

QUICK READ

WARBALL LARP / WAFL+ | WHAT CHANGES FROM FOOTBALL

Though most of the following rules are specific to football, WarBall has significant differences in player engagement: initial actions resemble LARP, followed by rules intended to reduce the dangerous impacts found in football. Football's safety concepts and organized structure are intended to add safety to LARP's chaotic and random play. Here is a summary of what follows.

- 1. Engage first; body contact is conditional.** Before a take down or block, players must perform a qualifying engagement under Rule 7: approved weapon/WarBall engagement toward a device, an authorized martial arts action, or device activation. A runner must also engage before intentionally lowering a shoulder into an opponent. A good-faith missed device attempt can permit an immediate legal take down; it does not permit unrestricted force.
- 2. Devices can replace a take down.** A deployed visor or activated LED device on the ball carrier makes the ball dead at that spot. Activation on a non-ball carrier makes that player ineligible for the rest of the play while play continues. After a failed take down, separation beyond 3 feet requires reengagement; blocking separation beyond 6 feet also requires reengagement.
- 3. Limited force and controlled technique.** The "Payload Rule" permits no more force than necessary for the approved action. Gratuitous, blind-side or high-speed impacts that bypass engagement are prohibited. Rule 7 specifies authorized judo-type throws and grappling, chest elbow strikes only against armored players, and hand strikes to approved helmet targets. These are defined exceptions, not permission for general fighting; the full restrictions still apply.
- 4. Passing and blocking begin differently.** Receivers keep their hands visible before the snap. Drawing the rear-mounted saber signals a running-play block; hands remaining forward signal a pass route. Receivers and defenders cannot activate one another's devices while the pass is airborne. Passers receive engagement-first protection before a take down. Staffs and sabers are for permitted engagement, not independent restraints on a player's progress.
- 5. Handle the football, not the rods.** Do not force a fumble by grabbing the projecting metal rods. In flight, only the ball may be legally touched or batted by hand; rods must not be grabbed or struck. Catching requires hand contact with the ball. Ball spotting and goal-line extension have special rules: the projecting tip is not automatically the scoring or measurement point.
- 6. Reward artistry and restraint.** Rule 6, Section 8 awards 3 style points for recognized leverage-based judo moves, 2 for discretion that limits potentially injurious force, and 1 for other meritorious action. Credits can add yardage or offset penalty yardage, with unused credit retained. They cannot cancel a loss of down.
- 7. Football structure remains, with scoring changes.** Downs, field position, timing, officials and penalties organize the game. Extra-point scrimmage tries offer 1, 2 or 3 points from 2, 5 or 10 yards. Instead of a kicked field goal, an eligible offense at the opponent's 35-yard line or closer may elect a 3-point play from the 15. Mock compressed-air kickoff/safety devices remain described as in development and subject to strong safety analysis.

Read this first; then use the complete rules. This overview emphasizes the red-text variations, especially Rule 7 and Rule 6, Section 8. It does not replace the detailed exceptions, penalties or officials' rulings. The existing rulebook pages and numbering follow unchanged.



» 2026 «

WarBall LARP

RULE BOOK

Definitions/Variations

Fumble: A fumble cannot be forced by grabbing metal rods embedded in the football

Batted Ball: A ball cannot be obstructed in flight by intentional striking of the ball by a weapon or strike to metal rods by hand or weapon. A hand strike to the ball is allowed

Catch/Interception: A catch can only be made by all or some of the hand or hands on the ball. A catch using the metal rods is allowed with at least one part of the hand being in touch with the ball. The same rule applies to an interception.

Take Downs: it is the intent to eliminate high speed collisions and tackles by engagement rules that bring all encounters to slower speeds with greater control. Points are awarded per RULE 6 SECTION 8 for specific Judo and wrestling type throws to further encourage these “Take Downs” vs. “Tackles”

ORDER OF THE RULES

Rule

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INTRODUCTION

Warball LARP seeks to marry two sports into a new version of LARP. WAFL+'s main action is strongly LARP related - around 80% of the game is safe weaponry and engagement. The remaining is mostly the means of moving a ball towards a goal that is not found in LARP.

In the text body below, **RED** text signifies areas of change to football's format. **BLACK highlighted text signifies important football safety rules.**

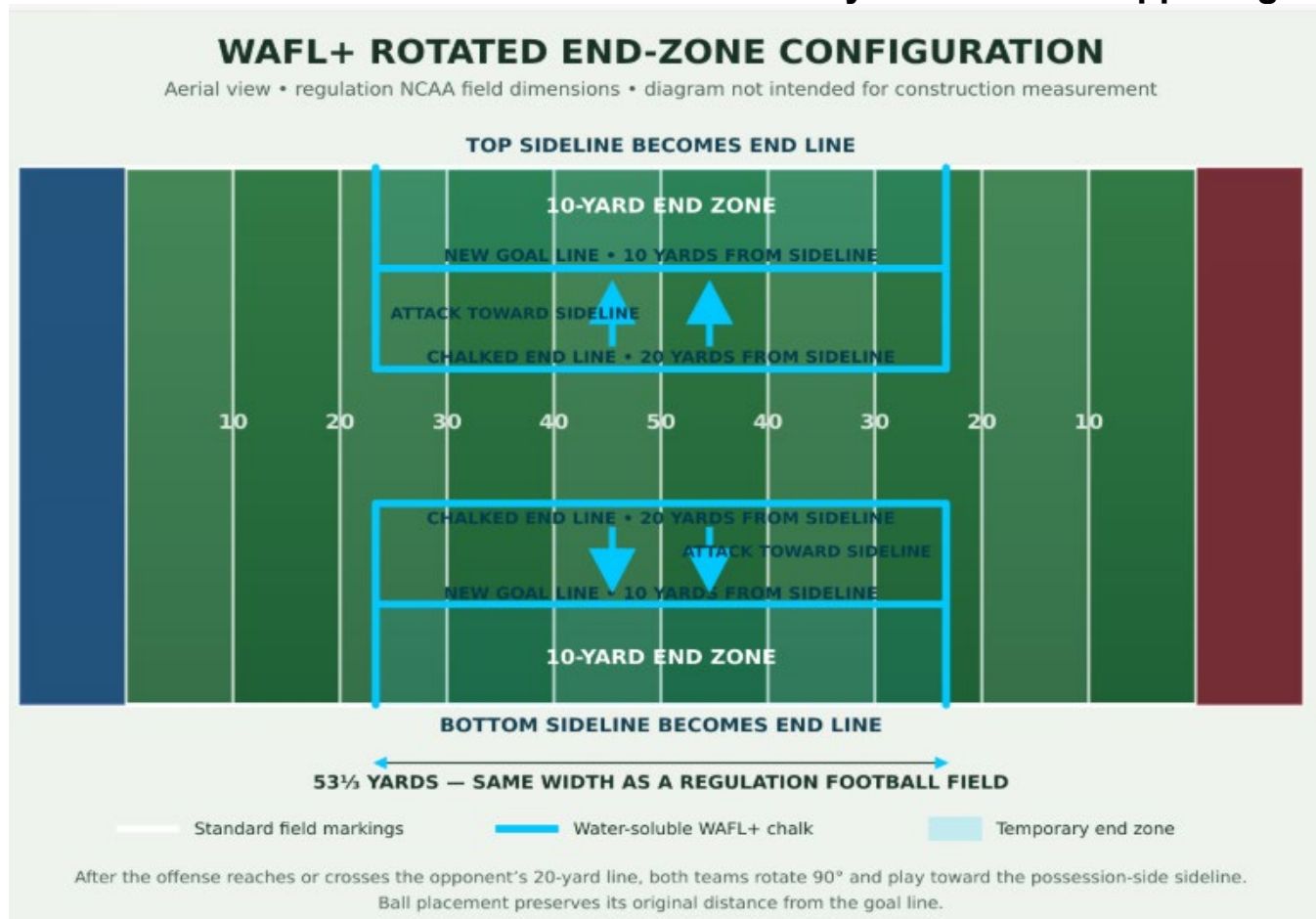
This publication is also intended to be a printed book or field manual and thus does not have videos

RULE 1 THE FIELD

Both LARP conventions and schools can host WAFL+ events. A stadium is not required, just level ground, and WAFL+ at LARP gatherings would improve the quality of battle action considerably. They will follow NCAA dimensions.

The schools WAFL+ plays in do not have large, enclosed stadiums with grandstands circling the field. The end zones are far from where most of the fans are situated.

The WAFL+ playing field at school venues has football type dimensions but **WAFL+ adds special end zone rules. The end zone is moved to the center of the field after a team has reached or crossed the 20 yard line of the opposing team**



The teams then rotate 90 degrees towards the sideline of the team in possession. The sideline now becomes the end line and the empty area behind it is cleared of any personnel or items. **The team is now moving directly towards the sideline.**

With the sideline as the end line, **a goal line is chalked in 10 yards from the sideline/endline towards the center of the field.**

There are previously chalked (water soluble) in sidelines perpendicular to the new goal line at the same width as a football field, but they stop at 20 yards in length each. Where the sidelines stop also has a chalked in end line, **connecting the sideline ends to make complete rectangle.**

The ball is placed at the same distance from the goal line wherever it initially crossed the 20 yard line before the move took place. The same configuration is built for the opposing team across the field, so their fans will also enjoy a proximity to a potential score by their team.

The chain crew will operate as normal, except will be on the new sidelines.

In case of an interception, fumble or turn over on downs, the ball will be spotted on the same position on the lengthwise, or normal field. Since there is no punting or field goals in WAFL+ this is not a concern.

If there is a return on a fumble or interception the player with the ball will run across the field towards the other, or far end chalked line at 20 yards and then turn right or left, to proceed towards his team's end zone.

Defenders and blockers from other team supporting the return may cut across the chalked in sidelines as an angle of pursuit, they are not required to reach the opposite 20 yard line before turning up field

If penalties take a team backwards they can use the opposing team's adjoining end zone area beyond the end line.

RULE 2 BALL IN PLAY

SECTION 1 BALL IN PLAY (2-1)

ARTICLE 1. LIVE BALL. (2-1-1)

After the ball has been declared ready for play, it becomes a live ball when it is legally snapped. The ball remains dead if it is snapped before it is made ready for play.

SECTION 2 DEAD BALL (2-2)

ARTICLE 1. DEAD BALL DECLARED. (2-2-1)

An official shall declare the ball dead and the down ended:

- (a) when a runner is contacted by an opponent and touches the ground with any part of his body other than his hands or feet. The ball is dead the instant the runner touches the ground. A runner touching the ground with his hands or feet while in the grasp of an opponent may continue to advance; or

Note: *If, after contact by an opponent, any part of a runner's leg above the ankle or any part of his arm above the wrist touches the ground, the runner is down.*

- (b) when a runner is held or otherwise restrained so that his forward progress ends;
- (c) when a quarterback immediately drops to his knee (or simulates dropping to his knee) behind the line of scrimmage;

Note: *If a quarterback does not immediately drop to a knee, and contact from a rushing defender is unavoidable, it is not a foul unless the defender commits some other act that would constitute unnecessary roughness.*

- (d) when a runner declares himself down by:
 - (1) falling to the ground, or kneeling, and clearly making no immediate effort to advance.

Note: *Any time it is clear a player with possession of the ball is making no attempt to advance it, he will be deemed to have given himself up and the game officials should blow the play dead immediately.*

- (2) sliding. When a runner slides feet first or simulates sliding, the ball is dead the instant he touches the ground with anything other than his hands or his feet or begins to simulate touching the ground.

(3) When device triggered by saber or hand strike upon ball carrier is completely deployed or activated



Notes:

- (1) **Defenders are required to treat a sliding runner as they would a runner who is down by contact.**
- (2) *A defender must pull up when a runner begins a feet-first slide. This does not mean that all contact by a defender is illegal. If a defender has already committed himself, and the contact is unavoidable, it is not a foul unless the defender makes forcible contact into the head or neck area of the runner with the helmet, shoulder, or forearm, or commits some other act that is unnecessary roughness.*
- (e) **A runner who desires to take advantage of this protection is responsible for starting his slide before contact by a defensive player is imminent;** *if he does not and waits until the last moment to begin his slide, he puts himself in jeopardy of being contacted.* when a runner is out of bounds;
- (f) when an opponent takes a ball that is in the possession of a runner who is on the ground;

Note: *An opponent may take or grab a ball (hand to hand) in possession of a runner who is on his feet or is airborne. **WAFL+ rules prohibit taking the ball by grabbing the sticks per section Rule 3, Section 7, Article 3.***

- (g) when a forward pass (legal or illegal) is incomplete;
- (h) when a touchdown, touchback, safety, has been made;
- (i) when any receiver catches or recovers the ball after a fair catch signal (valid or invalid) has been made, provided the ball has not been touched by an opponent, before or after it strikes the ground;
- (j) when an official sounds the whistle erroneously while the ball is still in play, the ball becomes dead immediately;
 - (1) If the ball is in player possession, the team in possession may elect to put the ball in play where it has been declared dead or to replay the down.
 - (2) If the ball is a loose ball resulting from a fumble, backward pass, or illegal forward pass, the team last in possession may elect to put the ball in play at the spot where possession was lost or to replay the down.
 - (3) If the ball is a loose ball resulting from a legal forward pass, a free kick, a fair-catch kick, or a scrimmage kick, the ball is returned to the previous spot, and the down is replayed.
 - (4) If there is a foul by either team during any of the above, and the team in possession at the time of the erroneous whistle elects not to replay the down, penalty enforcement is the same as for fouls during a run, forward pass, kick, fumble, and backward pass. If the team in possession elects to replay the down, all penalties will be disregarded, except for personal fouls and unsportsmanlike conduct fouls, which will be administered prior to the replaying of the down. If the down is replayed, the game clock will be reset to the time remaining when the snap occurred, and the clock will start on the snap.
- (k) when a fumble is recovered or caught by a teammate of the fumbling player, and the fumble occurs on a play that is subject to the "two-minute" or "fourth-down" fumble provisions;
- (l) when the ball is out of bounds;
- (m) if a loose ball in play strikes a video board, guide wire, sky cam, or any other object, the ball will be dead immediately, and the down will be replayed at the previous spot; or

Notes:

- (1) *If there is not an on-field ruling that the ball struck an object, the ruling may be reviewed by Instant Replay.*
- (2) *In the event the down is replayed, the game clock will be reset to the time remaining when the snap occurred, and the clock will start on the snap. All penalties will be disregarded, except for personal fouls or Unsportsmanlike Conduct fouls, which will be administered prior to the replaying of the down.*
- (n) when a runner's helmet comes completely off.

Note: *The game clock will not stop when this occurs, and the play clock will be reset to 35 seconds. Penalty enforcement following the play is as ordinary for fouls during runs or kicks.*

ARTICLE 2. BALL TOUCHES OFFICIAL.

(2-2-2)

The ball is not dead because it touches an official who is inbounds, or because of a signal by an official other than a whistle.

SECTION 3 NEW SERIES OF DOWNS

(2-3)

ARTICLE 1. NEW SERIES FOR TEAM A.

(2-3-1)

A new series of four scrimmage downs is awarded to Team A when the following conditions exist:

- (a) During a given series, the ball is declared dead in possession of Team A while at or beyond the line to gain.

- (b) Enforcement of a foul by Team B results in the placement of the ball at or beyond the line to gain,
or if the enforcement of a foul awards an automatic first down to Team A.
- (c) If there is a change of possession during the down, and Team A has possession at the end of the down.

ARTICLE 2. NEW SERIES FOR TEAM B.

(2-3-2)

A new series of four scrimmage downs is awarded to Team B when the following conditions exist:

- (a) Team A fails to advance the ball to the line to gain during a series of downs; or
- (b) There is a change of possession during the down, and Team B has possession at the end of the down, or has been awarded possession at the end of the down; or
- (c) When the ball is declared dead in possession of the receiving team after a fair-catch kick.

ARTICLE 3. FORWARD PART OF BALL.

(2-3-3)

The WarBall's metal sections extending to its tip are not to be used to be determining any measurement. The football embedded by the sections shall be the determining measurement implement

The forward part of the ball in its position when it is declared dead in the field of play shall be the determining point in measuring any distance gained or lost. The ball shall be rotated so that its long axis is parallel to the sidelines before measuring, while maintaining the forward most point.

***Note:** When an airborne player of either team completes a catch or interception inbounds after an opponent has driven him backward, the ball is declared dead, and forward progress is awarded at the spot where initial contact by the opponent was made after the player established firm grip and control of the ball while in the air.*

SECTION 4 ACTION AT OR BEFORE THE SNAP

(2-4)

ARTICLE 1. BALL READY FOR PLAY.

(2-4-1)

After the neutral zone has been established (ball is made or declared ready for play), an offensive player may not make a false start, a defensive player may not encroach (initiate contact with a member of the offensive team) or commit a neutral zone infraction, and no player of either team may be offside when the ball is put in play.

ARTICLE 2. FALSE START.

(2-4-2)

It is a False Start if the ball has been placed ready for play, and, prior to the snap, an offensive player who has assumed a set position charges or moves in such a way as to simulate the start of a play, or if an offensive player who is in motion makes a sudden movement toward the line of scrimmage. Any quick abrupt movement by a single offensive player, or by several offensive players in unison, which simulates the start of the snap, is a false start.

Item 1. Interior Lineman. It is a False Start if an interior lineman after being set at pre-snap, who remains standing or crouched while holding a fighting staff moves forward or gestures strongly in a blocking motion with the stick prior to the snap of the ball.

Item 2. Eligible Receiver. If all 11 offensive players have been set for at least one full second, and an eligible receiver who is on the line of scrimmage moves forward, it is a False Start, regardless of whether the action is quick and abrupt or slow and deliberate.

Any eligible receiver is permitted to change from a two-point stance to a three-point stance, or from a three-point stance to a two-point stance, provided he comes to a complete stop prior to the snap. If he does not come to a complete stop, it is a False Start.

Item 3. Player Under Center. It is legal for a player who has taken a position under or behind the center to go in motion, whether he has placed his hands under center, on his knees, or on the body of the center. However, it is a False Start if the action is quick and abrupt. If the player fails to come to a complete stop for at least one full second prior to the ball being snapped, it is Illegal Motion.

