

## CHANGES FOR 2011 AND 2012

The NIRSA Rules Book and Officials' Manual takes priority over materials listed below.

### RULES BOOK

- 1-2-3 Field Markings.** The words “inbounds lines” have been eliminated here and throughout the book. The correct term is hash marks.
- 1-3-3 Down Box.** During the Try, the down box will display the point value (1, 2, or 3) declared by A and be placed at the goal line.
- 1-5-4 Pads.** Soft and yielding padded compression shorts and shirts are legal apparel. The words “basketball or wrestling knee” have been eliminated from this article.
- 1-5-8 Face Shield (new).** Players may wear a face shield molded to the face with no protrusions to protect against a facial injury.
- 1-6-1A Illegal Equipment.** EXCEPTION: Face Shield.
- 2-26-1 A and B.** The word “team” is eliminated in front of A and B here and throughout the book.
- 3-1-1 Coin Toss.** The Referee shall instruct the visiting captain to give a “heads” or “tails” choice before the coin toss. The Referee will then toss and catch the coin.
- 3-2-2A Interrupted and Shortened Games.** When thunder is heard or a cloud-to-ground lightning bolt is seen, suspend play immediately. Wait at least 30 minutes prior to resuming play. If subsequent thunder is heard or lightning is seen after the beginning of the 30 minutes count, reset the clock and another 30 minute count will begin.
- 3-2-3E Extension of Periods.** Fouls for which enforcement by Rule result in a safety.
- 3-3-2 Tie Game Coin Toss.** The visiting captain shall call the toss.
- 3-3-3 Tie Breaker.** When B secures possession, the ball is dead and the series is over.
- 3-4-9 Concussion.** Any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.
- 3-6-1 Illegally Conserving or Consuming Time.** NOTE: If in doubt, apply conserving/consuming time.
- 4-1-2N Ball Declared Dead.** K's punt breaks the plane of R's goal line.
- 4-1-20 Ball Declared Dead.** B secures possession during a Try or overtime.
- 6-1-5 After Being Punted.** If the punt is blocked by any R player behind K's scrimmage line and then caught by any K player behind K's scrimmage line (1st ball spotter-orange), K may run and/or throw a pass (clarification only).
- 6-1-9 Punt Behind the Goal Line.** When a punt breaks the plane of R's goal line, it is a touchback unless R chooses the spot of 1st touching by K.
- 7-1-2 Ball Responsibility.** A small towel may be placed under the ball, regardless of weather or field conditions.
- 7-3-1 Legal Position.** Anytime on or after the ball is marked ready for play, each A player must momentarily be at least 5 yards inbounds before the snap.

- 7-10-1 Interference.** The player must place 1 or both hands in front of the opponent's face or wave his/her hand(s) or arm(s) near the opponent's face.
- 7-10-5 Catchable/Uncatchable (new).** Whether a pass is catchable or uncatchable has no bearing on offensive and defensive forward pass interference.
- 8-5-3 Try Begins and Ends.** The Try begins when the ball is marked ready for play. The Try ends when B secures possession.
- 8-7-2 Touchback.** It is a touchback when K's punt breaks the plane of R's goal line.
- 9-1-1F Noncontact Acts.** No player or nonplayer shall commit noncontact acts during a period or intermission including: Being outside the team box, but not on the field, "during a live ball."
- 9-4-1F Flag Belt Removal.** A nonplayer deflags or interferes with a runner. *Penalty:* Personal Foul, 10 yards (S38). The Referee will award a touchdown (S5) and disqualify (S47) the nonplayer.
- 10-3-6B Foul During a Touchdown.** If an opponent of the scoring team commits a foul (other than unsportsmanlike or nonplayer) during a down in which a touchdown is scored, "and there was not a change of possession during the down," A may accept the results of the play and then choose to have the foul enforced on the Try, or after the Try, at the 14 yard line.
- 10-3-6C Foul During a Touchdown.** If an opponent of the scoring team commits a foul (other than unsportsmanlike or nonplayer) during a down in which a touchdown is scored, "and there was a change of possession during the down and such foul occurs after the change of possession," the scoring team may accept the results of the play and then choose to have the foul enforced on the Try, or after the Try, at the 14 yard line.
- 10-3-6D Foul During a Touchdown.** If either team commits an unsportsmanlike or nonplayer foul during the down in which a touchdown is scored, the opponent may accept the results of the play and then choose to have the foul enforced on the Try, or after the Try, at the 14 yard line.
- 11-1-6 Try.** If a touchdown is scored on the last timed down of the 4th period, the Try must be attempted during Pool Play because it can affect playoff qualifying, unless the Mercy Rule is applied.

