

NCAA FOOTBALL RULES COMMITTEE
2009-10 Changes

Section/Sub-Section/Paragraph	Type	Change	2008	2009
1-1-1-b-2	New	Formation – Teams may have at most 4 players in the backfield.	2. At the snap, at least seven men are on the offensive scrimmage line, with not less than five numbered 50 through 79 (Rules 2-21-2, 2-27-4 and 7-1-3-b-1) (Exception: Rule 1-4-2-b) (A.R. 1-4-2-I-V).	2. At the snap, at least five players wearing jerseys numbered 50 through 79 are on the offensive scrimmage line and no more than four players are in the backfield (Rules 2-21-2, 2-27-4 and 7-1-3-b-1) (Exception: Rule 1-4-2-b) (A.R. 1-4-2-I-V).
1-4-3-a	New	Jersey Colors – Visiting Teams may wear colored jerseys if the colors are contrasting.	a. Players of opposing teams shall wear jerseys of contrasting colors, and the visiting team shall wear white jerseys. White jerseys may be worn by the home team when the teams have agreed before the season. Players of a team shall wear jerseys of the same color and design.	a. Players of opposing teams shall wear jerseys of contrasting colors. Players on the same team shall wear jerseys of the same color and design. 1. The visiting team shall wear white jerseys; however, the home team may wear white jerseys if the teams have agreed in writing before the season. 2. If the home team wears colored jerseys, the visiting team may also wear colored jerseys, if and only if the following conditions have been satisfied: (a) The home team has agreed in writing prior to the game; and (b) The conference of the home team certifies that the jersey of the visiting team is of a contrasting color. 3. If on the kickoff at the start of each half the visiting team wears a colored jersey in violation of the conditions specified in Rule 1-4-3-a-2 (above), it is a foul for unsportsmanlike conduct. PENALTY— Administer as a dead-ball foul. 15 yards at the succeeding spot after the kickoff. If the kickoff is returned for a touchdown, the penalty is assessed either on the try or on the succeeding kickoff, at the option of the home team [S27].
1-4-3-d	Edit	Gloves Colors – Gloves must be gray on the back and back of fingers, black palms are OK.	d. If worn, gloves or hand pads must be gray in color. The recommended shades of gray are Pantone Cool Gray 8C, Cool Gray 9C, 423C and 430C.	d. If worn, gloves or hand pads must be gray in color on the back, including the backs of the fingers. It is strongly recommended that the palms also be gray; however, black on the palms is acceptable. The recommended shades of gray are Pantone Cool Gray 8C, Cool Gray 9C, 423C and 430C. PENALTY [b-d]—One charged team timeout per half.
2-2-3-a-3	Rewrite	The note was incorporated into the rule.	3. The interval after a legal forward pass is touched and before it becomes complete, incomplete or intercepted. (Note: This interval is during a forward pass play, and the ball may be batted in any direction by a player eligible to touch it.)	3. The interval after a legal forward pass is touched and before it becomes complete, incomplete or intercepted. This interval is during a forward pass play, and any player eligible to touch the ball may bat it in any direction.
2-2-3-b	Edit	Deleted 7-2-2-b-2 as exception because 7-2-2 was restructured.		

