

2020 Page	2019	2020
FR-5	<p>MAJOR RULES CHANGES for 2019</p> <p>2-3-7 Blind-Side Block defined 3-1-3-e Possession Series adjusted starting with fifth extra period 3-1-3-h Mandatory break period established in extra periods 6-1-10 Illegal wedge formation redefined as two or more players 9-1-3, 9-1-4 Progressive penalty created for targeting fouls 9-1-18 Blind-Side Block foul and penalty established 12-3-5-a Modification of Instant Replay review for targeting</p>	<p>MAJOR RULES CHANGES for 2020</p> <p>1-4-2 Players numbering 1-4-5 (a-c) Concurrently worn jersey allowed; Jersey penalty redefined 2-27-12 Disqualified/ejected player redefined 3-1-1 Pregame warmup procedures specified 3-5-3 Team B substitution altered to live-ball foul 6-3-14 Protection of snapper on scrimmage kicks enhanced 9-2-2 No more than two players allowed to be assigned same number 10-2-5 Penalty enforcement carry over to succeeding spot in extra periods 11-1 Officials’ jurisdiction adjusted to start 90 minutes before kickoff 12-3-6 Instant replay: Clock adjustment at end of half 12-6-2 Expectations not to exceed two minutes to complete a review</p>
FR-6	<p>SIGNIFICANT EDITORIAL CHANGES for 2019</p> <p>1-4-11-a Monitor allowed on sideline for medical staff only 2-4-1-a Player possession clarified 2-4-3-a-1 Catch, interception, recovery clarified 2-19-2-b Forward pass further defined 4-2-4-d Forward progress of a striding runner codified 7-3-10 Exception added to ineligible receiver downfield rule 9-1-6-b-1 Team B blocking below the waist clarified 11-2-1-b Officiating crews, including Instant Replay, to be assigned from the same organization (effective August 2020) 12-3-7 Clarification on limitations of reviewable plays</p>	<p>SIGNIFICANT EDITORIAL CHANGES for 2020</p> <p>1-2-9-a Field surface: Referee’s signal change 1-4-2-d Clarifying process for jersey number change 3-1-3-g-3 Penalty enforcement exception in extra periods 3-2-2-f Play clock operation 3-2-4-a Game clock: no tenths of seconds 3-4-3 Guidance on referee authority in starting and stopping the clock 6-1-11 Foul for out of bounds player clarified 6-1-2-a Penalty for illegal kick on a free kick 6-3-12 Foul for out of bounds player clarified 8-3-4-c Penalty enforcement exception on the try down 9-1-3 Adding clarity to crown-of-helmet definition 9-1-11-c Added apparent punt for leaping foul 12-3-3 Recovery in the immediate, continuing action detailed 12-3-4-f Added parameters of out of bounds player to reviewable kick plays 12-3-5-b Creation of targeting foul by replay official clarified 12-3-8-f Reviewable fouls: Out of bounds player touching or recovering a kick or loose ball -- Disqualified/ejected player redefined (numerous references)</p>
FR-7	<p>Points of Emphasis</p>	<p>ILLEGAL CONTACT AGAINST A QUARTERBACK/PASSER—Because of the position he plays, the passer is often in a vulnerable position, with little or no opportunity to protect himself from, or to prepare for, forcible contact. In recognition of this, there is an explicit rule (Rule 9-1-9) which addresses this unique situation: “No defensive player shall unnecessarily rough a passer when it is obvious the ball has been thrown.”</p> <p>The rule then lists several specific acts which are illegal when they occur against a passer or potential passer. The NCAA Football Rules Committee over time has given options for the quarterback to protect himself, such as sliding feet first and to legally throw the ball away outside the tackle box. Because of the extremely vulnerable situation the quarterback position presents, it is important for all officials, and the Referee and the Center Judge in particular, to be a presence and recognize when a passer is threatened or is in a defenseless position. The crew must make it a priority to afford the quarterback all the protection the rules provide.</p>

