

CHANGES FOR 2009 AND 2010

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

RULES BOOK

- 1-2-3 Field Markings.** The Try lines were lengthened from 1 yard to 2 yards. The field diagram has been updated to illustrate Rule 1, Section 2 Rules changes.
- 1-2-3 Field Markings.** White is the recommended color for all field markings.
- 1-2-7 End Zone Pylons.** The 4 pylons located at the inbounds lines (hash marks) extended will be positioned 3 feet beyond the end line.
- 1-2-8 Sideline Zone Line-to-Gain Markers (new).** Four 20 yard and two 40 yard line markers, constructed of soft, pliable materials, shall be located 6 feet beyond the sideline.
- 1-2-9 Field Numbers.** The top of the field number shall be 5 yards from the nearest sideline, if used.
- 1-3-2 Ball Spotters.** "Offensive" has been changed to "Team A" and "defensive" to "Team B".
- 1-4-1 Jersey.** Players of the same team must wear the same color or similar colored jerseys.
- 1-6-1 Illegal Equipment.** Casts worn above or below the waist are illegal equipment.
- 1-8-1 Coaches' Field Equipment.** Local Area Network (LAN) phones and/or headsets may be used by coaches, other nonplayers, and players. However, players may use LAN phones and/or headsets only during authorized sideline conferences.
- 2-1 Ball—Dead, Live, and Loose.** Definitions have been updated to match NFHS.
- 2-2-1 Batting.** Definition has been updated to match NFHS.
- 2-20-1 Possession (new).** Definition of possession is now a separate Section and matches NFHS.
- 3-4-5 Coach-Referee Conference.** Another official will accompany the Referee whenever the coach asks for a conference to discuss a misapplication or misinterpretation of a Rule.
- 3-4-7 Authorized Conferences.** A "player coach" may now enter the field between the inbounds lines (hash marks) to confer with his/her team when permitted by Rule.
- 3-4-8 Injured Player.** "Period" has been changed to "halftime" for an injured player returning without being replaced for 1 down.
- 3-4-8 Injured Player.** Excessive blood has been changed to "any" blood on the uniform or player—he/ she must be replaced for 1 down unless it is halftime or the overtime intermission occurs.
- 3-6-1 Illegally Conserving or Consuming Time.** A Play Situation has been added.
- 4-1-2 Ball Declared Dead.** A flag belt is removed when the clip is detached from the belt, the belt is torn into more than one piece, or the flag is torn off the belt.
- 4-2-1 Placement of Dead Ball (new).** If the ball becomes dead between the inbounds lines (hash marks), the ball shall be placed at that approximate spot. If the ball becomes dead in a side zone, place the ball at the nearest inbounds line (hash mark) at the corresponding yard line.
- 5-1-4 Awarding a New Series.** Note: If in doubt, the out-of-bounds punt is "short" of the zone line-to-gain. This "if in doubt" has been moved from the Officials' Manual.
- 7-1-1 The Start.** The ball must be snapped "next" to the orange ball spotter.
- 7-2 Prior to the Snap.** "Offense" has been changed to "Team A" and "defense" to "Team B" throughout this Section.

