down.
8. Any high-low or low-high combination block or a delayed high-low or low-high is a chop block. That means a high-low or low-high simultaneous block is illegal. And this is at the thigh or below, not the knee or below.
9. Tripping of the runner is now a foul (15 yards).

III. Pass Plays

1. DPI is a spot foul if less than 15 yards from LOS. Penalty is 15 yards if foul is beyond 15 yards from LOS even down to the 2-yard line. Example:
A 1/10 on the 17, DPI is committed in the End Zone. Penalize full 15 yard to the 2. A penalty of DPI cannot bring the ball any closer than the 2.
2. Grounding is allowed if the ***player who receives the snap (this means option passer does not have the same protection)*** goes outside the tackle box (even if he returns), and passes beyond the LOS or LOS extended if he chucks it out of bounds. Penalty for grounding: Loss of down at spot of pass. No other yardage.
3. ***A defensive player who runs unabated to a player in passing posture (both feet on the ground, not scrambling) and first strikes him at the knees or below with a helmet, shoulder, rolling block, etc. has committed a personal foul.***
4. ***A pass-receiver who has stepped out of bounds and has not re-established himself inbounds is considered out of bounds. If he touches the pass while airborne, it is incomplete as if he were standing on the sidelines.***

IV Scrimmage kicks

1. On FGs outside 20, the ball comes back to the spot of the snap. Inside 20, we go to 20. If R touches the ball in the field of play or end zone (catch or recovery of bounding ball that goes into but does not touch ground in EZ) it is a regular scrimmage kick and all rules apply.
2. Scrimmage kicks that go out of bounds behind the spot of the snap are next snapped at the out-of-bounds spot.
3. Ball in end zone (untouched by R) on an unsuccessful FG is dead.
4. Tries that hit untouched by R in end zone are dead. If caught, let them play.

5. Kicks that hit the ground beyond the Neutral Zone and bounce back behind the neutral zone MAY NOT be advanced by K, only recovered. If this happens in K's end zone, safety. If R touches it and K recovers behind the NZ, give K a new series of downs at spot of recovery.
6. There is no blocking below the waist when a team is in scrimmage kick formation AND THE BALL IS KICKED. If the play falls apart, regular blocking rules apply.
7. Only the player who touches the ball may contact the kicker (running into or roughing); however, if the player is blocked into the kicker it is no foul.
8. An R player who runs from more than one yard beyond the NZ and leaps or hurdles to block a kick is penalized 15 yards from the basic spot.

V. Penalty enforcement

1. All 15-yard contact penalties by team B are automatic first downs.
2. OPI is 15 yards no loss of down. Illegal touching by an eligible number that is ineligible by position is 5 yards and no loss.
3. A player who is eligible and goes out of bounds on his own cannot be the first to touch a forward pass. Loss of down at previous spot, no yardage.
5. Contact fouls by A are penalized from previous spot on pass plays and on runs that end behind the line.
6. Defensive fouls on runs that end behind the line are penalized from the previous spot.
7. Illegal batting or kicking behind the line is 10 yards from basic spot and loss of down.
8. Fouls on kick plays by K (up to the change of team possession) can be penalized from the previous spot or tacked onto the end R's run.
9. If the clock is running with under 1:00 to go in the half or regulation, and a foul is committed that stops the clock (false start, offside with contact), the offended team may take the yardage and a 10-second subtraction from the clock; however, if the offending team has any timeouts remaining, they can avoid the subtraction by taking a time out. So, the options are: Yardage and 10-seconds, yardage only or decline the foul.
- 10. *Personal fouls against the defense during pass plays (during pass interval) are penalized from the last completed run like roughing the passer.***
- 11. *Hits against the passer (in a passing posture) at the knee or below with the shoulder or helmet is a foul (Roughing the passer).***

VI. Helmet coming off

1. A player whose helmet comes off completely (and not the result of a helmet foul such as facemask or helmet-to-helmet) must leave the game for one down, no exceptions.
2. A player whose helmet comes off completely must cease to participate in the play unless he is engaged. He can complete the engagement. If a ball comes loose at his feet he can fall on it; however, if he takes more than two steps to re-engage in the play, he is assessed a personal foul (basic spot).

3. If a player blocks a player who has lost his helmet (not engaged), he can be assessed a personal foul (basic spot).
4. If a player without a helmet is assessed a personal foul for participation, and a defensive player is assessed a foul for blocking that player, the fouls offset.
5. If a player loses his helmet, he may be “bought back” by a time out.

VII. Timing

1. If less than 3 seconds remain in a half or the game, there can only be time for one more play by rule. So they can't spike the ball with 2.5 seconds on the clock and expect another play. Game over.
2. A 10-second runoff may be accepted if a penalty is committed by either team and that is the only reason the clock was stopped in the last minute of each half.
3. A 10-second runoff may be accepted if a helmet comes off an opponent and that is the only reason the clock was stopped in the last minute of each half.
In both of the above cases, the offending team may avoid the runoff with a charged timeout.
4. ***In the last two minutes of either half, if the clock is stopped only to complete a penalty (that is the reason it is stopped) against the team that is ahead, the offended team has the option of starting it on the ready or snap.***

VIII. Targeting

1. If a player is penalized for targeting he is disqualified from the remainder of the game, and it is reported to the commissioner.

IX. Uniform

1. Uniform pants must cover the knees in 2017