FR-7	<p>Points of Emphasis</p>	<p>FEIGNING AN INJURY—With the advent of the up-tempo offences, there is a growing trend of defensive players feigning an injury in an attempt to slow down or break the rhythm of the offense and try to gain an unwarranted time out. Full protection under the rules should go to a player that indeed suffers an injury; however, on occasion some potential injuries are suspect, happen in unusual windows between plays and appear to be staged. The Rules Committee had serious discussions on potential options on how to best take away incentive for players to feign an injury including adding additional time before a player could return from injury. Feigning an injury is not ethical and is completely against the spirit of fair competition. It is a bad look for our great game. The Rules Committee felt the best course of action for the coming season was to show video to the Head Coaches, and expect them to set a culture within their team to ensure that this type dishonest action would not be tolerated. Behavior of players in the coming season will be evaluated by the Rules Committee for potential future rules modification.</p>
FR-18 Rule 1-2-9-a	<p>Field Surface ARTICLE 9. a. No material or device shall be used to improve or degrade the playing surface or other conditions and give one player or team an advantage (Exceptions: Rules 2-16-4-b and c). PENALTY—Live-ball foul. Five yards from the previous spot [S27].</p>	<p>Field Surface ARTICLE 9. a. No material or device shall be used to improve or degrade the playing surface or other conditions and give one player or team an advantage (Exceptions: Rules 2-16-4-b and c). PENALTY—Live-ball foul. Five yards from the previous spot [S19].</p>
FR-21 Rule 1-4-2-a	<p>Players' Numbering ARTICLE 2. a. All players shall be numbered 1 through 99. Any number preceded by zero ("0") is illegal.</p>	<p>Players' Numbering ARTICLE 2. a. All players shall be numbered 0 through 99. Any number preceded by the digit zero such as "07" or "00" is illegal.</p>
FR-21 Rule 1-4-2-d	<p>d. When a player enters the game after changing his jersey number, he must report to the referee, who then informs the opposing head coach and announces the change. A player who enters the game after changing his number and does not report commits a foul for unsportsmanlike conduct. [S27]. (A.R. 1-4-2-I) PENALTY [d]—Live-ball foul. 15 yards from the previous spot [S27]. Flagrant offenders shall be disqualified [S47].</p>	<p>d. When a player enters the game after changing his jersey number, he must report to the referee. The officiating crew informs the opposing head coach and the referee announces the change. A player who enters the game after changing his number and does not report commits a foul for unsportsmanlike conduct. [S27]. (A.R. 1-4-2-I) PENALTY [d]—Live-ball foul. 15 yards from the previous spot [S27]. Flagrant offenders shall be ejected [S47].</p>
FR-22 Rule 1-4-5-a-1	<p>Jersey Design, Color and Numerals ARTICLE 5. a. Design. 1. The jersey must have sleeves that completely cover the shoulder pads. It must not be altered or designed to tear. The jersey must be full-length and tucked into the pants or made even with the waist line. It must cover all pads worn at or above the waist. Vests and/or a second jersey worn concurrently during the game are prohibited</p>	<p>Jersey Design, Color and Numerals ARTICLE 5. a. Design. 1. The jersey must have sleeves that completely cover the shoulder pads. It must not be altered or designed to tear. The jersey must be full-length and tucked into the pants or made even with the waist line. It must cover all pads worn at or above the waist. A second jersey meeting all requirements of Rule 1-4-5 worn concurrently is allowed. Vests and/or altered jerseys with zippers, Velcro, clasps or other fasteners are not allowed.</p>
FR-23 Rule 1-4-5-b	<p>Jersey Design, Color and Numerals ARTICLE 5. b. Color. PENALTY—Administer as a dead-ball foul. 15 yards at the succeeding spot following the kickoff. If the kickoff is returned for a touchdown, the penalty is assessed either on the try or on the succeeding kickoff, at the option of the home team. [S27]</p>	<p>Jersey Design, Color and Numerals ARTICLE 5. b. Color. PENALTY—Administer as a dead-ball foul. 15 yards at the succeeding spot following the kickoff. If the kickoff is returned for a touchdown, the penalty is assessed either on the try or on the succeeding kickoff, at the option of the home team. [S27] In</p>

		addition, Officials shall charge a team timeout at the start of each quarter the illegal jerseys are worn, or a foul for delay of the game if all timeouts have been used.