## OFFICIALS' MANUAL

**NOTE: 10 Commandments for Clinicians and Observers.** Good words of wisdom added.

- I-9 Enforcement of Penalties.** If there was no foul, signal disregard flag (S13).
- I-13 Helpful Hints.** Material has been revised and updated.
- I-14 Hurry-Up Offense.** Emphatically inform the center and QB to "wait for my whistle" when the R is backpedaling to his/her initial position and A is ready to snap the ball.
- I-16 Incomplete Pass.** Repeat the signal 2 times (rather than 3 times).
- I-18 Last 2 Minutes of Each Half.** The touchdown, touchback, safety, and incomplete pass signals automatically stop the clock. Do not follow any of these signals with a time-out signal.
- I-18 Last 2 Minutes of Each Half.** When the runner advances beyond the zone line-to-gain for a 1st down and is then tagged/deflagged inbounds near the sideline, stop the clock for the 1st down. Remind the R whether the ball became dead inbounds by winding your index finger, or out-of-bounds by snapping your fingers.
- I-19 Officiating Uniform.** Blue bean bag only. All black sweatpants only.

- I-22 Signals.** The “catch” signal should be given on a tight boundary line call. Never give the catch signal into the field of play. Also, the “bobble” and “out-of-bounds” signal for incomplete passes should be given on the tight boundary line calls. The next down signal must be given immediately after the ball becomes dead by Rule.
- II-1-3L All Responsibilities After the Ball is Snapped.** Throw your hat when the player steps out-of-bounds.
- II-3-1A BJ Position.** Take a position parallel to the deepest receivers and at least 10 yards wide of the nearest receiver (same for III-3-1B).
- II-3-2A R Responsibilities After the Ball is Snapped.** After the punt, move to the K scrimmage line, watching for illegal contact (same for III-3-3A).
- II-3-2B BJ Responsibilities After the Ball is Snapped.** Once the punt is caught, drop your bean bag where the kick ends (same as III-3-3C).
- III-1-1A R Position.** Place your shoulders at a 45° angle prior to the snap.
- III-1-1C BJ Position.** Stay at 17 yards until the ball is snapped on or inside B’s 10 yard line (goal line mechanics).
- III-1-2G BJ Responsibilities Before the Ball is Snapped.** Keep people on the sideline back at least 6 feet.
- III-1-3A R Responsibilities After the Ball is Snapped.** Adjust your position to see through the play and rule on illegal contact maintaining a 45° angle. Stay “inside,” maintaining an “inside looking out” angle to see the inside arm of the runner for a possible flag guard. Maintain a 5 yard cushion from the runner. Maintain a position at or near the scrimmage line to observe action around the runner.
- III-1-3F L J Responsibilities After the Ball is Snapped.** Passer added to mental checklist. Now it is Snap, Players, Passer, Zone, and Ball (same for III-1-3M-BJ).
- III-1-3K L J / BJ Responsibilities After the Ball is Snapped.** On a pass to the sideline, maintain a 5 yard cushion with the receiver, standing still.
- IV-1-3C FJ Responsibilities After the Ball is Snapped.** Passer added to mental checklist. Now it is Snap, Players, Passer, Zone, and Ball.
- IV-1-3C FJ Responsibilities After the Ball is Snapped.** Stop-N-Watch at moment of judgement.
- IV-2-1B L J Position.** Take 2 steps backward and out-of-bounds prior to the snap.
- IV-2-1C FJ Position.** Straddle the goal line and stand 2 steps outside the pylon.
- IV-2-2B L J Responsibilities.** Hustle to the goal line, 2 steps behind the pylon, if the ball is snapped on or inside the 5 yard line.
- IV-3-1B FJ Position.** Move downfield 35 yards prior to the punt.
- IV-3-1C BJ Position.** Take a position parallel to the deepest receivers and 8 yards wide of the nearest receiver.