

Drone Policy

(Rule 1-4-11-d)

- Drones are not allowed over the field or the team area when squad members are present within the playing enclosure.
- Outside the limit lines, game management (or conference policy) will govern drone activity.
- This governance will include all FAA, state, and local laws including campus policy where appropriate.
- The Referee may suspend the game temporarily when conditions warrant such action (Rule 3-3-3).



Halftime Intermission

(Rule 3-2-1-c & 11-1-3)

- Game management determines timing of halftime activities. The field will be available to squad members no later than three minutes prior to the second half kickoff.
- When any Squad Member enters the playing enclosure during the halftime intermission, a staff member from that team must be present on the field.
- If kickers or other squad members come onto the playing enclosure before the field is available, their activities must be confined to the team area. All kicks must be into the practice kicking nets until the field is available.
- When the field is available during the halftime intermission, the playing field will be divided into the “L-shaped” configuration (Appendix D).
- When the field is available to players, at least 2 game officials must be present back on the field.



Extension of Periods

(Rule 3-2-3-a)

- If a penalty is accepted for a live-ball foul during a down in which the game clock expires, the period shall be extended for an untimed down only in the 2nd or 4th quarter.
- This includes situations with offsetting fouls, or if an official sounds their whistle inadvertently or otherwise incorrectly signals the ball dead during a down in which time expires.
- The 1st and 3rd quarter will not be extended and any penalty enforcement will be carried over to the following quarter.



Clock Status – First Downs

(Rule 3-3-2-e-1)

- With 2 minutes or more remaining in a half, the game clock will no longer be stopped to award Team A's first down when the play ends inbounds.
- With less than two minutes remaining in the 2nd and 4th quarters, the game clock will be stopped to award Team A's first down and will restart on the Referee's signal.
- This change has no impact when Team B is awarded a first down and will next snap the ball – the game clock will start on the snap.
- **Pending PROP action for DIII.**



2023 Mechanics Update

- The game clock will no longer stop when Team A is awarded a 1st down except inside of two minutes remaining in each half.
- The covering official will determine if the game clock is under 2:00 when the play is ruled dead and will have primary responsibility to stop the clock. When in question, the clock will be stopped (not reviewable in Replay).
- When the game clock is stopped to award Team A 1st down within the last two minutes of each half – the clock will be restarted by the Referee when the ball is ready for play.
- The ball is ready for play when the official places the ball down and is in position to officiate.



Consecutive Charged Team Timeouts

(Rule 3-3-4-a)

- Consecutive charged team timeouts will no longer be allowed by the same team in any individual dead ball period.
- Each team is entitled to three charged team timeouts during each half, with no more than one charged team timeout available per team, per individual dead ball period.
- When a team's charged timeouts are not available or are exhausted and it requests a timeout, the officials shall not acknowledge the request.



Instant Replay without an IR Booth Official **(Rule 12-2-1-c)**

- The optional use of instant replay in games that do not have an instant replay booth official is now permissible and must be in full compliance with Rule 12 with the following exceptions:
- The Referee will be the sole decision maker on any review and may include one additional crew member to consult on the review.
- The equipment used in the review must be located outside the limit lines on the sideline or end zone and must be completely outside the team area. The referee and additional crew member must be provided a separate, secure location away from fans and sideline personnel, with a tent or similar type shelter structure.



Instant Replay without an IR Booth Official (Rule 12-2-1-c)

- The optional use of instant replay in games that do not have an instant replay booth official is now permissible and must be in full compliance with Rule 12 with the following exceptions:
- The Referee will stop the game to review all Targeting Fouls that are called on the field.
- The only other method to stop a game for a replay review is through a head coach challenge as specified in Rule 12-5-1-b. When the head coach requests a timeout for replay review, the replay challenge flag must be dropped onto the field of play.
- Other than Targeting, the crew on the field may not initiate a review.
- The head coach may initiate a Targeting review if the team has a timeout available and a coach's challenge remaining.



Team B Blocking Below the Waist (Rule 9-1-6-b)

- Team B prior to a change of team possession:
- Players aligned in a stationary position within 1-yard of the line of scrimmage within the tackle box may legally block below the waist in the tackle box on their initial line charge.
- All other Team B players are not allowed to block below the waist except against a ~~ball-carrier~~ runner.



Roughing / Running Into the Kicker

(Rule 9-1-16-a-4)

- When it is obvious that a scrimmage kick will be made, no opponent shall run into or rough the kicker or the holder of a place kick.
- The kicker's protection under this rule ends:
- When the kicker has had a reasonable time to regain their balance.
- When the kicker carries or possesses the ball outside the tackle box before kicking.
- When the kicker carries or possesses the ball more than 5-yards behind their initial position from scrimmage kick formation before kicking.



2023 Mechanics Update

- Positioning on Field Goals (No change to the Try).
- Now the U, CJ and SJ line up on Team B's side of the ball.
- Umpire is primarily responsible for action by and against the snapper and action by and against the two guards.
- The CJ and SJ flank the Umpire, with the SJ to the Umpire's right and the CJ to the left.
- CJ & SJ observe action on and against the tackle and tight end on their side of the field. If a tackle-over formation, they should key on both tackles if on their side.
- All should be alert for leverage, leaping and the pull-and-shoot.