FR-23 Rule 1-4-5-c-2	Jersey Design, Color and Numerals ARTICLE 5. c. Numerals. 2. Teams wearing jerseys/numerals that do not conform to this rule will be asked to change into legal jerseys before the game and before the start of each quarter until the jerseys are changed. Officials shall charge a team timeout at the start of each quarter the illegal jerseys are worn. (A. R. 1-4-5-I)	Jersey Design, Color and Numerals ARTICLE 5. c. Numerals. 2. Teams wearing jerseys/numerals that do not conform to this rule will be asked to change into legal jerseys before the game and before the start of the second half. On the kickoff at the start of each half, if a team wears a jersey in violation of the conditions specified in paragraph 1, it is a foul for unsportsmanlike conduct. PENALTY—Administer as a dead-ball foul. 15 yards at the succeeding spot following the kickoff. If the kickoff is returned for a touchdown, the penalty is assessed either on the try or on the succeeding kickoff, at the option of the home team. [S27] In addition, Officials shall charge a team timeout at the start of each quarter the illegal jerseys are worn, or a foul for delay of the game if all timeouts have been used. (A. R. 1-4-5-I)
FR-24 Rule 1-4-6-f	Optional Equipment ARTICLE 6. The following items are legal: f. Game information. Any player may have written game information on the wrist or arm	Optional Equipment ARTICLE 6. The following items are legal: f. Game information. Any player may have written game information on the wrist, arm or belt
FR-25	Flagrant Rule 1-4-10 Rule 2-20 Rule 6-4-1 Rule 7-3-9-e, k Rule 9-1-1 Rule 9-2-1-a-1, 2 Rule 9-2-1-b-2 Rule 9-2-2-b Rule 9-2-2-f Rule 9-2-4 Rule 9-2-6 Rule 9-5 Rule 10	Ejected Prohibited Signal Devices Penalty definition – added ejection KCI – ejected or disqualified DPI – ejected or disqualified Flagrant Fouls – ejection or disqualification UNS – flagrant offenders are ejected No ejected person shall be in view of the field of play Unfair Tactics – flagrant offenders are ejected Cleats more than ½” in length – ejected Contacting an Official – ejection Ejected Players and Coaches Fighting – ejection Penalty Enforcement – ejected or disqualified
FR-42 Rule 2-27-12	Disqualified Player ARTICLE 12. a. A disqualified player is one who is declared ineligible for further participation in the game. b. A disqualified player must leave the playing enclosure under the escort of team personnel before the next play after his disqualification. He must remain out of view of the field of play under team supervision for the duration of the game. c. A player serving a first-half suspension due to his disqualification in the team’s previous game may participate in pre-game warm-up activities. During the first half he must remain out of view of the field of play under team supervision.	Disqualified Player and Ejected Player ARTICLE 12. a. Disqualified Player: 1. A disqualified player is one who is declared ineligible for further participation in the game and is allowed to remain in the team area. 2. A player serving a first-half suspension due to his disqualification in the team’s previous game may participate in pre-game warm-up activities. During the first half he may remain in the team area but may not participate in the first half of the game. b. Ejected Player: 1. An ejected player is one who is declared ineligible for further participation in the game and is not allowed to remain in the team area. This player must leave the playing enclosure under the escort of team personnel before the next play after his ejection. He must remain out of view of the field of play under team supervision for the duration of the game.

