



## COLLEGE FOOTBALL OFFICIATING, LLC

### **2011 RULES CHANGES AND MAJOR EDITORIAL CHANGES**

The rules changes proposed for 2011 are currently out for review during the 30-day comment period. They are subject to the approval of the Playing Rules Oversight Panel (PROP), which will meet in April. Changes approved in 2010 to take effect in 2011 received final approval last year. Subject to the results of the comment period and the approval of PROP, here are the 2011 rules changes and major editorial changes. Example plays and commentary for all of these will be posted to the Central Hub from time to time over the next several weeks.

*Rogers Redding  
NCAA Secretary-Rules Editor  
March 1, 2011*

### **RULES CHANGES ADOPTED IN 2010 FOR 2011**

#### Unsportsmanlike Conduct

When players commit **unsportsmanlike conduct fouls** the penalties are now administered by treating these fouls as live-ball or dead-ball fouls according to the status of the ball at the time the foul occurs. They are no longer always treated as dead-ball fouls. Unsportsmanlike conduct fouls by players now are treated just like all other fouls.

#### Television Monitors in Press-Box Coaches' Booths

##### **Rule 1-4-11**

#### Prohibited Field Equipment

##### ARTICLE 11.

**Exception:** Television monitors are allowed in press box coaches' booths. Monitors may only be used to view the live telecast or webcast. The home team is responsible for assuring identical television capability in the coaches' booths of both teams. This capability may not include replay equipment or recorders.

## **Rule 6-1-10**

### Illegal Wedge Formation

#### ARTICLE 10.

- a. A wedge is defined as two or more players aligned shoulder to shoulder within two yards of each other.
- b. Free-kick down only: After the ball has been kicked, it is illegal for three or more members of the receiving team intentionally to form a wedge for the purpose of blocking for the ball carrier. This is a live-ball foul, whether or not there is contact between opponents.

**PENALTY—Noncontact foul. 15 yards, spot of the foul, or 15 yards, spot where the subsequent dead ball belongs to Team B if this is behind the spot of the foul. 15 yards, previous spot with the down repeated if the subsequent dead ball belongs to Team A. [S27]**

- c. Formation of the wedge is not illegal when the kick is from an obvious onside kick formation.
- d. There is no foul if the play results in a touchback.

## **Rule 12-3-5-c**

#### ARTICLE 5.

#### c. Clock adjustment at the end of either half.

If at the end of a half the game clock expires, either during a down in which it should be stopped by rule when the ball becomes dead or following the down upon a request for an available team timeout, the replay official may restore time only under these conditions:

1. The replay official has indisputable video evidence that time should have remained on the game clock when the ball became dead or when the team timeout was granted;
2. The team in possession when the ball became dead would next put the ball in play from scrimmage;
3. In the *fourth quarter only*, either the score is tied or the team that will next snap the ball is behind by eight points or fewer; and
4. The replay official's video evidence includes the timeout signal by an official in the case where the game clock should have stopped for a requested team timeout.

## **RULES CHANGES FOR 2011**

### **Rule 3-4-4 (New Article)**

#### 10-Second Subtraction from Game Clock

#### ARTICLE 4.

- a. With the game clock running and less than one minute remaining in either half, if a player of either team commits a foul that causes the clock to stop, the officials may

subtract 10 seconds from the game clock at the option of the offended team. The fouls that fall in this category include but are not limited to:

- (1) Any foul that prevents the snap (e.g., false start, encroachment, defensive offside by contact in the neutral zone, etc.);
- (2) Intentional grounding to stop the clock;
- (3) Incomplete illegal forward pass;
- (4) Backward pass thrown out of bounds to stop the clock;
- (5) Any other foul committed with the intent of stopping the clock.

The offended team may accept the yardage penalty and decline the 10-second subtraction. If the yardage penalty is declined the 10-second subtraction is declined by rule.

- b. The 10-second rule does not apply if the game clock is not running when the foul occurs or if the foul does not cause the game clock to stop (e.g., illegal formation).
- c. Following enforcement of the penalty and 10-second subtraction (if any) the game clock starts on the referee's signal.
- d. If the fouling team has a timeout remaining it may avoid the 10-second subtraction by using a timeout. In this case the game clock starts on the snap following the timeout.

#### **Rule 6-3-14 (New article)**

##### Defensive Linemen on Place Kicks

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.

**PENALTY: Live-ball foul. Five yards, previous spot. [S19]**

#### **Rule 9-1-6 (Replaces current 9-1-2-e)**

##### Blocking Below the Waist

ARTICLE 6.

There shall be no blocking below the waist (Rule 2-3-2).

##### ***Exceptions:***

1. Against the ball carrier.
2. Before a change of possession on scrimmage downs that do not include kicks, blocking below the waist is allowed as follows:
  - (a) Players of the offensive team who at the snap are
    - (1) on the line of scrimmage more than seven yards from the middle lineman of the offensive formation, or
    - (2) in the backfield outside the tackle box, or
    - (3) in motion,may block below the waist **only** along a north-south line or toward the sideline adjacent to them at the snap.
  - (b) Players of the offensive team who at the snap are inside the tackle box or on the line of scrimmage inside the seven-yard limit may block below the waist.

(c) Players of the defensive team who at the snap are inside the blocking zone extended to the sideline may block below the waist inside that area until the blocking zone disintegrates (Rule 2-3-6-b).

**PENALTY: Administer as a Personal Foul**

**Rule 9-1-7 (New Paragraph)**

Late Hit, Action Out of Bounds

ARTICLE 7 c.

It is illegal for any player to initiate a block against an opponent who is out of bounds. The spot of the foul is where the blocker crosses the sideline in going out of bounds.

**PENALTY: Administer as a Personal Foul**

**MAJOR EDITORIAL CHANGES FOR 2011**

- Gloves may be of any color.
- Any player may wear a towel.
- A disqualified player must leave the playing enclosure and remain out of view of the field under team supervision for the duration of the game.
- The game clock does not stop when the ball carrier's helmet comes off.
- The foul for twelve men on the field, whether a live-ball or dead-ball foul, carries a 5-yard penalty.
- After the ball is ready for play and before the snap, if the offense never has all eleven players set for a full second, it is a false start (dead-ball foul). If they become set and then make an illegal shift without re-setting before the snap it is a live-ball foul at the snap.
- For Team A to avoid a foul for intentional grounding it is no longer required that a receiver have a reasonable opportunity to catch the pass. He must only be in the area.
- Penalties for unsportsmanlike conduct by Team B include an automatic first down.
- Fifteen-yard penalties are reserved for personal fouls, unsportsmanlike conduct fouls and pass interference.