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2-2-5	Rewrite	Rewrite	<p>In Possession</p> <p>ARTICLE 5. "In possession" is an abbreviation meaning the holding or controlling of a live ball or a ball to be free-kicked.</p> <p>a. A player "gains possession" when he is firmly holding or controlling the ball while contacting the ground inbounds.</p> <p>b. A team is "in possession" when one of its players is "in possession" or attempting a punt, drop kick or place kick; while a forward pass thrown by one of its players is in flight; or one of its players was last in possession during a loose ball.</p>	<p>In Possession</p> <p>ARTICLE 5. "In possession" means the holding or controlling of a live ball or a ball to be free-kicked. It may refer either to player possession or team possession.</p> <p>a. A player gains possession when he secures the ball firmly by holding or controlling it while contacting the ground inbounds. The ball is then in player possession.</p> <p>b. A team has team possession:</p> <ol style="list-style-type: none"> (1) When one of its players is in possession, including when he is attempting a punt, drop kick or place kick; (2) While a forward pass thrown by one of its players is in flight; or (3) During a loose ball if one of its players was last in possession. <p>c. A team is in legal possession if it has team possession when its players are eligible to catch or recover the ball.</p>
2-2-7	Rewrite	Rewrite/restructure	<p>ARTICLE 7. A catch is an act of firmly establishing player possession of a live ball in flight.</p> <p>a. A catch of an opponent's fumble or pass is an interception.</p> <p>b. Securing player possession of a live ball after it strikes the ground is "recovering it."</p> <p>c. To catch, intercept or recover a ball, a player who leaves his feet to make a catch, interception or recovery must have the ball firmly in his possession when he first returns to the ground inbounds with any part of his body or is so held that the dead-ball provisions of Rule 4-1-3-p apply (A.R. 2-2-7-I-V and A.R. 7-3-6-IV).</p> <ol style="list-style-type: none"> 1. If one foot first lands inbounds and the receiver has possession and control of the ball, it is a catch or interception even though a subsequent step or fall takes the receiver out of bounds. 2. Loss of ball simultaneous to returning to the ground is not a catch, interception or recovery. <p>d. A catch by any kneeling or prone inbounds player is a completion or interception (Rules 7-3-1 and 2 and 7-3-6 and 7).</p> <p>e. When in question, the catch, recovery or interception is not completed.</p>	<p>ARTICLE 7. a. To catch a ball means that a player:</p> <ol style="list-style-type: none"> 1. Gains possession of a live ball in flight; or 2. Leaves his feet and firmly grasps a live ball in flight, the ball first touching the ground inbounds while still in his firm grasp; or 3. Leaves his feet, firmly grasps a live ball in flight and either first returns to the ground inbounds with any part of his body or is so held that the dead-ball provisions of Rule 4-1-3-p apply (A.R. 2-2-7-I-V and A.R. 7-3-6-IV). <p>If one foot first lands inbounds and the receiver has possession and control of the ball, it is a catch even though a subsequent step or fall takes the receiver out of bounds (A.R. 7-3-6-XVII). A player who satisfies any of these three conditions is said to have completed a catch.</p> <p>b. An interception is a catch of an opponent's pass or fumble.</p> <p>c. A catch by any kneeling or prone inbounds player is a completion or interception (Rules 7-3-6 and 7).</p> <p>d. A player recovers a ball if he fulfills any of the three criteria for catching a ball that is still alive after hitting the ground.</p> <p>e. Loss of ball simultaneous to returning to the ground is not a catch, interception or recovery.</p> <p>f. When in question, the catch, recovery or interception is not completed.</p>
2-3-2-a	Edit	Runner changed to Ball Carrier	<p>a. Blocking below the waist is the initial contact below the waist with any part of the blocker's body against an opponent, other than the runner. When in question, the contact is below the waist (Rule 9-1-2-e).</p>	<p>a. Blocking below the waist is the initial contact below the waist with any part of the blocker's body against an opponent, other than the ball carrier. When in question, the contact is below the waist (Rule 9-1-2-e).</p>

Section/Sub-Section/ Paragraph	Type	Change	2008	2009
2-3-3	Edit	Runner changed to Ball Carrier, added AR 91-2-XXVI	ARTICLE 3. A chop block is a high-low or low-high combination block by any two players against an opponent (not the runner) anywhere on the field, with or without a delay between contacts; the “low” component is at the opponent’s thigh or below (A.R. 2-3-3-III and IV).	ARTICLE 3. A chop block is a high-low or low-high combination block by any two players against an opponent (not the ball carrier) anywhere on the field, with or without a delay between blocks; the “low” component is at the opponent’s thigh or below (A.R. 2-3-3-III and IV, A.R. 9-1-2-XXVI).
2-3-4-a	Edit	Runner changed to Ball Carrier, changed AR’s	a. A block in the back is contact against an opponent occurring when the force of the initial contact is from behind and above the waist (Exception: Against the runner). When in question, the contact is below the waist (Rule 9-3-3-c) (A.R. 9-1-2-XX and XXI, A.R. 9-3-3-VII, and A.R. 10-2-2-XXXIV).	a. A block in the back is contact against an opponent occurring when the force of the initial contact is from behind and above the waist (Exception: Against the ball carrier). When in question, the contact is below the waist (Rule 9-3-3-c) (A.R. 9-1-2-XXVII , A.R. 9-3-3-VII, and A.R. 10-2-2-XXII).