		2. A player serving a first-half suspension due to his ejection in the team's previous game may participate in pre-game warm-up activities. During the first half he must remain out of view of the field of play under team supervision
FR-46 Rule 3-1-1	First and Third Periods ARTICLE 1. a. Pregame Warmup. Prior to regular season games, teams must have access to the field for pregame warm-ups until at least 22 minutes before the opening kickoff. This may be altered in advance through written mutual agreement of the teams. Game management personnel are responsible for administering this rule.	Pregame, First and Third Periods ARTICLE 1. a. Pregame Warmup. Prior to regular season games, teams must have access to the field for pregame warm-ups until at least 22 minutes before the opening kickoff. This may be altered in advance through written mutual agreement of the teams. Game management personnel are responsible for administering this rule. b. When any Squad Member enters the playing enclosure prior to the officials escorting the captains out for the coin toss, the head coach or an assistant coach from that team must be present on the field. c. When Squad Members are present within the playing enclosure subsequent to the officials' jurisdiction, they must be wearing their jerseys or have their numerals readily visible. Any player without their numeral readily visible must leave the playing enclosure.
FR-48 Rule 3-1-3-g-3	Extra Periods ARTICLE 3. g. Fouls after a change of team possession (A.R. 3-1-3-XI-XIII): 3. If both teams foul during the down and Team B had not fouled before the change of possession, the fouls cancel and the down is not repeated	Extra Periods ARTICLE 3. g. Fouls after a change of team possession (A.R. 3-1-3-XI-XIII): 3. If both teams foul during the down and Team B had not fouled before the change of possession, the fouls cancel and the down is not repeated. (Exceptions: Penalties for flagrant personal fouls, unsportsmanlike conduct fouls, dead-ball personal fouls and live-ball fouls treated as dead-ball fouls are enforced on the succeeding play.)
FR-49 Rule 3-2-2-f	Timing Adjustments ARTICLE 2. f. The 40/25-second clock is not started when the game clock is running with fewer than 40 or 25 seconds, respectively, in a period	Timing Adjustments ARTICLE 2. f. The 40/25-second clock is not started when the game clock is running with fewer than 40 or 25 seconds, respectively, in a period. The play clock shall be set appropriately and continuously display this time (40 or 25 seconds) and hold.
FR-49 Rule 3-2-4-a	Timing Devices ARTICLE 4. a. Game Clock. Playing time shall be kept with a game clock that may be either a stop watch operated by the line judge, back judge, field judge or side judge, or a game clock operated by an assistant under the direction of the appropriate judge. The type of game clock shall be determined by the game management	Timing Devices ARTICLE 4. a. Game Clock. Playing time shall be kept with a game clock that may be either a stop watch operated by the line judge, back judge, field judge or side judge, or a game clock operated by an assistant under the direction of the appropriate judge. The type of game clock shall be determined by the game management. The game clock shall not display tenths of seconds.