Item 4. Shotgun Formation. A player who is in position to receive the snap in shotgun formation is permitted to shift his feet prior to the snap, but any quick and abrupt movement is a False Start. This includes thrusting his hands forward when there is not a simultaneous snap.

Item 5. Attempt to Draw Offside. Any obvious attempt by the quarterback or other player in position to receive the snap to draw an opponent offside is a False Start.

Item 6. Offense Not Set. With the game clock running after the two-minute warning of either half, if all 11 offensive players are not set simultaneously for one full second prior to the snap, it is a False Start.

Penalty: For a False Start: Loss of five yards from the line of scrimmage. The foul is enforced prior to the snap.

Note: The official shall blow the whistle immediately. The penalty for a False Start shall be enforced regardless of whether the snap is made or there is a reaction by the defense.

ARTICLE 3. ENCROACHMENT. (2-4-3)

It is Encroachment if a defensive player enters the neutral zone and contacts an offensive player or the ball prior to the snap, or if he interferes with the ball during the snap. The play is dead immediately.

Penalty: For Encroachment: Loss of five yards from the line of scrimmage. The foul is enforced prior to the snap.

ARTICLE 4. NEUTRAL ZONE INFRACTION. (2-4-4)

It is a Neutral Zone Infraction when:

- (a) a defender moves beyond the neutral zone prior to the snap and is parallel to or beyond an offensive lineman, with an unimpeded path to the quarterback or kicker, even though no contact is made by a blocker; officials are to blow their whistles immediately
- (b) a defender enters the neutral zone prior to the snap, causing the offensive player(s) in close proximity (including a quarterback who is under center) to react (move) immediately to protect himself (themselves) against impending contact; officials are to blow their whistles immediately. If there is no immediate reaction by the offensive player(s) in close proximity, and the defensive player returns to a legal position prior to the snap without contacting an opponent, there is no foul. A flexed or split receiver is considered to be in close proximity if he is lined up on the side of the ball on which the violation occurs; other offensive players are considered to be in close proximity if they are within two-and-one-half positions of the defender who enters the neutral zone. If the defender is directly over the center, a quarterback under center, the center, and the guards and tackles on both sides of the center are considered to be within close proximity; if the defender is in a gap, the two offensive players on either side of the gap are considered to be within close proximity (including a quarterback under center,

if applicable)

- (c) a player, after he has received a warning, enters the neutral zone. It is a foul, even if he returns to a legal position prior to the snap without contacting an opponent or causing a reaction (movement) by an offensive player in close proximity.

Note: *During the last two minutes of a half, after the ball has been spotted for the succeeding down at the line of scrimmage and the offense is legally set, if the ball is snapped before all members of the defensive team are on their side of the line of scrimmage, play shall be stopped immediately, and the defensive team penalized five yards for a neutral zone infraction.*

Penalty: For a Neutral Zone Infraction: Loss of five yards from line of scrimmage. Foul is enforced prior to snap.

ARTICLE 5. OFFSIDE.

(2-4-5)

A player is offside when any part of his body is in or beyond the neutral zone or beyond a restraining line when the ball is put in play.

Penalty: For offside: Loss of five yards.

ARTICLE 6. COMPLETE STOP.

(2-4-6)

All offensive players are required to come to a complete stop and be in a set position simultaneously for at least one full second prior to the snap. Failure to do so is an Illegal Shift. (See Article 2-Item 6 above for such a foul after the two-minute warning of either half.)

ARTICLE 7. SHIFTS.

(2-4-7)

The offensive team is permitted to shift and have two or more players in motion multiple times before the snap. However, after the last shift, all players must come to a complete stop and be in a set position simultaneously for at least one full second.

If any eligible backfield player goes in motion (one at a time) after the last shift and comes to a complete stop, there is no requirement for a full second pause before a second player can legally go in motion.

However, if the first player has not come to a complete stop when the second player goes in motion, it is another shift and requires another simultaneous stop for at least one full second by all players.

It is also an illegal shift if a player under or behind center goes in motion and fails to come to a complete stop for at least one full second before a second player goes in motion.

Note: *The offensive team must present a legal formation both before and after a shift.*

Penalty: For an illegal shift: Loss of five yards.

ARTICLE 8. ILLEGAL MOTION.

(2-4-8)

When the ball is snapped, one player who is lined up in the backfield may be in motion, provided that he is moving parallel to or away from the line of scrimmage. No player is permitted to be moving toward the line of scrimmage when the ball is snapped. All other players must be stationary in their positions.

If an eligible receiver who is on the line moves to another position on the line (not forward), he

must come to a complete stop prior to the snap. If he does not come to a complete stop, it is Illegal Motion.

It is also Illegal Motion if a player under or behind center goes in motion and fails to come to a complete stop for at least one full second prior to the snap.

Penalty: For a player illegally in motion at the snap: Loss of five yards.

SECTION 5 POSITION OF PLAYERS AT THE SNAP

(2-5)

ARTICLE 1. OFFENSIVE TEAM.

(2-5-1)

The offensive team must be in compliance with the following at the snap:

- (a) It must have seven or more players on the line
- (b) Eligible receivers must be on both ends of the line, and all of the players on the line between them must be ineligible receivers
- (c) No player may be out of bounds

Note: Offensive linemen may lock legs.

Penalty: For illegal formation by the offense: Loss of five yards.

SECTION 6 PUTTING THE BALL IN PLAY

(2-6)

ARTICLE 1. BALL IN PLAY.

(2-6-1)

The offensive team must put the ball in play with a snap at the spot where the previous down ended unless the enforcement of a penalty moves the ball to another spot or the down ended outside the inbounds lines.

ARTICLE 2. SNAP AT INBOUNDS SPOT.

(2-6-2)

The ball is next put in play (snap) at the inbounds spot by the team entitled to possession when:

- (a) a loose ball is out of bounds between the goal lines

Exception: The ball is next put in play at the previous spot if a forward pass is incomplete.

- (b) a runner is out of bounds between the goal lines
- (c) the ball is dead in a side zone
- (d) the ball is placed in the side zone as the result of a penalty enforcement
- (e) a fair catch is made or awarded in a side zone

ARTICLE 3. RESTRICTIONS FOR SNAPPER.

(2-6-3)

The snap may be made by any offensive player who is on the line of scrimmage but must conform to the following provisions:

- (a) The snap must start with the ball on the ground, with its long axis horizontal and at right angles to the line.
- (b) It is not necessary that the snap be between the snapper's legs, but it must be one quick and continuous motion of the hand or hands of the snapper. The ball must leave or be taken from his hands during this motion.
- (c) The snapper may not snap the ball after it is ready for play until all of the officials have had a reasonable time to assume their normal positions. If this occurs, the ball remains dead, and no penalty is assessed unless it is a repeated act after a warning (delay of game).

Penalty: For illegally snapping the ball: Loss of five yards from the line of scrimmage.

ARTICLE 4. LEGAL SNAP.**(2-6-4)**

A snap is a backward pass. The snap must be received by a player who is not on the line at the snap unless the ball first strikes the ground. If the ball first strikes the ground, or is muffed by an eligible backfield receiver, or quarterback under center, it can be recovered and advanced by any player.

Penalty: For snapping the ball to an ineligible snap receiver: Loss of five yards from the line of scrimmage. The whistle shall be blown immediately.

RULE 3 POSSESSION AND PASSING

SECTION 1 FORWARD PASS

(3-1)

ARTICLE 1. DEFINITION.

(3-1-1)

It is a forward pass if:

- (a) the ball initially moves forward (to a point nearer the opponent's goal line) after leaving the passer's hand(s)
- (b) the ball first strikes the ground, a player, an official, or anything else at a point that is nearer the opponent's goal line than the point at which the ball leaves the passer's hand(s).

Note: *A ball that is intentionally fumbled and goes forward is a forward pass. A ball that is intentionally muffed, and goes forward or backward, is a batted ball*

Item 1. Forward Movement of Hand. When a player is in control of the ball and is attempting to pass it forward, any intentional forward movement of his hand starts a forward pass.

- (a) If contact by an opponent materially affects a passer after the passer begins his throwing motion, it is a forward pass if he passes the ball, regardless of where the ball strikes the ground, a player, an official, or anything else. When this occurs, intentional grounding rules do not apply.
- (b) When a passer intends to throw a forward pass and is contacted by an opponent before beginning his throwing motion, the direction of the pass is the responsibility of the passer if he passes the ball, and intentional grounding rules apply.
- (c) If, after intentional forward movement of his hand, the passer loses possession of the ball during an attempt to bring it back toward his body, it is a fumble.
- (d) If the passer loses possession of the ball while attempting to re-cock his arm, it is a fumble.

ARTICLE 2. LEGAL FORWARD PASS.

(3-1-2)

The offensive team may make two forward passes from behind the line during each down. If the ball, whether in player possession or loose, crosses the line of scrimmage, a forward pass is not permissible, regardless of whether the ball returns behind the line of scrimmage before the pass is thrown.

Item 1. Illegal Passes. Any other forward pass by either team is illegal and is a foul by the passing team, including:

- (a) A forward pass thrown when the passer is beyond the line of scrimmage.

Note: *It is a forward pass from beyond the line of scrimmage if the passer's entire body and the ball are beyond the line of scrimmage when the ball is released, whether the passer is airborne or touching the ground. The penalty for a forward pass thrown from beyond the line is enforced from the spot where the ball is released.*

- (b) A forward pass thrown after the ball has crossed the line of scrimmage and has returned behind it.
- (c) A forward pass thrown after there has been a change of possession.

Item 2. Intercepted Illegal Pass. If an illegal pass is caught or intercepted, the ball may be advanced, and the penalty declined.

Penalties:

- (a) For a forward pass from beyond the line: Loss of down and five yards from the spot of the pass.
- (b) For a forward pass that was thrown after the ball returned behind the line or a third forward pass from behind the line: Loss of down and five yards from the previous spot.
- (c) For a forward pass that is thrown after a change of possession: Loss of five yards from the spot of the pass.

Notes:

- (1) *Eligibility, pass interference, and intentional grounding rules apply when a forward pass is thrown from behind the line, regardless of whether the pass is an illegal forward pass. Eligibility, pass interference, and intentional grounding rules do not apply if a forward pass is thrown (a) from beyond the line, (b) on a Free Kick play, (c) on a Fair Catch kick play, or (d) after a change of possession.*
- (2) *Roughing the passer rules apply on all passes (legal or illegal) thrown from behind the line of scrimmage. If a pass is thrown from beyond the line of scrimmage, unnecessary roughness may apply for action against the passer.*
- (3) *When a distance penalty in Penalty (a) leaves the ball in advance of the necessary line to gain, it is first-and-10 for the offensive team.*

ARTICLE 3. COMPLETED OR INTERCEPTED PASS.

(3-1-3)

A player who makes a catch may advance the ball. A forward pass is complete (by the offense) or intercepted (by the defense) in the field of play, at the sideline, or in the end zone if a player, who is inbounds:

- (a) secures control of the ball in his hands or arms prior to the ball touching the ground; and
- (b) **The catch complies with rule that if metal rod was used to make the catch or interception, it is not a catch**
- (c) touches the ground inbounds with any part of his body; and
- (d) after (a) and (b) have been fulfilled, maintains control of the ball long enough to enable that player to perform an act common to the game, i.e., long enough to pitch or hand the ball, advance it, avoid, or ward off an opponent, etc.

Notes:

- (1) *Movement of the ball does not automatically result in loss of control.*
- (2) *If a player, who satisfied (a) and (b), but has not satisfied (c), contacts the ground and loses control of the ball, it is an incomplete pass if the ball hits the ground before he regains control, or if he regains control out of bounds.*
- (3) ***A receiver is considered a player in a defenseless posture throughout the entire process of the catch and until the player is capable of avoiding or warding off the impending contact of an opponent.***
- (4) *If a pass is caught simultaneously by two eligible opponents, and both players retain it, the ball belongs to the passers. It is not a simultaneous catch if a player gains control first and an opponent subsequently gains joint control. If the ball is muffed after simultaneous touching by two such players, all the players of the passing team become eligible to catch the loose ball.*
- (5) *If a player, who is in possession of the ball, is held up and carried out of bounds by an opponent before any part of his body touches the ground inbounds, it is a completed or intercepted pass. It is not necessary for the player to maintain control of the ball when he lands out of bounds.*

ARTICLE 4. INCOMPLETE PASS.**(3-1-4)**

Any forward pass (legal or illegal) is incomplete, and the ball is dead immediately if the pass strikes the ground or goes out of bounds. An incomplete pass is a loss of down, and the ball returns to the previous spot.

***Note:** If there is any question whether a forward pass is complete, intercepted, or incomplete, it is to be ruled incomplete.*

ARTICLE 5. ELIGIBLE RECEIVERS.**(3-1-5)**

The following players are eligible to catch a forward pass that is thrown from behind the line of scrimmage.

- (a) Defensive players.
- (b) Offensive players who are on either end of the line, provided they either have the numbers of eligible players (1–49 and 80–89) or have legally reported to play a position on the end of the line.
- (c) Offensive players who are legally at least one yard behind the line at the snap, provided they either have the numbers of eligible players (1–49 and 80–89) or have legally reported to play a position in the backfield.
- (d) All other offensive players after the ball has been touched by any defensive player or any eligible offensive player.

ARTICLE 6. INELIGIBLE RECEIVERS.**(3-1-6)**

All offensive players other than those identified in Article 5 above are ineligible to catch a legal or illegal forward pass thrown from behind the line of scrimmage, including:

- (a) Players who are not on either end of their line or at least one yard behind it when the ball is snapped.
- (b) Offensive players wearing numbers 50–79, unless they have reported a change in their eligibility status to the Referee and have assumed a position on the end of their line or in their backfield as required by Article 5;
- (c) Players who fail to notify the Referee of being eligible when required;
- (d) An eligible receiver who has been out of bounds prior to or during a pass, even if he has re-established himself inbounds with both feet or with any part of his body other than his hands.

Exception: If an eligible receiver is forced out of bounds by a foul by a defender, including illegal contact, defensive holding, or defensive pass interference, provided he attempts to return inbounds immediately, he becomes eligible to legally touch the pass (without prior touching by another eligible receiver or defender) as soon as he re-establishes himself inbounds with any part of his body.

- (e) A player who takes his stance behind center as a T-formation quarterback is not an eligible receiver unless, before the ball is snapped, he legally moves to a position at least one yard behind the line of scrimmage or on the end of the line and is stationary in that position for at least one second before the snap.

***Note:** If he leaves his position behind the center and does not receive the snap, it is Illegal Motion unless he has been stationary for at least one full second prior to the snap.*

ARTICLE 7. LEGAL TOUCHING.

(3-1-7)

A forward pass (legal or illegal) thrown from behind the line may be touched by any eligible player. A pass in flight may be tipped, batted, or deflected in any direction by any eligible player at any time, including such a pass in the end zone. **It is illegal to stop or deflect a ball in flight by touching or grabbing the metal rods protruding from both ends of the football. Only the ball may be touched, batted or grabbed.**

ARTICLE 8. ILLEGAL TOUCHING OF A FORWARD PASS.

(3-1-8)

It is a foul for illegal touching of a forward pass (legal or illegal) thrown from behind the line of scrimmage:

(a) is first touched intentionally or is caught by an originally ineligible offensive player; or

Penalty: Loss of five yards at the previous spot.

(b) first touches or is caught by an offensive eligible receiver who has gone out of bounds, either of his own volition or by being legally forced out of bounds and has re-established himself inbounds.

Penalty: Loss of down at the previous spot.

Notes:

- (1) If a forward pass (legal or illegal) is caught by an ineligible offensive player, the ball remains alive.*
- (2) The bat of a pass in flight by any player does not end a pass, nor does it change the impetus if the bat sends it in touch.*
- (3) If a player touches the ball after having been out of bounds, but prior to re-establishing himself inbounds with any part of his body, the pass is incomplete, and there is no penalty for illegal touching.*

SECTION 2 INTENTIONAL GROUNDING

(3-2)

ARTICLE 1. DEFINITION.

(3-2-1)

It is a foul for intentional grounding if a passer, facing an imminent loss of yardage because of pressure from the defense, throws a forward pass without a realistic chance of completion. A realistic chance of completion is defined as a pass that is thrown in the direction of and lands in the vicinity of an originally offensive eligible receiver.

Item 1. Passer or Ball Outside Tackle Position. Intentional grounding will not be called when a passer, who is outside, or has been outside, the tackle position, throws a forward pass that lands at or beyond the line of scrimmage, even if no offensive player(s) have a realistic chance to catch the ball (including when the ball lands out of bounds over the sideline or endline). If the ball crosses the line of scrimmage (extended) beyond the sideline, there is no intentional grounding. If a loose ball leaves the area bordered by the tackles, this area no longer exists; if the ball is recovered, all intentional grounding rules apply as if the passer is outside this area.

Item 2. Physical Contact. Intentional grounding should not be called if:

- (a) the passer initiates his passing motion toward an eligible receiver and then is significantly affected by physical contact from a defensive player that causes the pass to land in an area that is not in the direction and vicinity of an eligible receiver; or
- (b) the passer is out of the pocket, and his passing motion is significantly affected by physical

contact from a defensive player that causes the ball to land short of the line of scrimmage.

Item 3. Stopping Clock. A player under center is permitted to stop the game clock legally to save time if, immediately upon receiving the snap, he begins a continuous throwing motion and throws the ball directly into the ground.

Item 4. Delayed Spike. A passer, after delaying his passing action for strategic purposes, is prohibited from throwing the ball to the ground in front of him, even though he is under no pressure from defensive rusher(s).

Penalty: For intentional grounding:

(a) loss of down and 10 yards from the previous spot; or

(b) loss of down at the spot of the pass; or

(c) if the passer and the ball are in his end zone when the ball is thrown, it is a safety.

***Note:** If the foul occurs less than 10 yards behind the line of scrimmage, but more than half the distance to the goal line, the ball is to be placed at the spot of the pass.*

SECTION 3 INELIGIBLE PLAYER DOWNFIELD

(3-3)

ARTICLE 1. ILLEGAL ACTS.

(3-3-1)

No originally ineligible player shall be or have been more than three yards beyond the line of scrimmage until a passer throws a legal forward pass that crosses the line of scrimmage. A player is in violation of this rule if his entire body is beyond the three-yard limit.