2-3-6	New	NEW section – Blocking Zone defined		Blocking Zone ARTICLE 6. a. The blocking zone is a rectangle centered on the snapper and extending five yards laterally and three yards longitudinally in each direction. (See diagram in the front of this book.) b. The blocking zone disintegrates when the ball leaves the zone.
2-7-1-c	Edit	Cleanup. 6-5-1-a was changed in 2008.	c. A valid or invalid fair catch signal deprives the receiving team of the opportunity to advance the ball, and the ball is declared dead at the spot of the catch or recovery or at the spot of the signal if the catch precedes the signal (Rule 6-5-1-a Exception).	c. A valid or invalid fair catch signal deprives the receiving team of the opportunity to advance the ball, and the ball is declared dead at the spot of the catch or recovery or at the spot of the signal if the catch precedes the signal.

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2-11	Rewrite	Rewrite/restructure of section. Sidelines, End Lines and Boundary Lines replace Out of Bounds Lines.	<p>Goal Lines ARTICLE 1. Each goal line is part of a vertical plane separating an end zone from the field of play when the ball is touched or is in player possession. The plane extends beyond the sidelines (Exception: Rule 4-2-4-e). A team's goal line is that which it is defending (A.R. 2-11-1-I).</p> <p>Restraining Lines ARTICLE 2. A restraining line is part of a vertical plane when a ball is touched or is in possession. The plane extends beyond the sidelines (A.R. 2-11-2-I).</p> <p>Out of Bounds Lines ARTICLE 5. The area enclosed by the sidelines and end lines is "in bounds," and the area surrounding and including the sidelines and end lines is "out of bounds."</p>	<p>Sidelines ARTICLE 1. A sideline runs from end line to end line on each side of the field and separates the field of play from the area that is out of bounds. The entire sideline is out of bounds.</p> <p>Goal Lines ARTICLE 2. The goal line at each end of the field of play runs between the sidelines and is part of the vertical plane that separates the end zone from the field of play. This plane extends beyond the sidelines (Exception: Rule 4-2-4-e). The two goal lines are 100 yards apart. The entire goal line is in the end zone. A team's goal line is that which it is defending (A.R. 2-11-2-I).</p> <p>End Lines ARTICLE 3. An end line runs between the sidelines 10 yards behind each goal line and separates the end zone from the area that is out of bounds. The entire end line is out of bounds.</p> <p>Boundary Lines ARTICLE 4. The boundary lines are the sidelines and the end lines. The area enclosed by the boundary lines is "in bounds," and the area surrounding and including the boundary lines is "out of bounds."</p> <p>Restraining Lines ARTICLE 5. A restraining line is part of a vertical plane that limits a team's alignment for free kicks. The plane extends beyond the sidelines (A.R. 2-11-5-I).</p>
2-14-1-a	Edit	Deleted except against runner. It is still an exception to hurdling, but now only appears in 9-1-2-i.	a. Hurdling is an attempt by a player to jump with one or both feet or knees foremost over an opponent who is still on his feet (Exception: The runner) (Rule 9-1-2-i).	a. Hurdling is an attempt by a player to jump with one or both feet or knees foremost over an opponent who is still on his feet (Rule 9-1-2-i).
2-14-1-c	Delete	Delete paragraph c. It appears there is no replacement for paragraph c elsewhere. So if the defense jumps over linemen in a 3 or 4 point stance, it is no longer hurdling, just offside.	c. Hurdling an offensive player before the snap is a dead-ball foul. This includes offensive players in a three- or four-point stance.	
2-18-2	Rewrite	Rewrite/restructure Each sentence became a paragraph letter. Paragraph e is new.		e. Crosses the neutral zone and charges toward a Team A back (A.R.7-1-5-III); or

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2-24	Delete	Delete the section defining Spearing, a term no longer used in the rules	ARTICLE 1. Spearing is the use of the helmet (including the face mask) in an attempt to punish an opponent.	
2-24	New	NEW section – Series and Possession Series (a new term used in extra periods) defined.		Series ARTICLE 1. A series comprises four consecutive downs that each begins with a snap (Rule 5-1-1). Possession Series ARTICLE 2. A possession series is a team’s continuous possession of the ball in an extra period (Rule 3-1-3). It may consist of one or more series.