FR-52 Rule 3-3-2-f	Starting and Stopping the Clock ARTICLE 2. f. Snap Supersedes Referee's Signal. Whenever one or more incidents that cause the game clock to be started on the referee's signal (Rule 3-3-2-e) occur in conjunction with any that cause it to be started on the snap (Rules 3-3-2-c and 3-3-2-d), it shall be started on the snap. [Exception: Rule 3-4-4 (10-second runoff) supersedes this rule. (A.R. 3-3-2-VIII and -IX)]	Starting and Stopping the Clock ARTICLE 2. f. Snap Supersedes Referee's Signal. Whenever one or more incidents that cause the game clock to be started on the referee's signal (Rule 3-3-2-e) occur in conjunction with any that cause it to be started on the snap (Rules 3-3-2-c and 3-3-2-d), it shall be started on the snap. [Exception: Rule 3-4-4 (10-second runoff) supersedes this rule, other than when a team is granted a charged timeout. (A.R. 3-3-2-VIII and -IX)]
FR-57 Rule 3-4-3	Unfair Clock Tactics ARTICLE 3. The referee has broad authority in the timing of the game. He shall order the game clock or play clock started or stopped whenever either team	Unfair Clock Tactics ARTICLE 3. The referee has broad authority in the timing of the game. He shall order the game clock or play clock started or stopped whenever either team

	<p>conserves or consumes playing time by tactics obviously unfair. This includes starting the game clock on the snap if the foul is by the team ahead in the score. If the game clock is stopped to complete a penalty for a foul by the team ahead in the score (or either team if the score is tied) inside the last two minutes of a half, it will start on the snap, at the option of the offended team. The game clock will start on the ready-for-play signal after Team A throws an illegal forward or backward pass to conserve time (Rule 3-3-2-e-14) (A.R. 3-4-3-I-V).</p>	<p>conserves or consumes playing time by tactics obviously unfair. This includes starting the game clock on the snap if the foul is by the team ahead in the score. As a guideline, referees should consider invoking this rule when the game clock is under five minutes of each half. If the game clock is stopped to complete a penalty for a foul by the team ahead in the score (or either team if the score is tied) inside the last two minutes of a half, it will start on the snap, at the option of the offended team. The game clock will start on the ready-for-play signal after Team A throws an illegal forward or backward pass to conserve time (Rule 3-3-2-e-14) (A.R. 3-4-3-I-V).</p>
FR-59 Rule 3-5-3	<p>More Than Eleven Players on the Field ARTICLE 3. a. Team A may not break the huddle with more than 11 players nor keep more than 11 players in the huddle or in a formation for more than three seconds. Officials shall stop the action whether or not the ball has been snapped. b. Team B is allowed to briefly retain more than 11 players on the field to anticipate the offensive formation, but it may not have more than 11 players in its formation if the snap is imminent. Whether the snap is imminent or has just occurred, the officials shall stop the action. (A.R. 3-5-3-IV) PENALTY [a-b]—Dead-ball foul. Five yards at the succeeding spot. [S22] c. If officials do not detect the excessive number of players until during the down or after the down is over, or if Team B players have entered the field just before the snap but have not been in the formation, the infraction is treated as a live-ball foul. (A.R. 3-5-3-V-VI) PENALTY—Live-ball foul. Five yards at the previous spot. [S22]</p>	<p>More Than Eleven Players on the Field ARTICLE 3. a. Team A may not break the huddle with more than 11 players nor keep more than 11 players in the huddle or in a formation for more than three seconds. Officials shall stop the action whether or not the ball has been snapped. b. Team B is allowed to briefly retain more than 11 players on the field to anticipate the offensive formation, but it may not have more than 11 players on the field when the ball is snapped. The infraction is treated as a live-ball foul. PENALTY—Live-ball foul. Five yards at the previous spot. [S22]</p>