Exception: If the passer is legally throwing the ball away and the ball lands near or beyond the sideline.

Penalty: For ineligible offensive player downfield: Loss of five yards from the previous spot.

SECTION 4 LEGAL AND ILLEGAL CONTACT WITH ELIGIBLE RECEIVERS

(3-4)

ARTICLE 1. LEGAL CONTACT WITHIN FIVE YARDS.

(3-4-1)

Within the area five yards beyond the line of scrimmage, a defensive player may chuck an eligible receiver in front of him. The defender is allowed to maintain continuous and unbroken contact within the five-yard zone, so long as the receiver has not moved beyond a point that is even with the defender

SPECIAL RULE FOR RECEIVERS COVERED BY DEFENDERS. Receivers and defensive backs have hands free with sabers mounted on rear of armor. The receivers must keep hands forward of their bodies and in sight of the defender once they are set and before beginning of a play.

If it is a running play, before or when the ball is snapped the receiver is required to reach a hand behind him and bring the armored mounted saber forward before leaving the line of scrimmage. Such action is required to give notice to the defender to also bring his saber forward to defend himself against blocks from the receiver.

If hands remain in front the receiver is free to leave the line of scrimmage at snap of ball, giving notice to defender the receiver is running a pass pattern. Both players have their

hands free to catch or intercept the ball.

Exception: If the passer is performing a play action pass the receiver must deploy his saber after taking no more than one step.

Penalty: For failure to brandish weapon during a running play or pass action play : Loss of five yards from the previous spot.



ACTIONS TO MAKE PLAYER INELIGIBLE FOR DURATION OF PLAY

Both players are eligible to trigger the face mask mounted button to ignite LED lights or drop the visor on the helmet with a weapon. Such action makes the player so contacted ineligible for the rest of the play.



ARTICLE 2. ILLEGAL CONTACT WITHIN FIVE YARDS.

(3-4-2)

Within the five-yard zone, if the player who receives the snap remains in the pocket with the ball, a defender may not make original contact in the back of a receiver, nor may he maintain contact after the receiver has moved beyond a point that is even with the defender.

***Note:** If a defender contacts a receiver within the five-yard zone of the line of scrimmage, loses contact, and then contacts him again within the five-yard zone, it is a foul for illegal contact.*

ARTICLE 3. ILLEGAL CONTACT BEYOND FIVE-YARD ZONE.

(3-4-3)

Beyond the five-yard zone, if the player who receives the snap remains in the pocket with the ball, a defender cannot initiate contact with a receiver who is attempting to evade him. A defender may use his hands or arms only to defend or protect himself against impending contact caused by a receiver.

***Note:** If a defender contacts a receiver within the five-yard zone and maintains contact with him, he must release the receiver as they exit the five-yard zone. If the defender maintains contact beyond five yards, it is illegal contact.*

ARTICLE 4. INCIDENTAL CONTACT BEYOND FIVE-YARD ZONE.

(3-4-4)

Beyond the five-yard zone, incidental contact may exist between receiver and defender.

Penalty: For illegal contact by the defense: Loss of five yards and automatic first down.

ARTICLE 5. ILLEGAL CUT BLOCK.

(3-4-5)

It is an Illegal Cut Block if:

Blocker must comply with Section 7-1-1 to engage opponent with weapon or hand strike to devices before any block, legal or illegal.

- (a) an eligible receiver who takes a position more than two yards outside of his own tackle (flexed receiver) is **blocked below the waist at, behind, or beyond the line of scrimmage**; or
- (b) an eligible receiver who is lined up within two yards off the tackle, whether on or behind the line, is blocked below the waist after he goes beyond the line of scrimmage (such players may be blocked below the waist at or behind the line of scrimmage).

Penalty: For illegal cut block: Loss of 15 yards and automatic first down.

ARTICLE 6. DEFENSIVE HOLDING.

(3-4-6)

It is defensive holding if a player grasps an eligible offensive player (or his jersey) with his hands or extends an arm or arms to cut off or encircle him. **A fighting staff or saber cannot be used to impede a player's progress except as incidental contact when used during weapon to weapon contact.**

Penalty: For holding by the defense: Loss of five yards and automatic first down.

ARTICLE 7. END OF RESTRICTIONS.

(3-4-7)

If the quarterback or the receiver of the snap demonstrates no further intention to pass the ball (i.e., hands off or pitches the ball to another player, throws a forward or backward pass, loses possession of the ball by a muff that touches the ground or a fumble, or if he is taken to ground) the restrictions on the defensive team prohibiting illegal contact, or an illegal cut block, against an eligible receiver will end, and a defensive player is permitted to use his hands, arms, or body to push, pull, or ward off an offensive receiver pursuant to Rule 7, Section 1, 1.

If the quarterback leaves the pocket area with the ball in his possession, the restrictions on illegal contact and an illegal cut block both end, but the restriction on defensive holding remains in effect.

SECTION 5 PASS INTERFERENCE

(3-5)

ARTICLE 1. DEFINITION.

(3-5-1)

During a down in which a legal forward pass crosses the line of scrimmage, it is pass interference by either team when any act by a player beyond the neutral zone significantly hinders an eligible player's opportunity to catch the ball. Pass interference can only occur when a forward pass is thrown from behind the line of scrimmage, regardless of whether the pass is legal or illegal.

Defensive pass interference rules apply from the time the ball is thrown until the ball is touched. See Article 2 for prohibited acts while the ball is in the air.

Offensive pass interference rules apply from the time the ball is snapped until the ball is touched. See Article 2 for prohibited acts while the ball is in the air and Article 4 for prohibited acts prior to the pass.

ARTICLE 2. PROHIBITED ACTS BY BOTH TEAMS WHILE BALL IS IN THE AIR. (3-5-2)

Acts that are pass interference include, but are not limited to:

- (a) Contact by a player who is not playing the ball that restricts the opponent's opportunity to make the catch;
- (b) Playing through the back of an opponent in an attempt to make a play on the ball;
- (c) Grabbing an opponent's arm(s) in such a manner that restricts his opportunity to catch a pass;
- (d) Extending an arm across the body of an opponent, thus restricting his ability to catch a pass, and regardless of whether the player committing such act is playing the ball;
- (e) Cutting off the path of an opponent by making contact with him, without playing the ball;
- (f) Hooking an opponent in an attempt to get to the ball in such a manner that it causes the opponent's body to turn prior to the ball arriving; or
- (g) Initiating contact with an opponent by shoving or pushing off, thus creating separation.
- (h) Contacting any part of the metal rods extending from each end of the ball. Only the ball may be touched**
- (i) While the ball is in flight the visor or LED light devices on the receiver or defender may not be deployed or activated until ball is caught**

***Note:** If there is any question whether player contact is incidental, the ruling should be no interference.*

ARTICLE 3. PERMISSIBLE ACTS BY BOTH TEAMS WHILE BALL IS IN THE AIR. (3-5-3)

Acts that are permissible by a player include, but are not limited to:

- (a) Incidental contact by an opponent's hands, arms, or body when both players are competing for the ball, or neither player is looking for the ball. If there is any question whether contact is

incidental, the ruling shall be no interference.

- (b) Inadvertent tangling of feet when both players are playing the ball or neither player is playing the ball.
- (c) Contact that would normally be considered pass interference, but the pass is clearly uncatchable by the involved players.
- (d) Laying a hand on an opponent that does not restrict him in an attempt to make a play on the ball.
- (e) Contact by a player who has gained position on an opponent in an attempt to catch the ball.

Notes:

- (1) *When the ball is in the air, eligible offensive and defensive receivers have the same right to the path of the ball and are subject to the same restrictions.*
- (2) *Acts that do not occur beyond the line of scrimmage are not pass interference but could be offensive or defensive holding.*

ARTICLE 4. OTHER PROHIBITED ACTS BY THE OFFENSE.

(3-5-4)

Blocking beyond the line of scrimmage by an offensive player prior to a pass that crosses the line of scrimmage being thrown is offensive pass interference.

Note: *It is also pass interference by the offense to block a defender beyond the line while the pass is in the air if the block occurs in the vicinity of the player to whom the pass is thrown.*

Exception: An originally ineligible player immediately charges and contacts an opponent at a point no more than one yard beyond the neutral zone and maintains the contact for no more than three yards beyond the neutral zone.

Penalty: For pass interference by the defense: First down for the offensive team at the spot of the foul. If the interference is also a personal foul, the 15-yard penalty for such a foul is also enforced, either from the spot of the foul (for interference), or from the end of the run if the foul for pass interference is declined. If the interference is behind the defensive goal line, it is first down for the offensive team on the defense's one-yard line, or, if the previous spot was inside the two-yard line, halfway between the previous spot and the goal line.

Penalty: For pass interference by the offense: Loss of 10 yards from the previous spot.

SECTION 6 ENFORCEMENT SPOT

(3-6)

ARTICLE 1. ENFORCEMENT SPOT.

(3-6-1)

If there is a foul by either team from the time of the snap until a forward pass thrown from behind the line ends, the penalty is enforced from the previous spot. A pass play ends, and a running play begins at the instant that a pass is caught.

Exceptions:

- (a) Pass interference by the defense is enforced from the spot of the foul. If it occurs in the fouling team's end zone, the ball will be placed at the one-yard line, or half the distance to the goal line from the previous spot, whichever is more beneficial to the offense.
- (b) Intentional grounding is a loss of down at the spot of the foul, or a loss of down and a 10-yard penalty from the previous spot, whichever is less beneficial for the offense.
- (c) If there is a personal foul or unsportsmanlike conduct foul by the defense prior to

completion of a forward pass thrown from behind the line, enforcement is from the previous spot or the dead-ball spot, whichever is more beneficial to the offense. If the play results in a score for the offense, enforcement is on the ensuing Try. If the passing team is fouled and subsequently loses possession after a completion, the passing team retains possession of the ball, and enforcement is from the previous spot.

(d) If there is a personal foul or unsportsmanlike conduct foul by the offense prior to an interception of a forward pass thrown from behind the line, enforcement is from the dead-ball spot. If the intercepting team subsequently loses possession, the penalty is enforced from the spot of the interception, and the intercepting team retains possession.

(e) When the offensive team commits a foul behind its own goal line one of the penalty enforcement options is a safety.

Note: *When the dead-ball spot is normally a touchback, enforcement is from the 35-yard line.*

SECTION 7 BACKWARD PASS AND FUMBLE

(3-7)

ARTICLE 1. BACKWARD PASS.

(3-7-1)

A runner may throw a backward pass at any time. Players of either team may advance after catching a backward pass or recovering a backward pass after it touches the ground.

Exception: Actions to conserve time

Note: *A direct snap from center to a player in the backfield, a muffed hand-to-hand snap, or a snap that is untouched by any player are backward passes, and the ball remains alive.*

ARTICLE 2. BACKWARD PASS OUT OF BOUNDS.

(3-7-2)

If a backward pass goes out of bounds between the goal lines, the ball is dead, and it is next put in play at the inbounds spot. Rule 6 governs if a backward pass is declared dead behind the goal line.

ARTICLE 3. FUMBLE.

(3-7-3)

A fumble is any act, other than a pass or kick, which results in a loss of player possession.

It is not permitted to cause or attempt to cause a fumble or to gain possession by grabbing either or both metal rods that emanate from the ends of the football.

Exception: If a runner intentionally fumbles forward, it is a forward pass.

Item 1. Recovery and Advance. Any player of either team may recover or catch a fumble and advance, either before or after the ball strikes the ground.

Exceptions:

(a) Fourth-down fumble. See 3-7-5 below.

(b) Fumble after two-minute warning. See 3-7-6 below.

Item 2. Legal Recovery.

Item 3. Out of Bounds. When a fumble goes out of bounds between the goal lines, the following shall apply:

(a) If a fumble goes backward and out of bounds, the ball is next put in play at the inbounds spot by the team that was last in possession;

- (b) If a fumble goes forward and out of bounds, the ball is next put in play at the spot of the fumble by the team that was last in possession;
- (c) If a ball is fumbled in a team's own end zone and goes forward into the field of play and out of bounds, it will result in a safety, if that team provided the impetus that put the ball into the end zone (See 6-5-1 for exception for momentum). If the impetus was provided by the opponent, the play will result in a touchback; or
- (d) Notwithstanding any of the above, when there has not been a change of possession during the down, and the spot of the ball is not at or beyond the line to gain after fourth down, the ball is awarded to Team B at the spot that the ball is declared dead.

Item 4. Out of Bounds in End Zone. When a fumble goes out of bounds in the end zone, the following shall apply:

- (a) If a ball is fumbled in the field of play, and goes forward into the opponent's end zone and over the end line or sideline, the ball is next put in play at the inbounds spot by the team that was last in possession (see Item 3, note (d) above for 4th down); or
- (b) If a ball is fumbled in a team's own end zone or in the field of play and goes out of bounds in the end zone, it is a safety, if that team provided the impetus that sent the ball into the end zone (See 6-5-1 for exception for momentum). If the impetus was provided by the opponent, it is a touchback.

ARTICLE 4. HANDING BALL FORWARD.

(3-7-4)

No player may hand the ball forward except to an eligible receiver who is behind the line of scrimmage.

- (a) Loss of player possession by unsuccessful execution of attempted handing is a fumble charged to the player that last had possession.
- (b) A muffed handoff (legal or illegal) is a fumble, and the ball remains alive.

Penalty: For handing ball forward beyond the line of scrimmage: Five yards and loss of down from spot of foul.

Penalty: For handing ball forward to ineligible receiver behind line of scrimmage or not from scrimmage: Loss of five yards.

ARTICLE 5. FOURTH-DOWN FUMBLE.

(3-7-5)

If a fourth-down fumble occurs during a play from scrimmage:

- (a) The ball may be advanced by any member of the defensive team.
- (b) The player who fumbled is the only Team A player permitted to recover and advance the ball.
- (c) If the recovery or catch is by a teammate of the player who fumbled, the ball is dead, and the spot of the next snap is the spot of the fumble, or the spot of the recovery if the spot of the recovery is behind the spot of the fumble.

Note: After a change of possession has occurred, the restrictions in (b) and (c) are no longer in effect for the remainder of the down.

ARTICLE 6. FUMBLE AFTER TWO-MINUTE WARNING.

(3-7-6)

If a fumble by either team occurs after the two-minute warning:

- (a) The ball may be advanced by any opponent.
- (b) The player who fumbled is the only player of his team who is permitted to recover and

advance the ball.

- (c) If the recovery or catch is by a teammate of the player who fumbled, the ball is dead, and the spot of the next snap is the spot of the fumble, or the spot of the recovery if the spot of the recovery is behind the spot of the fumble.

Note: *The restrictions in (b) and (c) are applicable during a Try throughout the game including during overtime.*

ARTICLE 7. ENFORCEMENT SPOT DURING A BACKWARD PASS OR FUMBLE. (3-7-7)

- (a) When the spot of the backward pass or fumble is beyond the line of scrimmage, or when there is not a line of scrimmage, and there is a foul during the backward pass or fumble, the Basic Spot is the spot of the backward pass or the spot of the fumble. The three-and-one method of enforcement is used.
- (b) When the spot of a backward pass or fumble is behind the line of scrimmage, all fouls committed by either team, including a foul by Team B in Team A's end zone, are enforced from the previous spot, except a foul by the offense in its end zone may be enforced as a safety.
- (c) For enforcement when the offense commits a personal foul or unsportsmanlike conduct foul prior to the recovery by the defense of a backward pass or fumble. See 9-4-3.

Note: *When Team B gains possession in its end zone, and the impetus was by Team A, if Team B fumbles or throws a backward pass in the end zone, and fouls while the ball is loose, the spot of the fumble or the backward pass is considered to be the applicable touchback spot.*

RULE 4 KICKS

While still in development and subject to strong safety analysis, air compressed devices configured as mock "cannons" will be used for kick offs and kicks related to a safety score. Extra points and 4th down plays are plays from scrimmage as described in Types of Scoring Plays (6-1-2).

ARTICLE 3. RECEIVERS CATCH OR RECOVERY. (4-3-3)

If the receivers catch or recover any kick off, they may advance. For fair catch exception, see 5-2. For exception for a ball that has crossed the goal line. (Section 4, Article 1 below)

ARTICLE 4. SIMULTANEOUS CATCH OR RECOVERY. (4-3-4)

When a legal kick is simultaneously caught or recovered anywhere by two eligible opposing players, or if the ball is lying on the field of play with no player attempting to recover it, it is awarded to the receivers.

SECTION 4 BALL CROSSES GOAL LINE, TOUCHES GOAL POSTS, OUT OF BOUNDS, DEAD IN FIELD OF PLAY (4-4)

ARTICLE 1. BALL CROSSES RECEIVERS' GOAL LINE. (4-4-1)

If a kick crosses the receiver's goal line from the impetus of the kick, the following shall apply:

- (a) If the ball has not been touched by a player of the receiving team beyond the line of scrimmage, it is dead immediately, and the result of the play is a touchback, when:
 - (1) it touches the ground on or behind the receiver's goal line
 - (2) it touches a player of the kicking team who is touching the ground on or behind the receiver's goal line

- (3) it touches a player of the kicking team who has touched the ground on or behind the receiver's goal line and has not re-established himself in the field of play. See 6-4-2 for options for missed field goals beyond the 20-yard line.
- (b) If the receivers catch the ball in the end zone or recover it in the end zone after touching it in the field of play or the end zone, they may advance.
 - (c) If the kickers catch or recover the ball in the end zone after the receivers first touch the ball in the field of play or the end zone, it is a touchdown for the kickers.
 - (d) If there is a spot of first touching by the kickers outside the receivers' 35-yard line, the receiving team has the option to take possession of the ball at the spot of the first touching.
 - (e) If the ball goes out of bounds in the field of play after being touched by a receiver in the end zone or in the field of play, it is the receiving team's ball at the out-of-bounds spot.

ARTICLE 2. KICK TOUCHES KICKERS' GOAL POSTS.

(4-4-2)

If a kick off kick touches the kickers' goal post, uprights, or crossbar, the ball is dead

ARTICLE 4. BALL OUT OF BOUNDS OR NOT RECOVERED IN FIELD OF PLAY.

(4-4-4)

If a kick goes out of bounds between the goal lines or is lying in the field of play with no player attempting to recover it, it is the receiver's ball at the dead-ball spot.