2-25-8-c	Edit	removed “legal (or illegal)”	c. Where a legal (or illegal) handing of the ball occurs.	c. Where handing of the ball occurs.
2-25-9	Edit	Moved exceptions to 2-25-11	Spot Where Kick Ends ARTICLE 9. A scrimmage kick that crosses the neutral zone ends at the spot where possession is gained or regained or the ball is declared dead by rule.	Spot Where Kick Ends ARTICLE 9. A scrimmage kick that crosses the neutral zone ends at the spot where it is caught or recovered or where the ball is declared dead by rule (Rule 2-15-1-c).
2-25-10	Rewrite	Rewrite and removed enforcement procedures, these now only appear in section 10-2-2.	Basic Spot ARTICLE 10. When “basic spot” is stated in a penalty, fouls during a running play, a legal pass play or a legal kick play are penalized from the “basic spot.” Fouls by the offensive team behind the “basic spot” are enforced from the spot of the foul.	Basic Spot ARTICLE 10. The basic spot is a benchmark for locating the enforcement spot for penalties governed by the Three-and-One Principle (Rule 2-33). Basic spots for the various categories of plays are stated in Rule 10-2-2-d.
2-25-11	Rewrite	Rewrite. Special cases come from the Exceptions in the 2008 Section 2-25-9	Postscrimmage Kick Spot ARTICLE 11. The postscrimmage kick spot, as related to certain Team B fouls, is the spot where the kick ends. Team B retains the ball after penalty enforcement. Penalties for Team B fouls are enforced either from the postscrimmage kick spot or, if the foul is behind the postscrimmage kick spot, from the spot of the foul.	Postscrimmage Kick Spot ARTICLE 11. The postscrimmage kick spot serves as the basic spot when postscrimmage kick enforcement applies (Rule 10-2-3). a. When the kick ends in the field of play, other than in the special cases given below, the postscrimmage kick spot is the spot where the kick ends. b. When the kick ends in Team B’s end zone, the postscrimmage kick spot is Team B’s 20-yard line. Special cases: 1. On an unsuccessful field goal attempt, if the ball is untouched by Team B after crossing the neutral zone and is declared dead beyond the neutral zone, the postscrimmage kick spot is: (a) The previous spot, if the previous spot is on or outside Team B’s 20-yard line; or (b) Team B’s 20-yard line, if the previous spot is between Team B’s 20-yard line and its goal line. (A.R. 10-2-3-V). 2. When Rule 6-3-11 is in effect, the postscrimmage kick spot is Team B’s 20-yard line.
2-31-2	Rewrite	Rewrite	Field of Play ARTICLE 2. The field of play is the area within the boundary lines other than the end zones.	Field of Play ARTICLE 2. The field of play is the area enclosed by the sidelines and the goal lines.

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2-31-3	Rewrite	Rewrite	End Zones ARTICLE 3. The end zones are the 10-yard areas at both ends of the field between the end lines and the goal lines. The goal lines and goal line pylons are in the end zone, and a team's end zone is the one it is defending (A.R. 8-5-1-X and A.R. 8-6-1-I).	End Zones ARTICLE 3. The end zone at each end of the field is the rectangle defined by the goal line, sidelines and end line. The goal line and goal line pylons are in the end zone, and a team's end zone is the one it is defending (A.R. 8-5-1-X and A.R. 8-6-1-I).
2-33	New	NEW section – Three-and-One Principle defined		SECTION 33. Three-and-One Principle The Three-and-One Principle of penalty enforcement applies when the penalty statement for a foul does not specify the enforcement spot. Application of this principle is described in Rule 10-2-2-c.
2-34	New	NEW section – Tackle Box defined		SECTION 34. Tackle Box The tackle box is the rectangular area enclosed by the neutral zone, the two lines parallel to the sidelines five yards from the snapper, and Team A's end line. (See diagram in the front of this book.)