FR-66 Rule 6-1-2-a	<p>Free Kick Formation ARTICLE 2. a. A ball from a free kick formation must be kicked legally and from some point on Team A’s restraining line (Exception: Rule 6-1-2-c-4) and on or between the hash marks. The referee will declare the ball ready for play when the officials are in position after the kicker has received the ball. After the ready-for-play signal, the ball may only be relocated after a charged timeout or during a subsequent kick. After the ball is ready for play and for any reason falls from the tee, Team A shall not kick the ball and the official shall sound his whistle immediately.</p>	<p>Free Kick Formation ARTICLE 2. a. A ball from a free kick formation must be kicked legally and from some point on Team A’s restraining line (Exception: Rule 6-1-2-c-4) and on or between the hash marks. The referee will declare the ball ready for play when the officials are in position after the kicker has received the ball. After the ready-for-play signal, the ball may only be relocated after a charged timeout or during a subsequent kick. PENALTY—Dead ball foul. Illegal kick. Five yards from the previous spot [S7 and S19]. (A.R. 6-1-2-I).</p>
FR-68 Rule 6-1-10-d	<p>Illegal Wedge Formation ARTICLE 10. d. There is no foul if the play results in a touchback, free kick out of bounds or fair catch</p>	<p>Illegal Wedge Formation ARTICLE 10. d. There is no foul if the play results in a touchback, a foul for free kick out of bounds or fair catch.</p>
FR-68 Rule 6-1-11	<p>Free Kicks. Player Out Of Bounds ARTICLE 11. A Team A player who goes out of bounds during a free kick down may not return inbounds during the down (Exception: This does not apply to a Team A player who is blocked out of bounds and returns in-bounds immediately)</p>	<p>Free Kicks. Player Out Of Bounds ARTICLE 11. A Team A player who goes out of bounds during a free kick play may not return inbounds during the down (Exception: This does not apply to a Team A player who is blocked out of bounds and returns in-bounds immediately)</p>
FR-71 Rule 6-3-12	<p>Scrimmage Kicks. Out-of-Bounds Player ARTICLE 12. No Team A player who goes out of bounds during a scrimmage kick down may return inbounds during the down (Exception: This does not apply to a Team A player who is blocked out of bounds and attempts to return inbounds immediately).</p>	<p>Scrimmage Kicks. Out-of-Bounds Player ARTICLE 12. No Team A player who goes out of bounds during a scrimmage kick play may return inbounds during the down (Exception: This does not apply to a Team A player who is blocked out of bounds and attempts to return inbounds immediately).</p>
FR-71	Defensive Linemen on Place Kicks	Defensive Linemen on Scrimmage Kick Plays

Rule 6-3-14	ARTICLE 14. If Team A is in a formation to attempt a place kick (field goal or try) it is illegal for three Team B players on their line of scrimmage inside the blocking zone to align shoulder-to-shoulder and move forward together after the snap with primary contact against a single Team A player (A.R. 6-3-14-I and II).	ARTICLE 14. a. If Team A is in a scrimmage kick formation at the snap, any Team B player within one yard of the line of scrimmage must be aligned completely outside the frame of the body of the snapper at the snap (A.R. 6-3-14-I and II). b. If Team A is in a formation to attempt a place kick (field goal or try) it is illegal for three Team B players on their line of scrimmage inside the blocking zone to align shoulder-to-shoulder and move forward together after the snap with primary contact against a single Team A player (A.R. 6-3-14-III and IV).
FR-83 Rule 8-3-4-c	Fouls During a Try After a Change of Team Possession ARTICLE 4. c. If both teams foul during the down and Team B had not fouled before the change of possession, the fouls cancel, the down is not repeated, and the try is over.	Fouls During a Try After a Change of Team Possession ARTICLE 4. c. If both teams foul during the down and Team B had not fouled before the change of possession, the fouls cancel, the down is not repeated, and the try is over. (Exception: Penalties for flagrant personal fouls, unsportsmanlike conduct fouls, dead-ball personal fouls and live-ball fouls treated as deadball fouls are enforced on the succeeding kickoff or at the succeeding spot in extra periods. See Rule 8-3-5.)