SECTION 5 SPOTS OF ENFORCEMENT

(4-5)

ARTICLE 1. SPOTS OF ENFORCEMENT.

(4-5-1)

If there is a foul from the time of the snap until a legal kick ends, enforcement is from the previous spot..

Exceptions:

- (1) If the offensive team commits a foul in its own end zone, one of the penalty enforcement options is a safety.
- (2) Unless the kick is a missed field-goal attempt, if there is a foul by the kicking team, the receiving team will have the option of taking the penalty at the previous spot and replaying the down or adding the penalty yardage on to the dead-ball spot.

Notes:

- (a) *The dead-ball spot for scrimmage kicks that result in a touchback is the 35-yard line.*
- (b) *If there is a foul for an illegal touch inside the five-yard line, the receiving team also has the option of accepting a touchback.*

- (3) Fair-catch interference, interference with the opportunity to make a catch, an invalid fair-catch signal, or a personal foul (blocking) after a fair-catch signal are enforced from the spot of the foul.

Note: *If the foul is not part of a double foul and the opponent has possession at the end of the down, the foul may be enforced from the dead-ball spot.*

- (4) Except for fouls that are committed in an attempt to block the kick (such as running into or roughing the kicker, defensive holding (pull-and-shoot), leverage, leaping, and pushing teammate(s) into the offensive formation), if the receiving team commits a foul during a kick that crosses the line of scrimmage, the penalty for its infraction will be enforced as if it had been in possession of the ball at the time the foul occurred (a post-possession foul), provided that the receiving team does not lose possession of the ball at any time during

the down. The penalty shall be enforced from whichever of the following spots is least beneficial to the receiving team:

- (a) the end of the kick; or
- (b) the spot of the foul.

If the foul occurs in the end zone, it is deemed to have occurred at the 35-yard line, unless enforcement results in a safety.

- (5) For enforcement of a personal or unsportsmanlike conduct foul on a play that results in a score, see 9-2-3; for illegally kicking a loose ball, see 7-5-2; and for an illegal bat, see 7-5-1.

When Team B establishes possession of the ball, a kick ends, and a running play begins, and fouls that occur thereafter are enforced from the dead-ball spot or the spot of the foul (three-and-one method, 9-3-5).

- (6) Double fouls are enforced according to customary rules. See Rule 9-5.

RULE 5 OPPORTUNITY TO CATCH A KICK, FAIR CATCH

SECTION 1 OPPORTUNITY TO CATCH A KICK

(5-1)

ARTICLE 1. INTERFERENCE.

(5-1-1)

During a kick, members of the kicking team are prohibited from interfering with any receiver making an attempt to catch the airborne kick, or from obstructing or hindering his path to the airborne kick, and regardless of whether any signal was given.

Item 1. Contact with Receiver. It is interference if a player of the kicking team contacts the receiver or causes a passive player of either team to contact the receiver, before or simultaneous to the receiver touching the ball.

Item 2. Right of Way. A receiver who is moving toward a kicked ball that is in flight has the right of way. If opponents obstruct his path to the ball or cause a passive player of either team to obstruct his path, it is interference, even if there is no contact, or if he catches the ball in spite of the interference, and regardless of whether any signal was given.

***Note:** It is not a foul if a kicking team player is blocked into the receiver, or the contact is the result of a foul.*

Penalties:

- (a) **For interference with the opportunity to make a catch when a prior signal has not been made:** Loss of 15 yards from the spot of the foul, and the offended team is entitled to put the ball in play by a snap from scrimmage.
- (b) **For interfering with a fair catch after a signal:** Loss of 15 yards from the spot of the foul. A fair catch is awarded even if the ball is not caught.

***Note:** If the foul is not part of a double foul and the opponent has possession at the end of the down, the foul may be enforced from the dead-ball spot.*

SECTION 2 FAIR CATCH

(5-2)

ARTICLE 1. DEFINITION.

(5-2-1)

A Fair Catch is an unhindered catch of a ball that has not touched the ground, by a player of the receiving team who has given a valid fair catch signal.

ARTICLE 2. FAIR-CATCH SIGNAL.

(5-2-2)

Item 1. Valid Fair-Catch Signal. A fair-catch signal is valid if it is made while the kick is in flight by a player who fully extends one arm above his helmet and waves it from side to side. A receiver is permitted to legally raise his hand(s) to his helmet to shield his eyes from the sun but is not permitted to raise them above his helmet except to signal for a fair catch.

Item 2. Invalid Fair-Catch Signal. If a player raises his hand(s) above his shoulder(s) in any other manner, it is an invalid fair-catch signal. If there is an invalid fair-catch signal, the ball is dead when caught or recovered by any player of the receiving team, but it is not a fair catch. (The ball is not dead if it touches an opponent before or after it strikes the ground. See Article 3-b).

***Note:** A fair-catch signal given behind the line of scrimmage on a scrimmage kick is ignored and is neither valid nor invalid.*

Penalty: For an invalid fair-catch signal: Loss of five yards from the spot of the signal. If the foul occurs in Team B's end zone during a free kick, it is enforced from the succeeding spot.

Item 3. Muff. After a valid fair-catch signal, the opportunity to catch a kick does not end if the ball is muffed. The player who signaled for a fair catch must have a reasonable opportunity to catch the muffed ball before it hits the ground without interference by members of the kicking team, and regardless of whether the ball strikes another player or an official.

Penalty: For interference with the opportunity to make a fair catch after a muff: A fair catch is awarded at the spot of the interference even if the ball is not caught.

Item 4. Intentional Muff. An intentional muff forward prior to a catch in order to gain ground is an illegal bat (see 7-5-1-Note).

Item 5. Illegal Block. Until the ball touches a teammate or an opponent, a player who makes a valid or invalid fair-catch signal is prohibited from blocking or initiating contact with a player of the kicking team.

Penalty: For an illegal block after a fair-catch signal: Loss of 15 yards from the spot of the foul. If the foul occurs in Team B's end zone during a free kick, it is enforced from the succeeding spot.

ARTICLE 3. RESTRICTIONS.

(5-2-3)

(a) If a player of the receiving team makes a valid fair-catch signal, and the ball is not touched by a player of the kicking team, the following apply:

- (1) If he catches the ball, it is dead immediately, and it is a fair catch. If he muffs the ball, but catches it before it touches the ground, it is also a fair catch. After a fair catch, the ball is next put in play by the receiving team at the dead-ball spot (or at the succeeding spot after enforcement of any applicable penalties). See Article 4.
- (2) If he recovers the ball after it strikes the ground, it is dead immediately, but it is not a fair catch.

- (3) If the ball is caught or recovered by a teammate who did not make a valid fair-catch signal, the ball is dead immediately, but it is not a fair catch. The ball will next be put in play by a snap by the receiving team at the dead-ball spot (or at the succeeding spot after enforcement of any applicable penalties).
- (b) If the ball touches a player of the kicking team, before or after it strikes the ground, any player of the receiving team may catch or recover it and advance. If a player of the receiving team who has given a valid fair-catch signal catches the ball before it hits the ground and elects not to advance the ball, it is a fair catch.
- (c) If a receiver has made a fair catch, an opponent is prohibited from blocking or tackling him, or causing a passive player of either team to contact him. Incidental contact is not a foul.

Penalty: For illegal contact with a player who has made a fair catch: Loss of 15 yards from the dead-ball spot and disqualification if flagrant.

ARTICLE 4. PUTTING BALL IN PLAY AFTER FAIR CATCH. (5-2-4)

After a fair catch is made, or is awarded as the result of fair-catch interference, the receiving team has the option of putting the ball in play by either a:

- (a) fair-catch kick (drop kick or placekick without a tee) from the spot of the catch (or the succeeding spot after enforcement of any applicable penalties), or
- (b) snap from the spot of the catch (or the succeeding spot after enforcement of any applicable penalties).

***Note:** A receiver may make or be awarded a fair catch in his end zone. If there is fair-catch interference or illegal contact with the receiver after he has made a fair catch, the 15-yard penalty is enforced from the receiver's 35-yard line, and the option for a fair-catch kick is awarded.*

ARTICLE 5. EXTENSION OF A PERIOD. (5-2-5)

If time expires during a play in which a player has signaled for a fair catch, the following shall apply:

- (a) If the player makes a fair catch, the receiving team may elect to extend the period with a fair-catch kick, but does not have the option to extend the period by a snap from scrimmage.
- (b) If the kicking team interferes with a receiver who has signaled for a fair catch, the receiving team will be awarded a 15-yard penalty and the option to extend the period by attempting a fair-catch kick or by a snap from scrimmage

RULE 6 SCORING

SECTION 1 VALUE OF SCORES

(6-1)

ARTICLE 1. WINNING TEAM.

(6-1-1)

The team that scores the greater number of points during the entire game is the winner.

Note: If a team forfeits a game, the opponent will be declared the winner by a score of 2-0, but the points will not be added to the winning team's record for purposes of offensive production or tiebreakers.

ARTICLE 2. TYPES OF SCORING PLAYS

(6-1-

2)cbvg

ck

Points are scored as follows:

- (a) Touchdown: 6 points
- (b) Safety: 2 points
- (c) Try after touchdown:
 - (1) 1 point from opponent's two-yard line;
 - (2) 2 points from opponent's five-yard line; or
 - (3) 3 points from opponent's 10-yard line.

SECTION 2 TOUCHDOWN

(6-2)

ARTICLE 1. TOUCHDOWN PLAYS.

If the football is in the hands or hand, it is the tip of the football embedded between two rods that is considered the area that crosses the plane. It is legal to use the metal rod to extend the ball towards the goal line, but the hand most proximate to the ball is now what must cross the line for score to be made.

(6-2-1)

A touchdown is scored when:

- (a) the ball is on, above, or behind the plane of the opponents' goal line (extended) and is in possession of a runner who has advanced from the field of play into the end zone
- (b) a ball in possession of an airborne runner is on, above, or behind the plane of the goal line, and some part of the ball passed over or inside the pylon
- (c) a ball in player possession touches the pylon, provided that, after contact by an opponent, no part of the player's body, except his hands or feet, struck the ground before the ball touched the pylon
- (d) any player who is legally inbounds catches or recovers a loose ball that is on, above, or behind the opponent's goal line
- (e) the Referee awards a touchdown to a team that has been denied one by a palpably unfair act

Notes:

- (1) *The ball is automatically dead when it is in legal possession of a player and is on, above, or behind the opponent's goal line.*
- (2) *If a player attempts to catch a pass, the ball is not dead, and a touchdown is not scored, until the receiver completes the catch.*

SECTION 3 TRY (extra points)

(6-3)

ARTICLE 1. GENERAL RULES.

(6-3-1)

After a touchdown, a Try is an opportunity for either team to score one, two, or three additional points during one scrimmage down.

The Try begins when the Referee sounds the whistle for play to start. The team that scored the touchdown shall put the ball in play:

- (a) anywhere on or between the inbound lines;
- (b) two yards from the defensive team's goal line for a one-point Try; or
- (c) five yards from the defensive team's goal line for a two-point Try; or
- (d) 10 yards from the defensive team's goal line for a three-point Try.

Notes:

- (1) A team's choice is final and may not change following a team timeout or accepted penalty
- (2) All general rules for fumbles after the two-minute warning apply to the Try.
- (3) The Game Clock will not run during the Try
- (4) If the ball has been declared ready for play by the Referee, and the offensive team wants to change the location of the ball, they can do so by calling a timeout

ARTICLE 2. RESULTS OF A TRY.

(6-3-2)

During a Try, the following shall apply:

- (a) If a Try results in a touchdown by either team, one, two, or three points are awarded. If the defense scores a touchdown the number of points awarded is the same as if the offense had scored.
- (b) If the Try results in what would ordinarily be a safety against either team, one point is awarded to the opponent.
- (d) If any play results in a touchback, the Try is unsuccessful, and there shall be no replay.
- (e) The Try ends when:
 - (1) either team scores;
 - (2) the ball is dead by rule; or
 - (3) a fumble by either team is recovered by a teammate of the fumbling player.

ARTICLE 3. FOULS COMMITTED DURING TRY.

(6-3-3)

If a foul results in a retry, the penalty is enforced from the spot where the try was attempted (previous spot).

Exception: Defensive pass interference is a spot foul. If the foul is in the end zone, the ball will be placed on the defense's one-yard line, or half the distance to the goal, whichever is more advantageous to Team A.

Item 1. Fouls Before the Signal. If there is a foul by either team after a touchdown and before the ready-for-play signal, it is enforced on the try.

Item 2. Fouls Before the Snap. If there is a foul by either team which causes a play to be whistled dead prior to the snap, it shall be treated the same as if it had occurred prior to a scrimmage play. The whistle shall be blown immediately.

Item 3. Fouls by Team A. The following applies if there is a foul by Team A:

- (a) If there is a foul by Team A during a successful Try, after the penalty, the Try shall be repeated, unless the penalty results in a loss of down.
- (b) If the penalty for a foul results in a loss of down, the Try is unsuccessful, and there shall be no replay.

- (c) All personal or unsportsmanlike conduct fouls after a change of possession will result in a distance penalty being assessed on the ensuing kickoff, provided the penalty does not negate a successful Try.
- (d) If the foul results in a safety, Team B is awarded one point.

Item 4. Fouls by Team B. The following applies if there is a foul by Team B:

- (a) All personal or unsportsmanlike conduct fouls will result in the distance penalty being assessed on the ensuing kickoff, unless Team A chooses to attempt a retry after enforcement of the penalty, or the penalty negates a score by Team B.
- (b) If the foul results in a safety, Team A is awarded one point.

***Note:** If the foul is for defensive pass interference, and it is declined, no distance penalty is enforced on the kickoff.*

Item 5. Fouls by Both Teams With No Change of Possession. If there are fouls by both teams during a Try in which there is not a change of possession, the Try must be replayed.

Exception: See 9-4-9-Item 3-exc. 2 for enforcement when the scoring team commits a dead ball foul after a score.

Item 6. Fouls by Both Teams With Change of Possession. If both teams foul during a Try in which there is a change or changes of possession, the following shall apply:

- (a) If both teams foul before the first change of possession, the Try shall be repeated.
- (b) If Team B fouls before the first change of possession, the Try shall be repeated.
- (c) If Team A fouls before the first change of possession, the Try shall be deemed to have failed.
- (d) If neither team fouls before the first change of possession, and both teams subsequently commit fouls, the Try shall be deemed to have failed.

Item 7. Fouls After a Try. If there is a personal or unsportsmanlike conduct foul by either team after a Try, it is enforced on the succeeding kickoff. If there are fouls by both teams, normal enforcement rules apply.

ARTICLE 4. KICKOFF AFTER TRY.

(6-3-4)

After a Try, the team on defense during the Try shall receive the kickoff.

SECTION 4 NON KICKING FIELD GOAL GETS POINTS FROM 15 YARD LINE

In WAFL+ there are no field goals from a kick of the ball. Instead a one time score for 3 points is allowed:

(6-4)

If the ball is at the 35 yard line or less, the offensive team may elect for a 3 point

play from the 15- yard line. Rules of a try in section 6-3-1 apply

(a) The ball is moved to the 15 yard line

(b) A unsuccessful try returns the ball to its previous spot and the opposing team takes possession.

(c) If beyond the 35 yard line, the team may attempt a 4th down play to achieve a first down.

ARTICLE 6. BALL NEXT IN PLAY.

(6-4-6)

After a successful field goal, the team scored upon will receive the kickoff.

SECTION 5 SAFETY

(6-5)

ARTICLE 1. SAFETY.

(6-5-1)

It is a Safety:

- (a) when the defense accepts a penalty for a foul by the offense in its own end zone;
or
- (b) when an impetus by a team sends the ball behind its own goal line, and the ball is dead in the end zone in its possession, or the ball is out of bounds behind the goal line.

Exceptions:

It is not a safety:

- (1) If a forward pass from behind the line of scrimmage is incomplete in the end zone.
- (2) If a defensive player, in the field of play, intercepts a pass or catches or recovers a fumble, backward pass, scrimmage kick, free kick, or fair catch kick, and his original momentum carries him into his end zone where the ball is declared dead in his team's possession. The ball belongs to the defensive team at the spot where the player's foot or other body part touched the ground to establish possession. If that spot is in the end zone, the result of the play is a touchback, even if the ball is not on, above, or beyond the goal line.
 - (a) If a player of the team which intercepts, catches, or recovers the ball commits a live-ball foul in the end zone, it is a safety.
 - (b) If a player who intercepts, catches, or recovers the ball throws a completed illegal forward pass from the end zone, the ball remains alive. If his opponent intercepts the illegal pass thrown from the end zone, the ball remains alive. If he scores, it is a touchdown.
 - (c) If a player of the team which intercepts, catches, or recovers the ball commits a foul in the field of play, and the ball becomes dead in the end zone, the basic spot is the spot of the change of possession.
 - (d) If the spot where possession changed is inside the one-yard line, the ball is to be spotted at the one-yard line.

Notes:

- (1) *A ball in the end zone which is carried toward the field of play is still in the end zone until the entire ball is in the field of play.*
- (2) *The impetus is always attributed to the offense, unless the defense creates a new force that sends the ball behind its own goal line by muffing a ball which is at rest or nearly at rest, or by batting or kicking any loose ball.*

ARTICLE 2. BALL IN PLAY AFTER SAFETY.

(6-5-2)

While still in development and subject to strong safety analysis, air compressed devices configured as mock "cannons" will be used for kick offs and kicks related to a safety score. After a safety, the team scored upon restarts from its 30-yard line. The rules for a kickoff also apply to a safety kick.

SECTION 6 CLOCK OPERATION(6-6)

The clock will start on the snap (unless the period was extended for an untimed down) and all normal playing rules will be in effect.

SECTION 7 TOUCHBACK

(6-7)

***Note:** A touchback, while not a score, is included in this rule because, like scoring plays, it is a case of a ball that is dead on or behind a goal line.*

ARTICLE 1. DEFINITION.

(6-7-1)

It is a Touchback if the ball is dead on or behind the goal line a team is defending, provided that the impetus comes from an opponent, and that it is not a touchdown or an incomplete forward pass.

***Note:** A ball in the end zone which is carried toward the field of play is still in the end zone until the entire ball is in the field of play.*

ARTICLE 2. TOUCHBACK SITUATIONS.