- 7-2-1 Encroachment.** During the interval between downs when two or more encroachment fouls are committed by Team B, the penalty will be 10 yards for the subsequent encroachment fouls.
- 7-2-3 Snap.** The snapper shall pass the ball back from its position on the ground/towel/orange ball spotter with a quick and continuous motion of the hand(s).
- 7-2-3 Snap.** There is no Rule restriction regarding placement of the long axis of the ball at right angles to the Team A scrimmage line.
- 7-3 Position and Action During the Snap.** “Offensive” has been changed to “Team A” and “defensive” has been changed to “Team B” throughout this Section.
- Rule 8 Note (At the Beginning of the Rule).** If there is a disagreement regarding the current or final score, the Referee will make the final decision after consulting with the other officials and, if available, the scorekeeper.
- 8-4-4 Team B Intercepts.** A Play Situation has been added regarding a 1 point safety.
- 8-6-2 Touchback.** Note: If in doubt, it is a touchback. This “if in doubt” has been moved from the Officials’ Manual.
- 8-6-2 Touchback.** Note: If in doubt, the out-of-bounds punt near the goal line is a touchback. This “if in doubt” has been moved from the Officials’ Manual.
- 9-1-1F Unsportsmanlike Conduct.** Examples include: Being outside the team box, but not on the field. *Penalty:* The first offense is a warning, the second offense is 5 yards, and each subsequent offense is 10 yards.
- 9-5-1 Batting a Loose Ball.** The kicking team may bat an airborne punt beyond the Team A scrimmage line toward their own goal line.
- 10-3-2 Safety/Goal Line.** The goal line is the enforcement spot for fouls by the defense, when the offensive team’s run ends in their end zone. A Play Situation has also been added.
- 10-3-6 Foul During a Touchdown.** If there is a foul by the defensive team (including unsportsmanlike or nonplayer) during a down which results in a touchdown, the scoring team may accept the results of the play and then choose to have the foul enforced at the succeeding spot (Try), or after the Try, at the 14 yard line.
- 10-3-7 Foul Prior to a Try.** If after a touchdown and prior to the initial ready for play signal for the Try, either team commits any foul for which the basic spot of penalty enforcement is the succeeding spot (Try), the offended team may have the penalty enforced from the succeeding spot (Try), or after the Try, at the 14 yard line.
- 10-3-12 Multiple Live Ball Fouls.** Indicates that when 2 or more live ball fouls (other than unsportsmanlike or nonplayer) are committed during the same down by the same team, only one penalty may be chosen.

OFFICIALS’ MANUAL

- Part I General Principles and Duties.** All Section Headings have been alphabetized.
- I-6 Down Box Operation.** The term “down marker” has been changed to “down box”. The down box will be positioned on the zone line-to-gain for every down, including the Try.

- I-8 Duties: Pre-Game.** All officials will carry a coin.
- I-19-D Officiating Uniform.** All officials will carry a coin.
- II-1-1A R Position.** Be at least 7 yards outside the widest player. If a receiver lines up near the sideline, take two steps backward and out-of-bounds.
- II-1-1B BJ Position.** The position will be 17 yards beyond the scrimmage line and 5 yards from the sideline.
- II-1-2B R Responsibilities Before the Ball is Snapped.** Communicate with the QB when 10 seconds and 5 seconds remain on the 25 second count. If the ball has not been snapped with 5 seconds remaining, count down 5-4-3-2-1 so the QB can hear you.
- II-1-2B R Responsibilities Before the Ball is Snapped.** Remind the players to tuck in their jerseys and adjust their flag belts if necessary.
- II-1-2D BJ Responsibilities Before the Ball is Snapped.** The BJ will assist the R with lining up the ball spotters relative to the nearest inbounds line (hash marks).
- II-1-2E BJ Responsibilities Before the Ball is Snapped.** Remind the players to tuck in their jerseys and adjust their flag belts if necessary.
- II-2-1A BJ Position.** Whenever the ball is snapped on or inside the 5 yard line, stand on the end line, 5 yards from the sideline.
- II-2-2A R Responsibilities.** If the runner or receiver is near your sideline, move out-of-bounds 2 yards.
- III-1-1A R Position.** Take a position 7 yards behind and 7 yards outside the deepest offensive back.
- III-1-1B LJ Position.** If a receiver lines up near the sideline, take two steps backward and out-of-bounds.
- III-1-1C BJ Position.** Your initial position will be 17 yards beyond the scrimmage line and 5 yards from the sideline.
- III-1-2B R Responsibilities Before the Ball is Snapped.** Communicate with the QB when 10 seconds and 5 seconds remain on the 25 second count. If the ball has not been snapped with 5 seconds remaining, count down 5-4-3-2-1 so the QB can hear you.
- III-1-2B R Responsibilities Before the Ball is Snapped.** Remind the players to tuck in their jerseys and adjust their flag belts if necessary.
- III-1-2E LJ Responsibilities Before the Ball is Snapped.** Remind the players to tuck in their jerseys and adjust their flag belts if necessary.
- III-1-2H BJ Responsibilities Before the Ball is Snapped.** Remind the players to tuck in their jerseys and adjust their flag belts if necessary.
- III-1-2I R/BJ Responsibilities Before the Ball is Snapped.** Whenever the dead ball spot is outside the nearest inbound line (hash mark), the BJ will assist the R by finding the nearest hash mark and lining up the R.
- III-1-3J LJ Responsibilities After the Ball is Snapped.** The LJ will sell the call by yelling “short, short” when the runner is short of gaining positive yards in a Corec game.
- III-2-2B LJ Responsibilities-Goal to Go.** If the runner or receiver is near your sideline, move out-of-bounds 2 yards for an “outside in” look.
- III-2-3A R/LJ Responsibilities—Reverse Goal Line Mechanics.** The LJ will move toward the goal line at the snap in a Corec game when the ball is snapped on or inside the Team A 8 yard line.