FR-91 Rule 9-1-3	Targeting and Making Forcible Contact With the Crown of the Helmet ARTICLE 3. No player shall target and make forcible contact against an opponent with the crown of his helmet. This foul requires that there be at least one indicator of targeting (See Note 1 below). When in question, it is a foul. (Rule 9-6) (A.R. 9-1-3-I)	Targeting and Making Forcible Contact With the Crown of the Helmet ARTICLE 3. No player shall target and make forcible contact against an opponent with the crown of his helmet. The crown of the helmet is the portion of the helmet above the level of the top of the facemask. This foul requires that there be at least one indicator of targeting (See Note 1 below). When in question, it is a foul. (Rule 9-6) (A.R. 9-1-3-I)
FR-95 Rule 9-1-11-c	Leverage and Leaping ARTICLE 11. c. It is a foul if a defensive player who is inside the tackle box tries to block a punt by leaving his feet and leaping into the plane directly above the frame of the body of an opponent.	Leverage and Leaping ARTICLE 11. c. It is a foul if a defensive player who is inside the tackle box tries to block a punt or an apparent punt by leaving his feet and leaping into the plane directly above the frame of the body of an opponent
FR-99 Rule 9-2-2-e	N/A	Unfair Tactics ARTICLE 2. e. No more than two Squad Members may be assigned or wear the same jersey number. PENALTY—Unsportsmanlike Conduct charged against the Head Coach and the players must immediately correct the numbering and report the change [S27]
FR-109 Rule 10-2-5-a,c	Fouls During Or After A Touchdown, Field Goal or Try: ARTICLE 5. a. Fouls by the nonscoring team during a down that ends in a touchdown (not on the try). 1. Fifteen-yard penalties for personal fouls and for unsportsmanlike conduct fouls are enforced on the try or the succeeding kickoff, at the option of the scoring team. If there is no kickoff the accepted penalty is enforced on the try. 2. Five- and 10-yard penalties are not enforced on the try or the succeeding kickoff. Such penalties are declined by rule unless enforcement is made possible by illegal touching of a kick during the down (A.R. 6-3-2-IIIIV). b. Penalties for defensive pass interference fouls on a try from the three-yard line are enforced one-half the distance to the goal line. If the try is successful, the penalty is declined by rule. c. When a foul(s) occurs after a touchdown and before the ball is ready for	Fouls During Or After A Touchdown, Field Goal or Try: ARTICLE 5. a. Fouls by the nonscoring team during a down that ends in a touchdown (not on the try). 1. Fifteen-yard penalties for personal fouls and for unsportsmanlike conduct fouls are enforced on the try, the succeeding kickoff or from the succeeding spot in extra periods at the option of the scoring team. 2. Five- and 10-yard penalties are not enforced on the try or the succeeding kickoff. Such penalties are declined by rule unless enforcement is made possible by illegal touching of a kick during the down (A.R. 6-3-2-IIIIV). b. Penalties for defensive pass interference fouls on a try from the three-yard line are enforced one-half the distance to the goal line. If the try is successful, the penalty is declined by rule. c. When a foul(s) occurs after a touchdown and before the ball is ready for

	play on the try or there was a live-ball foul treated as a dead-ball foul on the touchdown play, enforcement is on the try or the succeeding kickoff, at the option of the offended team. If there is no kickoff, the accepted penalty is enforced on the try (A.R. 3-2-3-V).	play on the try or there was a live-ball foul treated as a dead-ball foul on the touchdown play, enforcement is on the try, the succeeding kickoff or from the succeeding spot in extra periods at the option of the offended team (A.R. 3-2-3-V).
FR-110 Rule 11-1	SECTION 1. Officials Jurisdiction The officials' jurisdiction begins 60 minutes before the scheduled kickoff and ends when the referee declares the score final [S14]	SECTION 1. Officials Jurisdiction ARTICLE 1. The officials' jurisdiction begins 90 minutes before the scheduled kickoff and ends when the referee declares the score final [S14]. It is expected that a minimum of three officials will take the field at 90 minutes before kickoff. All officials will be on the field at 40 minutes prior to kickoff. ARTICLE 2. At 90 minutes before kickoff the playing field will be divided into an "L-shaped" configuration with the 30 yard-lines forming the "L" (See Appendix D). No later than 40 minutes before kickoff, the configuration will change to the "Buffer Zone" configuration, and no player shall enter the 10-yard buffer zone between the 45 yard-lines (See Appendix D).