(6-7-2)

When a team provides the impetus that sends a loose ball behind its opponent's goal line, it is a touchback:

- (a) if the ball is dead in the opponent's possession in its end zone;
- (b) if the ball is out of bounds behind the goal line;
- (c) if any legal or illegal kick touches the receivers' goal posts, crossbar, or uprights, other than one which scores a field goal
- (d) if the kickers interfere with the opportunity to catch an airborne kick or with a fair catch behind the receivers' goal line (5-1 and 5-2)

Notes:

- (1) *The impetus is not from a kick if a muff, bat, juggle, or illegal kick of any kicked ball (by a player of either team) creates a new momentum which sends it on, above, or behind the goal line.*

ARTICLE 3. BALL NEXT IN PLAY.

(6-7-3)

After a touchback, the team that has been awarded the touchback next snaps the ball at its 35-yard line from any point on or between the inbound lines.

Exception:

If a kickoff or safety kick lands in the field of play before going into the end zone and is ruled dead there the ball will be placed at the 15-yard line.

RULE 6 SECTION 8 POINTS FOR STYLE AND ARTISTRY

A panel of judges review each play and determine if any interaction captures the spirit and artistic visuals WAFL+ hope to encourage.

The points awarded for a take down using a authorized judo or wrestling moves have the most priority, as WAFL+ seeks to eliminate dangerous plays the ground, and head and knee impacts. A player is award 3 points for a move well known in the sport of judo for its leverage over strength or force.

A player is awarded 2 points for acts of discretion, where serious injury could have taken place if not for his or her limiting a force.

A player is awarded 1 point as a open award for anything meritorious.

HOW POINTS ARE APPLIED

An aggregate of points held can be used to add yardage in an amount equal to the points held. The can be used to get a first down if they equal or exceed the yards needed. Any excess returns as a credit to be used later.

They also can be used to eliminate any yardage levied in a penalty, with any excess returning as a credit.

They can not eliminate loss of down, however, if that was a part of the penalty.

RULE 7 PLAYER CONDUCT

MOST OF THIS SECTION IS UNIQUE TO WARBALL

SECTION 1 TACKLING AND BLOCKING RULES OF ENGAGEMENT (7-1)

ARTICLE 1. WEAPONS-FIRST / ENGAGEMENT-FIRST REQUIREMENT FOR TAKE DOWNS AND BLOCKING (7-1-1)

In order to eliminate high speed collisions, a player may not make a take down OR block unless that player first attempts a qualifying engagement action as described below

A qualifying engagement action is:

- (a) an engagement with an approved stick, sword, WarBall, or other approved WarBall weapon toward an approved impairment device or sensor;
- (b) an authorized martial arts action per section (7-1-4); or
- (c) activation of an approved device in below picture
- (d) If engagement occurs and take down fails, if the ball carrier is within 3 feet of the defender, another attempt for a take down is allowed without any engagements, though rules for a device activation causing a stop in play still apply and may also be used.
- (e) If take down fails and ball carrier is further than 3 feet away, reengagement is required before another take down is attempted.
- (f) If engagement occurs and block is made by player A, and Player B is more than 6 feet away, reengagement is required. Continuous blocking is allowed so long as players are within 6 feet of each other.

The purpose of these rules is to slow or eliminate high-speed body collisions while preserving throw downs and blocking as part of the sport.

Activation of Devices:



IF ONLY ATTEMPTING TO DO ONE THE ABOVE, AND THE DEVICES ARE NOT DEPLOYED OR ACTIVATED, THE BLOCKER IS NOW LEGALLY ABLE TO CONTACT THE OPPOSING PLAYER WITH A BLOCK . IF DEVICES WERE DEPLOYED, BLUE PLAYER IS NOW INELIGIBLE FOR DURATION OF PLAY

Also a ball carrier is under same engagement rules as a non runner, he or she

cannot intentionally deliver a force greater than his or her momentum by the act of running, such as lowering the shoulder into a player unless he or she uses the WarBall or other authorized action first



RED PLAYER AS BALL CARRIER PROPERLY ENGAGED BALL AND COULD LEGALLY LOWER SHOULDER. WHITE PLAYER BALL CARRIER WOULD BE PENALIZED FOR THROWING SHOULDER WITHOUT ENGAGING BALL FIRST

Penalty for non engagement prior to a take down, or beyond 3 foot distance for a missed take down without reengagement , or ball carrier non engagement is 10 yards.

ARTICLE 3. DEVICE ACTIVATION RESULT. (7-1-3)

If a device is activated on a ball carrier, the ball is dead at the spot of activation. A defender has option to not attempt a take down if confidence is high the device was enabled



If device on a ball carrier is missed or thought to be missed by a good faith attempt to enable it, a take down can be made if done immediately after the attempt.



Defender engaged the WarBall, and can now legally take down the ball carrier.

If a device is activated on a non-ball carrier, the play continues, but that player is treated as impaired and must be declared ineligible



ARTICLE 4. AUTHORIZED MARTIAL ARTS ACTIONS. (7-1-4)

Authorized martial arts actions include judo-type throws and grappling, elbow strikes to the chest of armored players only, and hand strikes to approved helmet buttons or visor targets.

Any strike to a helmet button, visor, LED activator, sensor, or similar target must use no more force than is reasonably necessary to activate the device per Section 2, Article 8

Penalty: Use of any non-authorized Martial Arts actions or excessive force per Section 2, Article 8

Penalty: Unnecessary roughness for illegal unengaged tackle per Section 2, Article 8

ARTICLE 8. FORCE LIMITATION / THE “PAYLOAD” RULE. (7-1-8)

No player may use more force than is necessary to accomplish the approved WarBall purpose of the action. The approved purpose is to engage the opponent, activate or attempt to activate an approved device, impair vision or movement through approved equipment, or complete a legal take down or block after a qualifying engagement. **Gratuitous, blind-side, or high-speed body impacts that bypass the required engagement are prohibited.**

Penalty: Unnecessary roughness for excessive force per Section 2, Article 8

ARTICLE 9. YOUTH DEVICE-ONLY VERSION. (7-1-9)

For very young players, 12 and younger age group, league play may use a device-only version. In that version, the engagement and impairment devices determine the result and conventional tackling is not used.

ARTICLE 10. SOURCE NOTE. (7-1-10)

This section is drafted from the playing concepts published at www.bangball.org, including the stated WarBall requirements that a player must engage weapons first, use an authorized martial arts move, or trigger an impairment device before attempting a tackle or block.

SECTION 1(a) BLOCKING, USE OF HANDS AND ARMS

(7-1a)

ARTICLE 2. LEGAL AND ILLEGAL BLOCK.

(7-1-1a)

Subject to rule Article 1 7-1 to 7-1-7 that prohibits blocking unless an initial action takes place

Player of either team may block (obstruct or impede) an opponent, provided that the act is not:

- (a) pass interference (see Rule 3, Section 5, Article 1);
- (b) illegal contact (see Rule 3, Section 4);
- (c) fair catch interference or interference with the opportunity to catch a kick (see Rule 5, Section 1);
- (d) **clipping against a non-runner (see Section 2, Article 1);**
- (e) **an illegal chop block (see Section 2, Article 5);**
- (f) **an illegal crackback block (see Section 2, Article 6);**
- (g) **an illegal low block during a free kick, a scrimmage kick, after a change of possession, or outside the Low Block Zone (see Section 2, Article 4);**
- (h) **unnecessary roughness (see Section 2, Article 8);**
- (i) **roughing the passer (see Section 2, Article 11);**
- (j) **an illegal cut block (see Rule 3, Section 4, Article 5);**
- (k) **roughing the kicker or holder (see Section 2, Articles 12 and 13);**
- (l) **offensive (see Section 1, Article 3(c)) or defensive (Section 1, Article 6) holding;**
- (m) **illegal use of hands (see Section 1, Article 3-a);**
- (n) **an illegal block in the back above the waist (see Section 1, Article 3-b);**
- (o) **tripping (see Section 1, Article 8);**
- (p) **an illegal peel back block (see Section 2, Article 2); or**
- (q) **an illegal blindside block (see Section 2, Article 7).**
- (r) **A violation of rule Article 1 7-1 to 7-1-7 that prohibits blocking unless an initial action takes place**

ARTICLE 2. LEGAL BLOCK BY OFFENSIVE PLAYER.

(7-1-2)

An offensive player is permitted to block an opponent by **contacting him with his head, shoulders, hands, and/or outer surface of the forearm, that is not prohibited by Article 1 Section 12 Article 1 7-1 to 7-1-7 that prohibits blocking unless an initial action takes place.**

A blocker may use his arms, or open or closed hands, to contact an opponent on or outside the opponent's frame (the body of an opponent below the neck that is presented to the blocker), provided that he does not materially restrict him. The blocker must work immediately to bring his hands inside the opponent's frame, and as the play develops, the blocker is permitted to work for and maintain his position against an opponent, provided that he does not illegally clip or illegally push from behind.

An offensive player is permitted to use his hands or arms to restrict an opponent:

- (a) **If he is a runner. A runner may ward off opponents with his hands and arms and DOES NOT violate rule Article 1 7-1 to 7-1-7 that prohibits blocking unless an initial action takes, place.** He may also lay his hand on a teammate or push him into an opponent, but he may not grasp or hold on to a teammate.
- (b) **During a loose ball that has touched the ground.** An offensive player may use his hands/arms legally to block or otherwise push or pull an opponent out of the way in a personal attempt to recover the ball. See specific fumble, pass, or kick rules and especially former rule 6-2-1.
- (c) **A kicking team player.** See former rule 6-2-1 for blocking restrictions during a kick.

ARTICLE 3. ILLEGAL BLOCK BY OFFENSIVE PLAYER.

(7-1-3)

It is a foul if an offensive blocker:

- (a) Thrusts his hands forward above the frame of an opponent to **forcibly contact him on the head, neck, or face; unless contacting the LED button on facemask**

***Note:** Contact in close-line play is not a foul, unless it is direct and forcible, or prolonged.*

Penalty: For illegal use of hands by the offense: Loss of 10 yards.

- (b) **Blocks an opponent (from behind) in the back above the opponent's waist** or uses his hands or arms to push an opponent from behind in a manner that affects his movement, except in close-line play.

***Note:** The prohibition also applies to a player of the kicking team while the ball is in flight during a free kick or scrimmage kick.*

The use of hands on the back is not a foul when:

- (1) a player is making a personal attempt to recover a loose ball;
- (2) the opponent turns away from the blocker when contact is imminent;
- (3) both of the blocker's hands are on the opponent's side. (If either hand is on the back, it is a foul.)

Penalty: For an illegal block in the back above the waist by the offense: Loss of 10 yards.

- (c) Use his hands or arms to materially restrict or alter the defender's path or angle of pursuit. It is a foul regardless of whether the blocker's hands are inside or outside the frame of the defender's body. Material restrictions include but are not limited to:
 - (1) grabbing or tackling an opponent;
 - (2) hooking, jerking, twisting, or turning him; or
 - (3) pulling him to the ground.

Penalty: For holding by the offense: Loss of 10 yards.

Blocking Notes:

- (1) When a defensive player is held by an offensive player during the following situations, Offensive Holding will not be called:
- (a) if the action is part of a double-team block, unless the defender splits the double team, gets to the outside of either blocker, or is taken to the ground; or
 - (b) if, during a defensive charge, a defensive player uses a “rip” technique that puts an offensive player in a position that would normally be holding.

Exception: Holding will be called if the defender’s feet are taken away from him by the blocker’s action.

- (2) If a blocker falls on or pushes down a defender whose momentum is carrying him to the ground, Offensive Holding will not be called unless the blocker prevents the defender from rising from the ground.
- (3) If the official has not seen the entire action that sends a defender to the ground, Offensive Holding will not be called.

ARTICLE 4 (a). ASSISTING THE RUNNER AND INTERLOCKING INTERFERENCE.**(7-1-4a)**

No offensive player may:

- (a) pull a runner in any direction at any time;
- (b) use interlocking interference, by grasping a teammate or by using his hands or arms to encircle the body of a teammate in an effort to block an opponent; or
- (c) push or throw his body against a teammate to aid him in an attempt to obstruct an opponent or to recover a loose ball.

Penalty: For assisting the runner, interlocking interference, or illegal use of hands, arms, or body by the offense: Loss of 10 yards.

ARTICLE 5. LEGAL USE OF HANDS OR ARMS BY DEFENSE.**(7-1-5)**

Subject to Article 1. Section 7-1-1 and exceptions in Article 1 3-4-1 in that section for those whose hands are free of a weapon, whereby any contact must not occur without prior targeting of a device, etc..

A defensive player who ordinarily has his or her hands free (such as defensive backs and linebackers but not linemen) may use his hands, arms, or body to push, pull, or ward off offensive players:

- (a) When the other player is also a player who ordinarily does not have weapon such as wide receivers, running back or quarterbacks, otherwise he or she must draw his weapon and engage it with the other’s weapons UNLESS he uses his hands only to trigger the LED**

button

- (b) when he is defending himself against an obstructing opponent while attempting to reach the runner;
- (c) when an opponent is obviously attempting to block him;
- (d) in a personal attempt to reach a loose ball that has touched the ground during a backward pass, fumble, or kick;
- (e) during a forward pass that has crossed the neutral zone and has been touched by any player; and

Exceptions:

- (1) An eligible receiver is considered to be an obstructing opponent only to a point five yards beyond the line of scrimmage unless the player who receives the snap demonstrates no further intention to pass the ball. See 3-4-2, 3-4-3, and 3-4-7 for rules applicable to Illegal Contact with an eligible receiver.
- (2) See 3-4-5 for rules applicable for an Illegal Cut Block against an eligible receiver.

- (f) during a kick. See former rule 6-2-1 for blocking restrictions during a kick.

ARTICLE 6. DEFENSIVE HOLDING.

(7-1-6)

It is a foul for defensive holding if:

- (a) a defensive player tackles or holds any opponent other than a runner, except as permitted in Article 5.

***Note:** Any offensive player who pretends to possess the ball, and/or one to whom a teammate pretends to give the ball, may be tackled until he crosses the line of scrimmage between the tackles of a normal tight offensive line.*

Penalty: For defensive holding: Loss of five yards and an automatic first down.

ARTICLE 7. ILLEGAL USE OF HANDS BY DEFENSE.

(7-1-7)

Subject to Article 1 Section 12 it is a foul if a defensive player thrusts his hands or arms forward above the frame of an **opponent to forcibly contact him on the neck, face, or head except for attempts to trigger the LED mounted visor** **A player who ordinarily carries a weapon such as a fighting staff may not use hands or arms unless he or she engages weapons first against another weapon or attempt to trigger a device with that weapon or uses his hand to strike the LED button.**

***Note:** Contact in close-line play is not a foul, unless it is direct and forcible, or prolonged.*

Penalty: For Illegal Use of Hands by the Defense: Loss of five yards and an automatic first down.

ARTICLE 8. TRIPPING.

(7-1-8)

All players are prohibited from tripping an opponent, including the runner.

Penalty: For tripping by either team: Loss of 10 yards. If the foul is by the defense, it is also an automatic first down.

SECTION 2 PERSONAL FOULS

(7-2)

ARTICLE 1. CLIPPING (can not occur unless engagement first per (7-1-1) so most below clipping scenarios of blocking someone from would be difficult to achieve).

There shall be no clipping against a non-runner **or runner**. This does not apply to offensive blocking in close-line play where it is legal to clip above the knee(s), but it is illegal to clip at or below the knee(s).

Exception: An offensive lineman may not clip a defender above the knees **who, at the snap**, is aligned on the line of scrimmage opposite another offensive lineman **who is more than one position away**, and the defender is responding to the flow of the ball away from the blocker. Example: An offensive tackle cannot clip a defensive nose tackle on a sweep away.

Note: *If there is a block from the side, or if an opponent turns his back as the block is being made, it is not clipping if the opponent is able to see or ward off the block, provided the blocker does not roll up on the back or side of the opponent's leg(s).*

If an offensive player's block (legal or illegal) is followed by the blocker rolling up on the back or side of the leg(s) of a defender, it is clipping, including in close-line play.

When a blocker, who is moving in the same direction as an opponent, initially contacts the opponent on his side, and subsequently contacts the opponent below his waist from behind, it is not clipping if the contact is continuous.

Clipping shall not be called if an official has not observed the blocker's initial contact with an opponent.

Penalty: For illegal clipping: Loss of 15 yards.

ARTICLE 2. ILLEGAL "PEEL BACK" BLOCK. (can not occur unless engagement first per (7-1-1) so most below clipping scenarios of blocking someone from would be difficult to achieve).

(7-2-2)

An offensive player cannot initiate contact on the side and below the waist against

an opponent if:

- (a) the blocker is moving toward his own end line; and
- (b) he approaches the opponent from behind or from the side.

Note: *If the near shoulder of the blocker completely crosses the front of both of his opponent's legs, the "peel back" block is legal.*

Penalty: For an Illegal "Peel Back" Block: Loss of 15 yards.

ARTICLE 3. ILLEGAL CUT BLOCK. See 3-4-5.

(7-2-3)

ARTICLE 4. BLOCKING BELOW THE WAIST. (can not occur unless engagement first per (7-1-1) so most below clipping scenarios of blocking someone from would be difficult to achieve).

(7-2-4)

Blocks below the waist are prohibited in the following situations:

- (a) By players of either team after a change of possession; or
- (b) By players of the kicking team
; or
- (c) By players of the receiving team during a down in which there is a Free Kick, Safety Kick, Fair-Catch Kick, Punt, or Field- Goal Attempt.
- (d) By players of either team during a scrimmage down prior to a change of possession unless the contact occurs in the Low Block Zone. (**Note:** Players are prohibited from initiating contact below the waist of an opponent outside the Low Block Zone, except against a runner or a player who is attempting to catch a forward or backward pass).

Note: The following blocking restrictions apply in the Low Block Zone:

- (i) Illegal cut block. See 3-4-5.
- (ii) Clipping. See 7-2-1.
- (iii) "Peel Back" Block. See 7-2-2.
- (iv) Chop Block. See 7-2-5
- (v) Crackback Block. See 7-2-6.

Penalty: For illegally blocking below the waist: Loss of 15 yards.