3-1-1	Edit	Eliminated the need for the captains to meet for the second half options. Now, the referee can obtain the second half options from the head coach.	ARTICLE 1. Each half shall start with a kickoff. Three minutes before the scheduled starting time, the referee shall toss a coin at midfield in the presence of not more than four field captains from each team and another game official, first designating the field captain of the visiting team to call the coin toss. Before the second half, captains will meet with the referee to select second half options.	ARTICLE 1. Each half shall start with a kickoff. Three minutes before the scheduled starting time, the referee shall toss a coin at midfield in the presence of not more than four field captains from each team and another game official, first designating the field captain of the visiting team to call the coin toss. Before the second half, the referee will obtain the teams' second-half options.
3-1-1-a 3-1-1-b 3-1-1-c 3-1-1-d	Rewrite	Rewrite of options.	a. The winner of the toss shall choose one of the following options for the first or second half at the beginning of the half selected: 1. To designate which team shall kick off. 2. To designate which goal line his team shall defend. b. The loser shall choose one of the above options for the half the winner of the toss did not select. c. The team not having the choice of options for a half shall exercise the option not chosen by the opponent. d. If the winner of the toss selects the second-half option, the referee shall use [S10].	a. The winner of the toss shall choose one of the following options: 1. To designate which team shall kick off. 2. To designate which goal line his team shall defend. 3. To defer his selection to the second half. b. The opponent shall then choose option 1 or 2 above, as available. c. If the winner of the toss chooses option 3 above, then after the opponent's choice the winner selects the available option (1 or 2 above).
3-1-3-b-1 3-1-3-b-2	Edit	Series changed to possession series	1. Offense or defense, with the offense at the opponent's 25-yard line to start the first series. 2. Which end of the field shall be used for both series of that overtime period.	1. Offense or defense, with the offense at the opponent's 25-yard line to start the first possession series. 2. Which end of the field shall be used for both possession series of that overtime period.
3-1-3 Examples	Delete	Examples moved to Approved Ruling Section		

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3-2-3	New / Rewrite	Rewrite Extension of periods. Also, rule change – No extension if penalty includes loss of down.	<p>ARTICLE 3. A period shall be extended until a down (other than a try), free from live-ball fouls not penalized as dead-ball fouls, has been played when:</p> <p>a. A penalty is accepted for a live-ball foul(s) not penalized as a dead-ball foul that occurs during a down in which time expires (Exception: Rule 10-2-2-g-1) (A.R. 3-2-3-I-VIII).</p> <p>b. Offsetting fouls occur during a down in which time expires.</p> <p>c. An inadvertent whistle is sounded or an official signals the ball dead during a down in which time expires.</p>	<p>ARTICLE 3. a. A period shall be extended for an untimed down (other than a try) if during a down in which time expires one or more of the following occurs (A.R. 3-2-3-I-VIII):</p> <ol style="list-style-type: none"> 1. A penalty is accepted for a live-ball foul(s) not treated as a dead-ball foul (Exception: Rule 10-2-5-a). The period is not extended if the statement of the penalty includes loss of down (A.R. 3-2-3-IX). 2. There are offsetting fouls. 3. An official sounds his whistle inadvertently or otherwise incorrectly signals the ball dead. <p>b. Additional untimed downs (other than a try) will be played until a down is free of the circumstances in statements 1, 2 and 3 of Rule 3-2-3-a (above).</p>
3-2-4-c-4	New	40 second play clock after team B injury.	4. Injury timeout.	4. Injury timeout for a Team A player only. The play clock is set to 40 seconds for an injury to a player of Team B.