FR-112 Rule 12-3-3	Section 3. Reviewable Plays. Dead Ball and Loose Ball ARTICLE 3. Reviewable plays involving potential dead balls and loose balls include: a. Loose ball by a potential passer ruled a fumble. b. Loose ball by a passer ruled incomplete forward pass when there is clear recovery or the ball goes out of bounds in the immediate continuing action after the loose ball. 1. If the replay official does not have indisputable video evidence as to which team recovers or the ball going out of bounds, the ruling of incomplete pass stands. 2. If the replay official rules fumble and the ball is recovered, the ball belongs to the recovering team at the spot of the recovery and any advance is nullified. c. Live ball not ruled dead in possession of a ball carrier. d. Loose ball ruled dead (Rule 4-1-2-b-2), or live ball ruled dead in possession of a ball carrier, when the clear recovery of a loose ball occurs in the immediate continuing football action. 1. If the ball is ruled dead and the replay official does not have indisputable video evidence as to which team recovers, the dead-ball ruling stands. 2. If the replay official rules that the ball was not dead, it belongs to the recovering team at the spot of the recovery and any advance is nullified	Section 3. Reviewable Plays. Dead Ball and Loose Ball ARTICLE 3. Reviewable plays involving potential dead balls and loose balls include: a. Loose ball by a potential passer ruled a fumble. b. Loose ball by a passer ruled incomplete forward pass when there is clear recovery or the ball goes out of bounds in the immediate continuing action after the loose ball. 1. If the replay official does not have indisputable video evidence as to which team recovers, does not have confirmation of the recovery by the officials on the field , or the ball going out of bounds, the ruling of incomplete pass stands. 2. If the replay official rules fumble and the ball is recovered, the ball belongs to the recovering team at the spot of the recovery and any advance is nullified. c. Live ball not ruled dead in possession of a ball carrier. d. Loose ball ruled dead (Rule 4-1-2-b-2), or live ball ruled dead in possession of a ball carrier, when the clear recovery of a loose ball occurs in the immediate continuing football action. 1. If the ball is ruled dead and the replay official does not have indisputable video evidence as to which team recovers or does not have confirmation of the recovery by the officials on the field , the dead-ball ruling stands. 2. If the replay official rules that the ball was not dead, it belongs to the recovering team at the spot of the recovery and any advance is nullified
FR-113 Rule 12-3-4-f	N/A	Section 3. Reviewable Plays. Kicks ARTICLE 4. Reviewable plays involving kicks include: f. A player touching or recovering a kick or loose ball who is or has been out of bounds during the kick
FR-113 Rule 12-3-5-b	Section 3. Reviewable Plays. Targeting ARTICLE 5 b. The replay official may create a targeting foul from the booth when the	Section 3. Reviewable Plays. Targeting ARTICLE 5 b. The replay official may create a targeting foul from the booth when all

	targeting action is clear and obvious and the foul is not called by the officials on the field. Such a review may not be initiated by a coach's challenge	elements of targeting can be confirmed and the foul is not called by the officials on the field. Such a review may not be initiated by a coach's challenge
FR-114 Rule 12-3-6-d3	N/A	Section 3. Reviewable Plays. Miscellaneous ARTICLE 6. Situations that may be addressed by the replay official: d. Clock adjustment at the end of any quarter. 3. If time expires in a half, and the clock would start on the Referee's signal after review, there must be at least 3 seconds remaining when the ball should have been declared dead to restore time to the clock. With 2 seconds or 1 second remaining on the clock, the half is over unless Team A has a time out remaining (This does not impact situations when the clock is stopped and will remain stopped until the snap such as an incomplete pass or a ball carrier out of bounds.);
FR-114 Rule 12-3-8-f	Section 3. Reviewable Plays. Reviewable Fouls ARTICLE 8. f. Player who is out of bounds touching a free kick that had not been touched inbounds (Rule 12-3-4-a).	Section 3. Reviewable Plays. Reviewable Fouls ARTICLE 8. f. A player touching or recovering a kick or loose ball who is or has been out of bounds during the kick. (Rule 12-3-4-f).
FR-117 Rule 12-6-2-b	Restrictions ARTICLE 2. b. The replay official is under no time limit for a review.	Restrictions ARTICLE 2. b. The expectation is that the replay official will not exceed two minutes to complete a review. If the review has end of game impact or has multiple aspects as a part of the review, it should be completed efficiently but will have no stated time limit.