ARTICLE 5. CHOP BLOCK. (can not occur unless engagement first per (7-1-1) so most below clipping scenarios of blocking someone from would be difficult to achieve).

(7-2-5)

All Chop Blocks are illegal. A Chop Block is a high/low double-team block by the offense in which one offensive player (designated as A1 for purposes of this rule) blocks a defensive player in the area of the thigh or lower while another offensive player (A2) engages that same defensive player above the waist. The order of the

blocks is irrelevant.

Illegal Chop Blocks include, but are not limited to, the following

situations: Forward pass plays and kicking plays:

- (a) A1 chops a defensive player while the defensive player is physically engaged above the waist by the blocking attempt of A2.
- (b) A2 physically engages a defensive player above the waist with a blocking attempt, and A1 chops the defensive player after the contact by A2 has been broken and while A2 is still confronting the defensive player.
- (c) A1 chops a defensive player while A2 confronts the defensive player in a pass-blocking posture but is not physically engaged with the defensive player (a "lure").
- (d) A1 blocks a defensive player in the area of the thigh or lower, and A2, simultaneously or immediately after the block by A1, engages the defensive player high ("reverse chop").
- (e) A1 is lined up in the backfield at the snap and subsequently chops a defensive player engaged above the waist by A2.
- (f) A1, an offensive lineman, chops a defensive player after the defensive player has been engaged by A2 (high or low).

Note: *It is not a foul if the defender initiates the contact with the blocker, or if the blocker is trying to slip or escape from the defender, and any engagement with him is incidental.*

Penalty: For Chop Block: Loss of 15 yards.

ARTICLE 6. ILLEGAL CRACKBACK BLOCK. **(can not occur unless engagement first per (7-1-1) so most below clipping scenarios of blocking someone from would be difficult to achieve).**

(7-2-6)

Item 1. Definition. It is an Illegal Crackback Block if the following conditions are fulfilled:

The block occurs with an area five yards on either side of the line of scrimmage, including within close-line play, by an offensive player who is moving toward the position from which the ball was snapped, and:

- (a) the offensive player was in a set position and aligned more than two yards outside an offensive tackle (flexed) when the ball was snapped; or
- (b) the offensive player was in a backfield position when the ball was snapped and moved to a position more than two yards outside an offensive tackle; or
- (c) the offensive player was in a backfield position and in motion when the ball was snapped.

Item 2. Prohibited Contact. The following is prohibited against a player who is the

recipient of a Crackback Block:

- (a) Contacting him below the waist;
- (b) forcibly hitting his head or neck area with the helmet, facemask, forearm, or shoulder, even if the initial contact is lower than the player's neck;
- (c) lowering the head and making forcible contact with the crown of the helmet against any part of the defensive player's body; or
- (d) illegally launching into him. It is an illegal launch if a player (i) leaves both feet prior to contact to spring forward and upward into his opponent, and (ii) uses any part of his helmet to initiate forcible contact against any part of his opponent's body. (This does not apply to contact against a runner, unless the runner is still considered to be a defenseless player, as defined in Article 9.)

***Note:** A player who initiates contact against such an opponent is responsible for avoiding an illegal act. A standard of strict liability applies for any contact against an opponent, even if his body position is in motion, and irrespective of any acts by him, such as ducking his head or curling up his body in anticipation of contact.*

Penalty: For an Illegal crackback block: Loss of 15 yards.

ARTICLE 7. BLINDSIDE BLOCK.(7-2-7) (can not occur unless engagement first per (7-1-1) so most below clipping scenarios of blocking someone from would be difficult to achieve).

It is a foul if a player initiates a block when his path is toward or parallel to his own end line and makes forcible contact to his opponent with his helmet, forearm, or shoulder.

***Note:** It is not a foul for a blindside block if the forcible contact occurs in "close-line play" prior the ball leaving that area. The ball is not considered to have left that area if the player who takes the snap, either from a shotgun position or from under center, retreats in the pocket immediately or with a slight delay, and hands the ball to another player, or runs with the ball himself. This exception does not apply to any action other than a designed play. Any forcible contact in "close-line play" is still subject to the restrictions for crackback and peel back blocks.*

Penalty: For a Blindside Block: Loss of 15 yards.

ARTICLE 8. UNNECESSARY ROUGHNESS. (7-2-8)

There shall be no unnecessary roughness. This shall include, but will not be limited to:

- (a) **No force may be applied that is more than necessary to block, take down, impede or to trigger a device with a weapon or hand.**
- (b) using the foot or any part of the leg to strike an opponent with a whipping motion (leg whip);
- (c) forcibly contacting a runner when he is out of bounds;

Note: Defensive players must make an effort to avoid contact. Players on defense are responsible for knowing when a runner has crossed the boundary line, except in doubtful cases where he might step on a boundary line and continue parallel with it.

- (d) a player of the receiving team who has gone out of bounds and blocks a kicking team player out of bounds during the kick. If this occurs on a kick from scrimmage, post-possession rules will apply if appropriate;
- (e) running, diving into, or throwing the body against or on a runner whose forward progress has been stopped, who has slid feet first, or who has declared himself down by going to the ground untouched and has made no attempt to advance;
- (f) running, diving into, or throwing the body against or on any player on the ground either before or after the ball is dead;
- (g) throwing the runner to the ground after the ball is dead;
- (h) **unnecessarily running, diving into, cutting, or throwing the body against or on a player who**
(1) is out of the play or (2) should not have reasonably anticipated such contact by an opponent, before or after the ball is dead;
- (i) a kicker/punter, who is standing still or fading backward after the ball has been kicked, is out of the play and must not be unnecessarily contacted by the receiving team through the end of the down or until he assumes a distinctly defensive position. However, a kicker/punter is a defenseless player through the conclusion of the down; or
- (j) using any part of a player's helmet or facemask to butt, spear, or ram an opponent (*Note: This provision does not prohibit incidental contact by the mask or the helmet in the course of a conventional tackle or block on an opponent*).

Penalty: For unnecessary roughness: Loss of 15 yards. **The player may be disqualified if the action is judged by the official(s) to be flagrant.** If the foul is by the defense, it is also an automatic first down

Note: When in question about a roughness call or potentially dangerous tactics, the covering official(s) should always call unnecessary roughness.

ARTICLE 9. PLAYERS IN A DEFENSELESS POSTURE.

(7-2-9)

It is a foul if a player initiates unnecessary contact against a player who is in a defenseless posture.

Some of these acts can not occur per engagement first per (7-1-1). Many of the following could not occur if this rule is followed.

- (a) **Players in a defenseless posture are:**
 - (1) A player in the act of or just after throwing a pass (passing posture).
 - (2) A receiver running a pass route when the defender approaches from the side or behind. If the receiver becomes a blocker or assumes a blocking posture,

he is no longer a defenseless player.

- (3) A player attempting to catch a pass who has not had time to clearly become a runner. If the player is capable of avoiding or warding off the impending contact of an opponent, he is no longer a defenseless player.
- (4) The intended receiver of a pass in the action during and immediately following an interception or potential interception. If the player is capable of avoiding or warding off the impending contact of an opponent, he is no longer a defenseless player.

Note: *Violations of this provision will be enforced after the interception, and the intercepting team will maintain possession.*

- (5) A runner already in the grasp of a tackler and whose forward progress has been stopped.
 - (6) A kickoff or punt returner attempting to field a kick in the air who has not had time to clearly become a runner. If the player is capable of avoiding or warding off the impending contact of an opponent, he is no longer a defenseless player.
 - (7) A player on the ground.
 - (8) A kicker/punter during the kick or during the return (Also see Article 8-h for additional restrictions against a kicker/punter).
 - (9) A quarterback at any time after a change of possession (Also see Article 11-e for additional restrictions against a quarterback after a change of possession).
 - (10) **A player who receives a “blindside” block when the path of the blocker is toward or parallel to his own end line.**
 - (11) The offensive player who attempts a snap during a Field Goal attempt. He is no longer a defenseless player after he has had an opportunity to defend himself or moves downfield.
- (b) Prohibited contact against a player who is in a defenseless posture is:
- (1) **forcibly hitting the defenseless player’s head or neck area with the helmet, facemask, forearm, or shoulder, even if the initial contact is lower than the player’s neck, and regardless of whether the defensive player also uses his arms to tackle the defenseless player by encircling or grasping him;**
 - (2) lowering the head and making forcible contact with the crown of the helmet against any part of the defenseless player’s body; or
 - (3) illegally launching into a defenseless opponent. It is an illegal launch if a player (i) leaves both feet prior to contact to spring forward and upward into his opponent, and (ii) **uses any part of his helmet to initiate forcible contact against any part of his opponent’s body.** (This does not apply to contact against a runner, unless the runner is still considered to be a defenseless player, as defined in Article 9.)

Notes:

- (1) *The provisions of (b) do not prohibit incidental contact by the mask or helmet in the course of a conventional tackle or block on an opponent.*

- (2) *A player who initiates contact against a defenseless opponent is responsible for avoiding an illegal act. This includes illegal contact that may occur during the process of attempting to dislodge the ball from an opponent. A standard of strict liability applies for any contact against a defenseless opponent, even if the opponent is an airborne player who is returning to the ground or whose body position is otherwise in motion, and irrespective of any acts by the defenseless opponent, such as ducking his head or curling up his body in anticipation of contact.*

Penalty: For unnecessary roughness: Loss of 15 yards and an automatic first down. The player may be disqualified if the action is judged by the official(s) to be flagrant.

ARTICLE 10. USE OF THE HELMET. (7-2-10)

It is a foul if a player lowers his head and makes forcible contact with the crown of the helmet against an opponent.

Penalty: Loss of 15 yards. If the foul is by the defense, it is also an automatic first down. The player may be disqualified.

ARTICLE 11. ROUGHING THE PASSER. (7-2-11)

Because the act of passing often puts the quarterback (or any other player attempting a pass) in a position where he is particularly vulnerable to injury, special rules against roughing the passer apply. The Referee has principal responsibility for enforcing these rules. **Any physical acts against a player who is in a passing posture (i.e., before, during, or after a pass) which, in the Referee's judgment, are unwarranted by the circumstances of the play will be called as fouls.** The Referee will be guided by the following principles:

- (a) **Per Section (7-1-1) A rushing defender is prohibited from making an unimpeded take down of the quarterback without first attempting or completing contact with the WarBall or visor with a weapon or a hand strike to the LED button. The passer can not be taken down unless engagement has occurred first.**
- (b) Roughing will be called if, in the Referee's judgment, a pass rusher clearly should have known that the ball had already left the passer's hand before contact was made; pass rushers are responsible for being aware of the position of the ball in passing situations; the **Referee will use the release of the ball from the passer's hand as his guideline that the passer is now fully protected**; once a pass has been released by a passer, a rushing defender may make direct contact with the passer only up through the rusher's first step after such release (prior to second step hitting the ground); thereafter the rusher must be making an attempt to avoid contact and must not continue to "drive through" or otherwise forcibly contact the passer; incidental or inadvertent contact by a player who is easing up or being blocked into the passer will not be considered significant.
- (c) A rushing defender is prohibited from committing such intimidating and punishing acts as "stuffing" a passer into the ground or **unnecessarily wrestling or driving him down after the passer has thrown the ball, even if the rusher**

makes his initial contact with the passer within the one-step limitation provided for in (a) above. When tackling a passer who is in a defenseless posture (e.g., during or just after throwing a pass), a defensive player must not unnecessarily or violently throw him down and land on top of him with all or most of the defender's weight. Instead, the defensive player must strive to wrap up the passer with the defensive player's arms and not land on the passer with all or most of his body weight.

- (d) In covering the passer position, Referees will be particularly alert to fouls in which defenders impermissibly use the helmet and/or facemask to hit the passer, **or use hands, arms, or other parts of the body to hit the passer forcibly in the head or neck area except to trigger the LED button or drop the visor** (see also the other unnecessary roughness rules covering these subjects). A defensive player must not use his helmet against a passer who is in a defenseless posture—for example, (1) forcibly hitting the passer's head or neck area with the helmet or facemask, even if the initial contact of the

defender's helmet or facemask is lower than the passer's neck, and regardless of whether the defensive player also uses his arms to tackle the passer by encircling or grasping him; or (2) lowering the head and making forcible contact with any part of the helmet against any part of the passer's body. This rule does not prohibit incidental contact by the mask or the helmet in the course of a conventional tackle on a passer.

- (e) **A rushing defender is prohibited from forcibly hitting in the knee area or below a passer who** has one or both feet on the ground, even if the initial contact is above the knee. It is not a foul if the defender is blocked (or fouled) into the passer and has no opportunity to avoid him.

Notes:

- (1) *A defender cannot initiate a roll or lunge and forcibly hit the passer in the knee area or below, even if he is being contacted by another player.*
- (2) *It is not a foul if the defender swipes or grabs a passer in the knee area or below in an attempt to tackle him, provided he does not make forcible contact with the helmet, shoulder, chest, or forearm.*
- (f) **A passer who is standing still or fading backward after the ball has left his hand is obviously out of the play and must not be unnecessarily contacted** by an opponent through the end of the down or until the passer becomes a blocker, or a runner, or, in the event of a change of possession during the down, until he assumes a distinctly defensive position. However, at any time after the change of possession, it is a foul if:
- (1) an opponent forcibly hits the quarterback's head or neck area with his helmet, facemask, forearm, or shoulder
- (2) if an opponent lowers his head and makes forcible contact with the crown of his helmet against any part of the passer's body. This provision does not prohibit incidental contact by the mask or the helmet in the course of a conventional block.
- (g) **When the passer goes outside the pocket area and either continues moving with the ball (without attempting to advance the ball as a runner) or throws while on the run, he loses the protection** of the one-step rule provided for in (a) above, and the protection against a low hit provided for in (d) above, but he remains covered by all the other special protections afforded to a passer in the pocket (b, c, and e), as well as the regular unnecessary roughness rules applicable to all player positions. If the passer stops behind the line and clearly establishes a passing posture, he will then be covered by all of the special protections for passers.
- (h) **The Referee must blow the play dead as soon as the passer is clearly in the grasp and control of any tackler behind the line, and the passer's safety is in jeopardy.**

Note: *A player who initiates contact against a passer is responsible for avoiding an illegal act. This includes illegal contact that may occur during the process of attempting to dislodge the ball. A standard of strict liability applies for any contact against a passer, irrespective of any acts by the passer, such as ducking his head or curling up his body in anticipation of contact.*

Penalty: For Roughing the Passer: Loss of 15 yards and an automatic first down; disqualification, if flagrant.

ARTICLE 14. STRIKING, KICKING, OR KNEEING OPPONENTS.

(7-2-14)

All players are prohibited from:

- (a) striking an opponent with his fists;
- (b) kicking or kneeing an opponent;
- (c) striking, swinging at, or clubbing the head, neck, or face of an opponent with the wrist(s), arm(s), elbow(s), or hand(s); or

Exceptions: **Contact to the head, neck, or face of an opponent with the hand by palm is permitted:**

- (1) To trigger the LED button light striking an opponent below the shoulders with his forearm or elbows by turning the trunk of his body at the waist, or by pivoting, as authorized by ARTICLE 4. D MARTIAL ARTS ACTIONS. (7-1-4):**
- (2) Authorized martial arts actions include judo-type throws and grappling, elbow strikes to the chest of armored players only, and hand strikes to approved helmet buttons or visor targets**

Penalty: Loss of 15 yards. If any of the fouls is judged by the official(s) to be flagrant, the offender may be disqualified as long as the entire action is observed by the official(s). If the foul is by the defense, it is also an automatic first down.

ARTICLE 15. TWIST, PULL, OR TURN FACEMASK OR HELMET OPENING.

(7-2-15)

No player shall grasp and control, twist, turn, push, or pull the facemask or helmet opening of an opponent in any direction.

***Note:** If a player grasps an opponent's facemask or helmet opening, he must immediately release it. If he does not immediately release it and controls his opponent, it is a foul.*

Penalty: For twisting, turning, pushing, pulling, or controlling the mask or helmet opening: Loss of 15 yards. The player may be disqualified if the action is flagrant. If the foul is by the defense, it is also an automatic first down.

ARTICLE 16. HORSE-COLLAR TACKLE.

(7-2-16)

No player shall grab the inside collar of the back or the side of the shoulder pads or jersey, or grab the jersey at the name plate or above, and pull the runner toward the ground. This does not apply to a runner who is in the tackle box or to a quarterback who is in the pocket.

***Note:** It is not necessary for a player to pull the runner completely to the ground in order for the act to be illegal. If his knees are buckled by the action, it is a foul, even if the runner is not pulled completely to the ground.*

Penalty: For a Horse-Collar Tackle: Loss of 15 yards and an automatic first down. **ARTICLE**

17. USE OF HELMET AS A WEAPON.

(7-2-17)

A player may not use a helmet that is no longer worn by anyone as a weapon to strike, swing at, or throw at an opponent.

Penalty: For illegal use of a helmet as a weapon: Loss of 15 yards and automatic disqualification. If the foul is by the defense, it is also an automatic first down.

ARTICLE 18. OTHER PERSONAL FOULS.

(7-2-18)

Fouls that include a 15-yard penalty but are not listed in this Section or in Section 3, are considered Personal Fouls for penalty enforcement purposes.

SECTION 3 UNSPORTSMANLIKE CONDUCT

(7-3)

ARTICLE 1. PROHIBITED ACTS.

(7-3-1)

There shall be no unsportsmanlike conduct. This applies to any act which is contrary to the generally understood principles of sportsmanship. Such acts specifically include, among others:

- (a) **Subject to exceptions in attempts to trigger LED button on facemask, throwing a punch, or a forearm, or kicking at an opponent, even though no contact is made.**
- (b) Using abusive, threatening, or insulting language or gestures to opponents, teammates, officials, or representatives of the League.
- (c) Using baiting or taunting acts or words that may engender ill will between teams.
- (d) Any violent gesture, or an act that is sexually suggestive or offensive.
- (e) Unnecessary physical contact with a game official. Under no circumstance is a player allowed to shove, push, or strike an official in an offensive, disrespectful, or unsportsmanlike manner. The player shall be disqualified from the game

Penalty: (for (a) through (e): Loss of 15 yards from the succeeding spot or whatever spot the Referee, after consulting with the crew, deems equitable. If the foul is by the defense, it is also an automatic first down.