- IV-1-1A R Position.** Take a position 7 yards behind and 7 yards outside the deepest offensive back.
- IV-1-1B LJ Position.** If a receiver lines up near the sideline, take two steps backward and out-of-bounds.
- IV-1-1C FJ Position.** Start on the sideline and 10 yards downfield beyond Team B's scrimmage line. If a receiver lines up near the sideline, take two steps backward and out-of-bounds.
- IV-1-1C FJ Position.** On the 3rd and 4th down, stay at the zone line-to-gain until the ball crosses it.
- IV-1-1D BJ Position.** The initial position will be 17 yards beyond the scrimmage line, 15 yards from the sideline, and behind the deepest defensive back.
- IV-1-2D FJ Responsibilities Before the Ball is Snapped.** Adjust initial position based upon the down and distance, unless it is 3rd or 4th down.
- IV-1-3C FJ Responsibilities After the Ball is Snapped.** The FJ's mental checklist is: Snap, Players, Zone, and Ball.
- IV-1-3E FJ Responsibilities After the Ball is Snapped.** Unless it is 3rd or 4th down, do not be overly concerned with the zone line-to-gain.
- IV-2-2D FJ Responsibilities.** If the runner or receiver is near the sideline, move out-of-bounds 2 yards for an "outside in" look.

If in Doubt*

The "If in Doubts" have been developed to provide guidance on the desired course of action when an official may be unsure. Generally, these guidelines recommend not calling a foul in questionable situations, allow play to continue instead of blowing the play dead, and give the team the benefit of more favorable field position when it is difficult to determine where the ball is to be spotted. Please take some time to learn and understand how to apply each of the "If in doubts" in game situations when it becomes necessary. Their importance is stressed by being placed in the front of the NIRSA Rules Book.

1. If in doubt, continue the game. (Rule 1)
2. If in doubt, consider the safety of all paramount to the game. (Rule 1, 3)
3. If in doubt, it is a catch. (Rule 2)
4. If in doubt, it is not a foul. (Rule 2)
5. If in doubt, a snap close to the ground remains live. (Rule 4)
6. If in doubt, the flag belt has been pulled. (Rule 4)
7. If in doubt, the ball is released. (Rule 4)
8. If in doubt, the out-of-bounds punt is "short" of the zone line-to-gain. (Rule 5)
9. If in doubt, the Team A player is on his/her scrimmage line. (Rule 7)
10. If in doubt, the Team A player receiving the snap is 2 yards back. (Rule 7)
11. If in doubt, the pass is backward. (Rule 7)
12. If in doubt, the passer is behind the Team A scrimmage line. (Rule 7)
13. If in doubt, the pass is legal. (Rule 7)
14. If in doubt, it is a touchback. (Rule 8)
15. If in doubt, the out-of-bounds punt near the goal line is a touchback. (Rule 8)

*The Editor wishes to thank Dave Gaskins for his help developing the "If in Doubts."