- (f) Using acts or words by the defensive team that are designed to disconcert an offensive team at the snap. An official must blow his whistle immediately to stop play.
- (g) Concealing the ball underneath the uniform or using any article of equipment to simulate a ball.
- (h) Using entering substitutes, legally returning players, substitutes on sidelines, or withdrawn players to confuse opponents, including lingering by players leaving the field after being replaced by a substitute.
- (i) An offensive player lining up or going in motion less than five yards from the sideline in front of his team's designated bench area in an attempt to confuse the opponent. However, an offensive player is permitted to line up less than five yards from the sidelines on the same side as his team's player bench, provided he is not in front of the designated bench area.
- (j) Attempting to conserve time after the two-minute warning of either half by repeatedly violating the substitution rule while the ball is dead, and time is in.
- (k) Two successive delay-of-game penalties during the same down when time is in.
- (l) Pulling an opponent off a pile of players in an aggressive or forcible manner.
- (m) If a member of the kicking team is forced out of bounds, or goes out of bounds voluntarily, and does not attempt to return inbounds in a reasonable amount of time.

**Penalty: For unsportsmanlike conduct (for (i) through (m): Loss of 15 yards from:
(a) the succeeding spot if the ball is dead; or
(b) the previous spot if the ball was in play.**

If the infraction is flagrant, the player is also disqualified. If the foul is by the defense, it is also an automatic first down.

ARTICLE 2. FOULS TO PREVENT SCORE.

(7-3-2)

The defense shall not commit successive or repeated fouls to prevent a score.

Penalty: For successive or repeated fouls to prevent a score: If the violation is repeated after a warning, the score involved is awarded to the offensive team.

ARTICLE 3. INTENTIONAL FOULS TO MANIPULATE GAME CLOCK.

(7-3-3)

A team may not commit multiple fouls during the same down in an attempt to manipulate the game clock.

Penalty: For multiple fouls to run off time from the game clock: Loss of 15 yards, and the game clock will be reset to where it was at the snap. After the penalty is enforced, the game clock will start on the next snap.

ARTICLE 4. PALPABLY UNFAIR ACT.

(7-3-4)

A player or substitute shall not interfere with play by any act which is palpably unfair.

Penalty: For a palpably unfair act: Offender may be disqualified. The Referee, after consulting the officiating crew, enforces any such distance penalty as they consider equitable and irrespective of any other specified code penalty. The Referee may award a score.

SECTION 4 AUTOMATIC DISQUALIFICATION

(7-4)

ARTICLE 1. MULTIPLE UNSPORTSMANLIKE CONDUCT FOULS.

(7-4-1)

In addition to any penalty referenced elsewhere in the Official Playing Rules, a player will be automatically disqualified if that player is penalized twice in the same game for committing one of the unsportsmanlike conduct fouls listed below, or a combination of the fouls listed below:

- (a) Throwing a punch, or a forearm, or kicking at an opponent, even though no contact is made.
- (b) Using abusive, threatening, or insulting language or gestures to opponents, teammates, officials, or representatives of the League.
- (c) Using baiting or taunting acts or words that may engender ill will between teams.
- (d) Any violent gesture, or an act that is sexually suggestive or offensive.
- (e) Removal of his helmet by a player in the field of play or the end zone during a confrontation with a game official or any other player.

The player will be automatically disqualified regardless of whether the penalty is accepted or declined by the opponent. The fouls do not have to be judged by the official to be flagrant for the automatic disqualification to occur, and any foul that occurs during the pregame warm-up period will carry over into the game. Nothing in this section supersedes the Game Official's discretion to judge a foul to be flagrant and disqualify the player based on one occurrence.

Note: This rule also applies to non-player personnel (e.g., management personnel, coaches, trainers, equipment personnel).

SECTION 5 ILLEGAL BATS AND KICKS

ARTICLE 1. ILLEGAL BAT.

(7-5)

(7-5-1)

It is an illegal bat if:

- (a) any player bats or punches a loose ball in the field of play toward his opponent's goal line
- (b) any player bats or punches a loose ball (that has touched the ground) in any direction, if it is in either end zone
- (c) an offensive player bats a backward pass in flight toward his opponent's goal line

Exception: A forward pass in flight may be tipped, batted, or deflected in any direction by any eligible player at any time. **However, any touch other than on the WarBall itself is not permitted, the metal rods are not to batted or punched while ball is loose or while in flight, only the ball may be touched if in flight.**

Note: *If a forward pass that is controlled by a player prior to completing the catch is thrown forward, it is an illegal bat. If it is caught by a teammate or intercepted by an opponent, the ball remains alive. If it is not caught, the ball is dead when it hits the ground.*

Penalty: For illegal batting or punching the ball or metal rods (not ball) while in flight: Loss of 10 yards, if while in flight, 5 yard penalty. If the foul is by Team A before possession changes during a scrimmage down: Loss of down and loss of 10 yards except for a foul by Team A beyond the line of scrimmage during a scrimmage kick, in which case there is no loss of down.

Article 2. ILLEGALLY KICKING BALL.

(7-5-2)

No player may deliberately kick a loose ball or a ball that is in a player's possession.

Penalty: For illegally kicking the ball: Loss of 10 yards. If the foul is by Team A before possession changes during a scrimmage down: Loss of down and loss of 10 yards except for a foul by Team A beyond the line of scrimmage during a scrimmage kick, in which case there is no loss of down.

Notes:

- (1) *If a loose ball is unintentionally touched by any part of a player's leg (including the knee), it is not considered kicking and is treated as touching.*
- (2) *If the penalty for an illegal bat or kick is declined, the procedure is the same as though the ball had been muffed. However, if the act (impetus) sends the ball behind a goal line*
- (3) *The penalty for Articles 1 and 3 does not preclude a penalty for a palpably unfair act.*
- (4) *The ball is not dead when an illegally kicked ball is recovered unless another rule prescribes otherwise.*

RULE 8 NON-PLAYER CONDUCT

This is an item that accepts NCAA definition as commonly known

SECTION 1 NON-PLAYER CONDUCT

(8-1)

This is an item that accepts NCAA definition as commonly known

ARTICLE 1. NON-PLAYER FOULS.

(8-1-1)

This is an item that accepts NCAA definition as commonly known

ARTICLE 2. TEAM ATTENDANTS MAY ENTER FIELD DURING TIMEOUT. (8-1-2)

This is an item that accepts NCAA definition as commonly known

ARTICLE 3. BENCH CREDENTIALS. (8-1-3)

This is an item that accepts NCAA definition as commonly known

ARTICLE 4. RESTRICTED AREAS. (8-1-4)

This is an item that accepts NCAA definition as commonly known

ARTICLE 5. MOVEMENT ON SIDELINES. (8-1-5)

This is an item that accepts NCAA definition as commonly known

ARTICLE 6. NON-BENCH AREAS. (8-1-6)

This is an item that accepts NCAA definition as commonly known

ARTICLE 7. PALPABLY UNFAIR ACT (NON-PLAYER). (8-1-7)

This is an item that accepts NCAA definition as commonly known

ARTICLE 8. NON-PLAYER PERSONNEL. (8-1-8)

This is an item that accepts NCAA definition as commonly known

RULE 9 PENALTY ENFORCEMENT
(Governing all cases not otherwise specifically provided for)

SECTION 1 GENERAL RULES (9-1)

ARTICLE 1. REFUSAL OF PENALTIES. (9-1-1)

Unless expressly prohibited, the penalty for any foul may be declined by the offended team and play proceeds as though no foul had been committed. The yardage distance for any penalty may be declined, even though the penalty is accepted.

***Note:** If the defensive team commits a foul during an unsuccessful Try, the offensive team may decline the distance penalty, and the down is replayed from the previous spot.*

Exception: If there is a Double Foul, enforcement is pursuant to Section 5 below.

***Note:** In all situations, a disqualified or suspended player must be removed, including when the foul that led to the disqualification or suspension is declined, a penalty for another foul is chosen (Multiple Foul), or fouls by both teams offset (Double Foul).*

ARTICLE 2. NUMBER OF DOWN AFTER PENALTY. (9-1-2)

Item 1. Foul by Team A. If the ball is behind the line to gain after the enforcement of a distance penalty for a foul by Team A that occurs prior to (between downs) or during a play from scrimmage, the number of the ensuing down remains the same, unless it is a combination penalty involving loss of down (see Item 2).

Item 2. Combination Penalty. A combination penalty involving both distance and loss of down is enforced for the following fouls:

- (a) A forward pass from beyond the line (3-1-2-Pen. a)
- (b) A forward pass that is intentionally grounded (3-2-1)
- (c) Handing the ball forward beyond the line of scrimmage
- (d) Batting a Loose Ball (See 7-5-1-Pen.)
- (d) Kicking a Loose Ball (See 7-5-2-Pen.)

If a loss-of-down penalty is enforced prior to fourth down, the number of the ensuing down is one

greater than that of the previous down. If it is enforced on fourth down, the ball is awarded to Team B; if there is a combination penalty on fourth down, the distance penalty is also enforced.

Item 3. Line to Gain and Change of Possession. If a change (or multiple changes) of possession is negated by enforcement of a penalty against Team A during a play from scrimmage, the line to gain for Team A remains the same.

Item 4. Ball in Advance of Line to Gain. If the ball is in advance of the line to gain after the enforcement of a distance penalty for a foul by Team A during a play from scrimmage, it is first-and-10 for Team A. It is also first-and-10 after enforcement for a Dead Ball Foul (Section 4, Article 9) by Team A at the end of a play from scrimmage when there has not been a change of possession.

Exception: A foul against an official, regardless of when it occurs, is always treated as a Foul Between Downs.

Item 5. Foul by Team B. After a penalty for a foul by Team B prior to (between downs) or during a play from scrimmage, the ensuing down is first-and-10 for Team A.

Exceptions:

- (1) Offside
- (2) Encroachment
- (3) Neutral zone infraction
- (4) Delay of game
- (5) Illegal substitution
- (6) Excess time out
- (7) Running into the kicker
- (8) More than 11 players on the field at the snap
- (9) More than 11 players in the formation prior to the snap
- (10) Illegal formation by the defense during a scrimmage kick play

For the above exceptions, the number of the down and the line to gain remain the same unless a distance penalty places the ball on or in advance of the line to gain, in which case it is first-and-10 for Team A.

Item 6. Foul After Change of Possession. If there is a foul, including a dead-ball foul, after team possession has changed during a down, following enforcement of a distance penalty, it is first-and-10 for the team that was in possession at the time of the foul.

Item 7. Foul Between Downs. If there is a Foul Between Downs, the down remains the same, unless enforcement of the foul results in a first down.

Item 8. Double Fouls. If there is a Double Foul during the down, and the fouls offset, the down is replayed, and the number of the down remains the same.

ARTICLE 3. CHOICE OF PENALTIES (MULTIPLE FOULS).

(9-1-3)

If there is a Multiple Foul during the down, only one penalty may be enforced after the Referee has explained the alternatives to the offended team.

Exceptions:

- (1) A foul against an official is not part of a Multiple Foul and will be enforced in addition to

any other foul.

- (2) If there is a personal foul that is also defensive pass interference, both fouls may be enforced.

SECTION 2 SPECIAL ENFORCEMENT FOR PENALTIES

(9-2)

ARTICLE 1. HALF-DISTANCE PENALTY.

(9-2-1)

If the enforcement of a distance penalty would move the ball more than half the distance from the spot of enforcement to the offender's goal line, the penalty shall be half the distance from the spot of enforcement to its goal line. This general rule supersedes any other general or specific enforcement of a distance penalty.

Exceptions:

- (1) See Rule 3-2-1 for enforcement for intentional grounding.
(2) See Rule 7-3-4 for enforcement for a palpably unfair act.

ARTICLE 2. FOUL BEHIND A GOAL LINE.

(9-2-2)

- (a) When the spot of enforcement for a foul by the defense is behind the offensive goal line, a distance penalty is enforced from the goal line. However, if the play results in a touchback, the penalty is enforced from the 35-yard line, or from the 15-yard line pursuant to the applicable touchback rule. See Section 4, Article 6 for fouls during a backward pass or fumble and Section 4, Article 4 (b), Note, for exception when a player's momentum carries him into the end zone.
(b) When the spot of enforcement for a foul by the offense is behind the offensive goal line, it is a safety.
(c) When the spot of enforcement for a foul by the offense is behind the defensive goal line, a distance penalty is enforced from the goal line.

ARTICLE 3. FOUL DURING A SCORE.

(9-2-3)

If a team commits a personal or unsportsmanlike conduct foul, or a palpably unfair act, during a down in which the opponent scores a field goal or safety, the penalty is enforced on the succeeding free kick (unless the score resulted from the enforcement). On a touchdown, the penalty, whether a live ball or dead ball foul or a foul between downs, is enforced on the Try. On a successful Try, any personal or unsportsmanlike conduct foul by Team B that does not result in a retry or negate a score may be enforced on the succeeding free kick. Only one Team B penalty may be enforced on the succeeding free kick.

Exception: If a personal foul, unsportsmanlike conduct foul, or a palpably unfair act occurs on a touchdown or successful field goal, the scoring team has the option to begin a new series or to replay the down following enforcement of the penalty from the previous spot, and the score does not count.

ARTICLE 4. PERSONAL FOULS AND UNSPORTSMANLIKE CONDUCT FOULS.

(9-2-4)

If any team commits a personal foul or unsportsmanlike conduct foul that is not part of a double foul, and the opponent has possession at the end of the down, enforcement may be from the dead-ball spot in addition to any other enforcement options provided by rule.

SECTION 3 SPOT FROM WHICH PENALTY IS ENFORCED

(9-3)

ARTICLE 1. GOVERNING PROVISIONS.

(9-3-1)

The general provisions of Rule 6 govern all spots of enforcement, except for specific enforcements designated elsewhere in these rules.

ARTICLE 2. ENFORCEMENT SPOT NOT GOVERNED.**(9-3-2)**

When the spot of enforcement is not governed by a general or specific rule, it is the spot of the foul.

ARTICLE 3. SPOTS OF ENFORCEMENT.**(9-3-3)**

The Spot of Enforcement is the spot at which a penalty is enforced. There are six spots that are commonly used:

- (a) The Previous Spot: The spot at which the ball was last put in play.
- (b) The Spot of the Foul: The spot at which a foul was committed or, by rule, is considered to have been committed.
- (c) The Spot of a Backward Pass or a Fumble: The spot at which the backward pass or fumble occurred during the down in which there was a foul.
- (d) The Dead Ball Spot: The spot at which the ball became dead.
- (e) The Succeeding Spot: The spot at which the ball will next be put in play (i.e., the spot of the ball after enforcement for a foul, or, if there has been no foul, the spot at which the ball became dead).
- (f) The Spot of a Change of Possession: The spot at which possession is gained by or awarded to the opponent.

ARTICLE 4. BASIC SPOT.**(9-3-4)**

The Basic Spot is a reference point that is used to determine the Spot of Enforcement for fouls committed pursuant to the Three-and-One Method of Enforcement. It is applicable for fouls committed during (i) a running play or (ii) a backward pass or fumble.

- (a) For fouls committed during a running play which is not followed by a change of possession, the Basic Spot is the dead-ball spot.
- (b) For fouls committed during a running play which is followed by a change of possession, the Basic Spot is the spot where possession is lost.
- (c) For fouls committed during a backward pass or fumble, the Basic Spot is the spot of the backward pass or the spot of the fumble.

ARTICLE 5. THREE-AND-ONE METHOD OF ENFORCEMENT.**(9-3-5)**

For fouls committed during a run, a fumble or a backward pass, the penalty is enforced from the Basic Spot if:

- (a) the defense fouls in advance of the Basic Spot;
- (b) the defense fouls behind the Basic Spot; or
- (c) the offense fouls in advance of the Basic Spot.

If the offense fouls behind the Basic Spot, enforcement is from the spot of the foul (three-and-one method of enforcement).

Exceptions for fouls committed by the offense:

- (1) Fouls committed by the offense behind the line of scrimmage, except for fouls committed in the end zone, are enforced from the previous spot. See Rule 3-2-1 for enforcement for intentional grounding.
- (2) If the offense commits a foul in its end zone that is accepted, in addition to any other applicable penalty enforcement option, it is a safety.
- (3) If the offense commits a foul beyond the line of scrimmage and the Basic Spot is behind

the line of scrimmage, enforcement is from the previous spot. If the dead-ball spot is in the offensive end zone, it is a safety, regardless of where the foul occurs.

- (4) If the offense commits a foul in the defense's end zone prior to scoring a touchdown, enforcement is from the goal line.

Exception for fouls committed by the defense:

- (1) When the Basic Spot is behind the line of scrimmage, and the defense has committed a foul either behind or beyond the line of scrimmage, the penalty is enforced from the previous spot.

SECTION 4 SPOTS OF ENFORCEMENT

(9-4)

ARTICLE 1. FOUL BEFORE OR AT THE SNAP.

(9-4-1)

Item 1. Before the Snap. A foul that occurs prior to the snap is enforced from the succeeding spot, and the down remains the same, unless enforcement of the foul results in a first down.

Item 2. At the Snap. A foul that occurs at the snap is enforced from the previous spot, and the down is repeated, unless enforcement of the foul results in a first down.

ARTICLE 2. FOUL COMMITTED DURING RUNNING PLAY.

(9-4-2)

For a foul committed during a running play when there is not a subsequent change of possession during the down, the Basic Spot is the dead-ball spot. The three-and-one method of enforcement is used (see Section 3, Article 6).

***Note:** A foul during a run prior to a forward pass or kick from behind the line is enforced as a foul during a passing play or during a scrimmage kick.*

ARTICLE 3. FOUL DURING RUNNING PLAY BEFORE CHANGE OF POSSESSION. (9-4-3)

When a foul occurs during a running play, and the run in which the foul occurs is followed by a change of possession, the Basic Spot is the spot where possession is lost. The three-and-one method of enforcement is used (see Section 3, Article 6).

Notes:

- (1) *If the foul is by the defensive team, the ball reverts to the offensive team prior to enforcement of the foul.*
- (2) *If the foul is by the offensive team, the defense must decline the penalty to retain possession. However, if the foul by the offense was a Personal Foul or Unsportsmanlike Conduct Foul, the defense retains possession, and enforcement is from the dead-ball spot. If the defense subsequently loses possession, the penalty is enforced from the spot where possession changed, and the defense retains possession.*
- (3) *If there are Multiple Fouls by the defense, the enforcement shall be that which is most beneficial to the offense.*

ARTICLE 4. FOUL AFTER CHANGE OF POSSESSION (END ZONE).

(9-4-4)

If there is a foul by either team after a change of possession, and the dead-ball spot is in Team B's end zone, enforcement shall be as follows:

(a) Fouls by Team A:

- (1) If the impetus that sent the ball in touch was provided by Team B, enforcement is from the goal line. See Note below for exception when a player's momentum carries him into the end zone.
- (2) If the impetus that sent the ball in touch was provided by Team A, enforcement is from the

35-yard line, or from the 15-yard line pursuant to the applicable touchback rule.

(b) Fouls by Team B (Team A impetus):

- (1) If Team B attempts to advance the ball, and the spot of its foul is in the end zone, the result is a safety.
- (2) If Team B does not attempt to advance the ball, and its foul occurs in the end zone, enforcement is from the 35-yard line, or from the 15-yard line pursuant to the applicable touchback rule.
- (3) If the spot of its foul is in the field of play, the penalty is enforced from either the spot of the foul or the touchback spot (35 or 15), whichever is least beneficial to Team B, regardless of whether Team B attempts to advance the ball.

Note: *If a Team B player's original momentum carries him into his end zone, where the ball is declared dead in his team's possession, the dead-ball spot is considered to be the spot at which the player established possession.*

(c) Fouls by Team B (Team B impetus):

- (1) Regardless of whether the foul is in the field of play or in the end zone, the result is a safety.

Note: *Dead-ball fouls by either team are enforced from the succeeding spot.*

ARTICLE 5. FOUL COMMITTED DURING PASSING PLAY.

(9-4-5)

If there is a foul by either team from the time of the snap until a forward pass thrown from behind the line ends, the penalty is enforced from the previous spot. A pass play ends, and a running play begins at the instant that a pass is caught.

Exceptions:

- (1) Intentional grounding is a loss of down at the spot of the foul, or a loss of down and a 10-yard penalty from the previous spot, whichever is less beneficial for the offense. If the foul occurs less than 10 yards behind the line of scrimmage, but more than half the distance to the goal line, the ball shall be placed at the spot of the pass. (If the pass is thrown from the end zone, it is a safety).
- (2) Pass interference by the defense is enforced at the spot of the foul. If it occurs in the fouling team's end zone, the ball will be placed at the one-yard line, or half the distance to the goal line from the previous spot, whichever is more beneficial to the offense.
- (3) In addition to any other applicable penalty enforcement option, it is a safety when the offensive team commits a foul behind its own goal line.
- (4) If there is a personal foul or unsportsmanlike conduct foul by the defense prior to the completion of a forward pass thrown from behind the line, enforcement is from the previous spot or the dead-ball spot, whichever is more beneficial to the offense. If the passing team is fouled and subsequently loses possession after a completion, the passing team retains possession of the ball, and enforcement is from the previous spot.
- (5) If there is a personal foul or unsportsmanlike conduct foul by the offense prior to the offense losing possession during a pass play or subsequent running play, enforcement is from the dead-ball spot. However, If the defense subsequently loses possession, the penalty is enforced from the spot of the defense's catch or recovery, and the defense retains possession. This also applies to a personal foul or unsportsmanlike conduct foul by the offense prior to a forward pass thrown from behind the line, and the offense fails to make the line to gain.

Notes:

- (1) The penalty for a forward pass from behind the line after the ball has been beyond the line, or for a third forward pass from behind the line, is enforced from the previous spot, unless the spot of the pass is behind the passer's goal line, in which case it is a safety.*
- (2) If a forward pass is thrown from beyond the line of scrimmage, or when there is no line of scrimmage, it is a foul during a running play.*

ARTICLE 6. FOUL DURING A BACKWARD PASS OR FUMBLE.

(9-4-6)

If there is a foul by either team during a backward pass or fumble, the Basic Spot is the spot of the backward pass or fumble. The three-and-one method of enforcement is used (see Section 3, Article 6).

Notes:

- (1) If Team B gains possession in its end zone, and the impetus was provided by Team A, if Team B fumbles or throws a backward pass in the end zone and fouls while the ball is loose, the spot of the fumble or the backward pass is considered to be the B35-yard line, or the 15-yard line pursuant to the applicable touchback rule.*
- (2) If a Team B player's original momentum carries him into his end zone, where he fumbles the ball, the spot of the fumble is considered to be the spot at which the player established possession. See 6-5-1-Exc. 2.*
- (3) If there is a personal foul or unsportsmanlike conduct foul by the offense during a fumble or backward pass that is recovered by the defense, enforcement is from the dead-ball spot. If the recovering team subsequently loses possession, the penalty is enforced from the spot of its recovery, and it retains possession. This also applies to a personal foul or unsportsmanlike conduct foul by the offense during a fumble or backward pass that is recovered by the offense, and the offense fails to make the line to gain.*

(1) .

ARTICLE 9. DEAD BALL FOUL AND FOUL BETWEEN DOWNS.

(9-4-9)

A Dead Ball Foul is a foul that occurs in the continuing action after a down ends, or a taunting foul that occurs at any time. The penalty for a Dead Ball Foul is enforced from the succeeding spot, and the down counts.

A Foul Between Downs is a foul that occurs after the end of the down and after any continuing action resulting from the down, but prior to the next snap or free kick. The penalty for a Foul Between Downs is enforced from the succeeding spot, and the down counts, but it cannot be combined with a Live Ball Foul or a Dead Ball Foul to create a Multiple or Double Foul. A Foul Between Downs is always enforced separately from any other foul. A foul against an official, regardless of when it occurs, is always treated as a Foul Between Downs.

Exception: If there is a personal, unsportsmanlike conduct, or taunting foul by either team following the end of the second period, the penalty yardage will be enforced on the second-half kickoff, unless it is part of a Double Foul (See Section 5). At the end of the fourth period if the score is tied no penalty will carry over to the overtime period, but the player committing the foul will be suspended for the first overtime period.

Item 1. Dead Ball Foul by Team A. If there is a Dead Ball Foul by Team A after a down in which Team A has made a first down, after enforcement of the penalty it will be first-and-10 for Team A. If there is a Foul Between Downs after a down in which Team A has made a first down, after

Dead Ball Fouls by Both Teams. Dead Ball Fouls by both teams are offset at the succeeding

spot, and the down counts, but any disqualified player or players must be removed

Item 3. Live Ball and Dead Ball Fouls. Live Ball Fouls and Dead Ball Fouls combine to create Double Fouls or Multiple Fouls, and all customary rules for enforcement apply.

Exceptions:

- (1) If there is a 5-yard vs. 15-yard Double Foul on the last play of a half, and the 15-yard penalty is for a Dead Ball, personal, unsportsmanlike conduct, or taunting foul by either team, there will be no extension of the period. When this occurs at the end of the first half the penalty yardage will be enforced on the second half kickoff. When this occurs at the end of the second half and the score is tied no penalty yardage carries over to overtime, but the player committing the foul is suspended for the first overtime period.
- (2) If the scoring team commits a Dead Ball Foul after a score, and its opponent's Live Ball Foul is not for unsportsmanlike conduct or unnecessary roughness, the opponent's foul is disregarded, the score counts, and the offensive team's Dead Ball Foul is enforced on the try. If the opponent's foul is for unsportsmanlike conduct or unnecessary roughness, the score counts, and the fouls offset.

Notes:

- (1) *When a foul occurs simultaneously with the ball becoming dead, it is considered to be a Dead Ball Foul.*
- (2) *The succeeding spot for a foul that occurs after a touchdown and before a whistle for a Try is the Try.*
- (3) *The time between downs includes the interval during all timeouts (including intermissions).*

SECTION 5 FOULS BY BOTH TEAMS (DOUBLE FOULS)

(9-5)

ARTICLE 1. DOUBLE FOUL WITHOUT CHANGE OF POSSESSION.

(9-5-1)

If there is a Double Foul during a down in which there is not a change of possession, the penalties are offset, and the down is replayed at the previous spot. If it is a scrimmage down, the number of the next down and the line to gain is the same as for the down in which the fouls occurred.

Exceptions:

- (1) If one or more fouls by one team includes a 15-yard penalty, and the penalty for the foul or fouls committed by the other team is for a five-yard penalty without an automatic First Down, a loss of down, or a 10-second runoff (15 yards versus five yards), or that is not a spot foul, the 15-yard penalty is enforced from the previous spot, and the five-yard penalty is disregarded. Five vs. 15 enforcements cannot be declined by the team that committed the minor foul, except as described in (2) below. See 9-4-9-Item 3-Exc. 1 for dead ball fouls at the end of a half.
- (2) If one of the fouls is a Dead Ball Foul for delay of game for spiking the ball and the opponent's foul is a Live Ball Foul, the team that committed the delay of game foul, in addition to Article 1 above, will have the option to decline the foul committed by its opponent and be assessed the penalty for delay from the dead-ball spot.
- (3) If both fouls are Dead Ball Fouls or are treated as such (9-4-9), the penalties are offset, and the ball is next put in play at the succeeding spot, unless the Dead Ball fouls occur after the ball has been made ready for play, in which case 5 vs. 15 enforcement applies.

Note: *Disqualification of one or more players is enforced, even though the penalties are offset.*

ARTICLE 2. DOUBLE FOUL WITH A CHANGE OF POSSESSION. (9-5-2)

If there is a Double Foul during a down in which there is a change or changes of possession, including if one of the fouls is a post-possession foul by Team B during a scrimmage kick, the team last gaining possession will keep the ball after enforcement for its foul, provided it did not foul prior to last gaining possession (“clean hands”).

If the team last in possession does not have “clean hands” when it establishes possession, the penalties offset, and the down is replayed at the previous spot.

Exceptions:

- (1) If Team A fouls during a kickoff, punt, safety kick, fair-catch kick, or field-goal attempt prior to the change of possession, Team B may elect to replay the down at the previous spot.
- (2) If a safety results from the enforcement of a foul by Team B, the down is replayed at the previous spot.
- (3) If both teams foul after the last change of possession (Double Foul After Change of Possession), the team last in possession shall retain the ball at the spot where its foul would be enforced if it was the only foul. If the spot is normally a touchback, the ball is placed on the 35-yard line, or the 15-yard line pursuant to the applicable touchback rule. If it is normally a safety, the ball is placed on the one-yard line. On kicking plays, if Team A fouls prior to the change of possession, Team B shall also have the option in (1) above.

RULE 10 OVERTIME

This is an item that accepts NCAA definition as commonly known

SECTION 1 OVERTIME PROCEDURES (10-1)

This is an item that accepts NCAA definition as commonly known

ARTICLE 1. SCORE TIED. (10-1-1)

This is an item that accepts NCAA definition as commonly known

ARTICLE 2. EXTRA PERIOD. (10-1-2)

This is an item that accepts NCAA definition as commonly known

ARTICLE 3. DISQUALIFIED PLAYERS. (10-1-3)

This is an item that accepts NCAA definition as commonly known

ARTICLE 4. GENERAL AND SPECIFIC RULES APPLY. (10-1-4)

This is an item that accepts NCAA definition as commonly known

RULE 11 EMERGENCIES AND UNFAIR ACTS

SECTION 1 EMERGENCIES (11-1)

ARTICLE 1. NON-PLAYER ON FIELD. (11-1-1)

If any non-player, including photographers, reporters, employees, police, or spectators, enters the field of play or end zones, and in the judgment of an official said party or parties interfere with the play, the Referee, after consulting the crew (8-1-7 and former rule 19-1-3), shall enforce any such penalty or score as the interference warrants.

ARTICLE 2. FIELD CONTROL.**(11-1-2)**

If spectators enter the field and/or interfere with the progress of the game in such a manner that in the opinion of the Referee the game cannot continue, the Referee shall declare timeout. In such a case, the Referee shall record the number of the down, distance to be gained, and the position of the ball on the field. The Referee shall also secure from the Line Judge the playing time remaining and record it. The Referee shall then order the home club through its management to have the field cleared, and when it is cleared and order restored and the safety of the spectators, players and officials is assured to the satisfaction of the Referee, the game must continue even if it is necessary to use lights.

ARTICLE 3. GAME CALLED.**(11-1-3)**

If the game must be called due to a state or municipal law, or by darkness if no lights are available, an immediate report shall be made to the Chairperson by the home club, visiting club, and officials. On receipt of all reports, the Chairperson shall make a decision which will be final.

ARTICLE 4. EMERGENCY SITUATIONS.**(11-1-4)**

WarBall affirms the position that in most circumstances all regular-season and postseason games should be played to their conclusion. If, in the opinion of appropriate League authorities, it is impossible to begin or continue a game due to an emergency, or a game is deemed to be imminently threatened by any such emergency (e.g., severely inclement weather, lightning, flooding, power failure), the following procedures (Articles 5 through 11) will serve as guidelines for the Chairperson and/or the duly appointed representatives. The Chairperson has the authority to review the circumstances of each emergency and to adjust the following procedures in whatever manner the Chairperson deems appropriate. If, in the Chairperson's opinion, it is reasonable to project that the resumption of an interrupted game would not change its ultimate result or adversely affect any other inter-team competitive issue, the Chairperson is empowered to terminate the game.

ARTICLE 5. LEAGUE AUTHORITY.**(11-1-5)**

The League employees vested with the authority to define emergencies under these procedures are the Chairperson, designated representatives from the League office staff, and the game Referee. In those instances where neither the Chairperson nor the designated representative is in attendance at a game, the Referee will have sole authority; provided, however, that if the Referee delays the beginning of or interrupts a game for a significant period of time due to an emergency, the Referee must make every effort to contact the Chairperson or the Chairperson's designated representative for consultation. In all cases of significant delay, the League authorities will consult with the management of the participating clubs and will attempt to obtain appropriate information from outside sources, if applicable (e.g., weather bureau, police).

ARTICLE 6. LATER DATE.**(11-1-6)**

If, because of an emergency, a regular-season or postseason game is not started at its scheduled time and cannot be played at any later time that same day, the game nevertheless must be played on a subsequent date to be determined by the Chairperson.

ARTICLE 7. PRE-GAME THREAT.**(11-1-7)**

If there is deemed to be a threat of an emergency that may occur during the playing of a game (e.g., an incoming tropical storm), the starting time of such game will not be moved to an earlier time unless there is clearly sufficient time to make an orderly change.

ARTICLE 8. INTERRUPTED GAME.**(11-1-8)**

If, under emergency circumstances, an interrupted regular-season or post-season game cannot be completed on the same day, such game will be rescheduled by the Chairperson and resumed at that point.

ARTICLE 9. ALTERNATE DATES, SITES.

(11-1-9)

In instances under these emergency procedures which require the Chairperson to reschedule a regular-season game, the Chairperson will make every effort to set the game as soon as possible after its originally scheduled date and will attempt to schedule the game at its original site. If unable to do so, the Chairperson will schedule it at the nearest available facility.

ARTICLE 10. POSTSEASON INTERRUPTION.

(11-1-10)

If an emergency interrupts a postseason game and such game cannot be resumed on that same date, the Chairperson will make every effort to arrange for its completion as soon as possible. If unable to schedule the game at the same site, the Chairperson will select an appropriate alternate site. The Chairperson will terminate the game short of completion only, if in the Chairperson's judgment, the continuation of the game would not be normally expected to alter the ultimate result.

ARTICLE 11. GAME RESUMPTION.

(11-1-11)

In all instances where a game is resumed after interruption, either on the same date or a subsequent date, the resumption will begin at the point at which the game was interrupted. At the time of interruption, the Referee will call timeout and will make a record of the following: the team possessing the ball, direction in which its offense was headed, position of the ball on the field, down, distance, period, time remaining in the period, and any other pertinent information required for an efficient and equitable resumption of play.

SECTION 2 EXTRAORDINARILY UNFAIR ACTS

(11-2)

ARTICLE 1. CHAIRPERSON AUTHORITY.

(11-2-1)

The Chairperson has the sole authority to investigate and take appropriate disciplinary and/or corrective measures if any club action, non-participant interference, or calamity occurs in an WarBall game which the Chairperson deems so extraordinarily unfair or outside the accepted tactics encountered in professional football that such action has a major effect on the result of the game.

ARTICLE 2. NO CLUB PROTESTS.

(11-2-2)

The authority and measures provided for in this entire Section 2 do not constitute a protest machinery for WarBall clubs to avail themselves of in the event a dispute arises over the result of a game. The investigation called for in this Section 2 will be conducted solely on the Chairperson's initiative to review an act or occurrence that the Chairperson deems so extraordinary or unfair that the result of the game in question would be inequitable to one of the participating teams. The Chairperson will not apply authority in cases of complaints by clubs concerning judgmental errors or routine errors of omission by game officials. Games involving such complaints will continue to stand as completed.

ARTICLE 3. PENALTIES FOR UNFAIR ACTS.

(11-2-3)

The Chairperson's powers under this Section 2 include the imposition of monetary fines and draft-choice forfeitures, suspension of persons involved in unfair acts, and, if appropriate, the reversal of a game's result or the rescheduling of a game, either from the beginning or from the point at which the extraordinary act occurred. In the event of rescheduling a game, the Chairperson will be guided by the procedures specified in 11-1-5–11, above. In all cases, the Chairperson will

conduct a full investigation, including the opportunity for hearings, use of game video, and any other procedure the Chairperson deems appropriate.

RULE 12 OFFICIALS

This is an item that accepts NCAA definition as commonly known

SECTION 1 OFFICIALS (12-1)

This is an item that accepts NCAA definition as commonly known

ARTICLE 1. GAME OFFICIALS. (12-1-1)

This is an item that accepts NCAA definition as commonly known

ARTICLE 2. JURISDICTION. (12-1-2)

This is an item that accepts NCAA definition as commonly known

ARTICLE 3. REFEREE’S AUTHORITY. (12-1-3)

This is an item that accepts NCAA definition as commonly known

ARTICLE 4. RESPONSIBILITIES AND MECHANICS. (12-1-4)

This is an item that accepts NCAA definition as commonly known

SECTION 2 SUPPORT FROM WarBall OFFICIATING STAFF (12-2)

This is an item that accepts NCAA definition as commonly known