3-2-5 3-2-6 3-3-1 3-3-2	Rewrite	Delete sections 3-2-5 & 3-2-6. Combine the rules from all 4 sections from 2008 and rewrite as new 3-3-1 & 3-3-2		New sections 3-3-1 & 3-3-2
3-3-3	New / Rewrite	Renamed section to “Suspending the game”. Added “No Contest” status for a suspended game. Eliminated redundant language in paragraph a regarding the referee’s ability to call discretionary timeouts and deleted section 3-3-3-f. Rewrite section 3-3-3-c.	<p>Referee’s Discretionary Timeout</p> <p>ARTICLE 3. a. The referee may suspend the game temporarily when conditions warrant such action. The referee may declare and charge himself with a timeout for any contingency not elsewhere covered by the rules (A.R. 3-3-3-I and II).</p> <p>...</p> <p>c. If a game is suspended under Rules 3-3-3-a and b before the end of the fourth period and cannot be resumed, conference policy shall determine whether the game will be resumed at a later date, terminated or forfeited (and the final score). If no conference policy is applicable to both teams, the directors of athletics at the participating institutions or their designees, in consultation with the coaches, shall determine whether the game will be resumed at a later date, terminated or forfeited (and the final score if the game is terminated) (Rule 8-1-2).</p> <p>...</p> <p>f. The referee’s discretionary timeout also applies to the following situations:</p> <ol style="list-style-type: none"> 1. When there is undue delay by officials in placing the ball for the next snap (A.R. 3-3-3-I). 2. When there is a consultation with team captains. 3. When conditions warrant temporary suspension. 	<p>Suspending the Game</p> <p>ARTICLE 3. a. The referee may suspend the game temporarily when conditions warrant such action.</p> <p>...</p> <p>c. If a game is suspended under Rules 3-3-3-a and b before the end of the fourth period and cannot be resumed, there are four possible options:</p> <ol style="list-style-type: none"> 1. Resume the game at a later date; 2. Terminate the game with a determined final score; 3. Forfeit of the game; or 4. Declare a no contest. <p>The option that takes effect shall be determined by conference policy if both institutions are members of the same conference. In non-conference competition, the directors of athletics at the participating institutions or their designees, in consultation with the coaches, must agree on one of the four options. This agreement will include the final score if the game is terminated (Rule 8-1-2).</p> <p>...</p>

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3-3-5-f	New	40 second play clock after team B injury.		f. After a timeout for an injured Team B player, the play clock shall be set at 40 seconds.
3-4-3	New	Referee may control the play clock as well as the game clock if a team uses unfair clock tactics	Unfair Game-Clock Tactics ARTICLE 3. The referee shall order the game clock started or stopped whenever either team conserves or consumes playing time by tactics obviously unfair. This includes starting the clock on the snap if the foul is by the team ahead in the score. The clock will start on the ready-for-play signal after Team A throws an illegal forward or backward pass to conserve time (Rule 3-2-5-a-8) (A.R. 3-4-3-I-IV).	Unfair Clock Tactics ARTICLE 3. The referee shall order the game clock or play clock started or stopped whenever either team conserves or consumes playing time by tactics obviously unfair. This includes starting the game clock on the snap if the foul is by the team ahead in the score. The game clock will start on the ready-for-play signal after Team A throws an illegal forward or backward pass to conserve time (Rule 3-2-5-a-15) (A.R. 3-4-3-I-V).
4-1-2-c	New	If a violation occurs during a play in which there is an inadvertent whistle, deal with the violation first.	c. If a foul occurs during any of the above downs, the penalty shall be administered as in any other play situation if not in conflict with other rules (A.R. 4-1-2-I and II).	c. If a foul or violation occurs during any of the above downs, the penalty or violation privilege shall be administered as in any other play situation if not in conflict with other rules (A.R. 4-1-2-I and II).
4-1-3-c	Edit	Removed language for illegal passes caught in the end zone and passes caught by ineligible receivers in the end zone. This is now taken care of in rule 8-2-1-b - result of play if either of these occur is now a touchdown	c. When a touchdown, touchback, safety, field goal or successful try occurs; when Team A completes an illegal forward pass in Team B's end zone; when Team A completes a forward pass to an ineligible player in Team B's end zone; or when an unsuccessful field-goal attempt that has crossed the neutral zone and is then untouched by Team B, lands in Team B's end zone or out of bounds (A.R. 6-3-9-D).	c. When a touchdown, touchback, safety, field goal or successful try occurs; or when an unsuccessful field-goal attempt that has crossed the neutral zone and is then untouched by Team B, lands in Team B's end zone or out of bounds (A.R. 6-3-9-I).
4-1-3-j	Rewrite	Rewrite and added 8-3-2-d-5, fumble on the try.	j. When, on fourth down before a change of team possession, a Team A fumble is caught or recovered by a Team A player other than the fumbler (Rules 7-2-2-a and b).	j. When, before a change of team possession on fourth down or a try, a Team A fumble is caught or recovered by a Team A player other than the fumbler (Rules 7-2-2-a and -b and 8-3-2-d-5).
4-1-3-q	Edit	Removed spot information. 5-1-3-a describes that the ball belongs to the ball carrier's team at the dead ball spot.	q. When a ball carrier's helmet comes completely off. The ball belongs to the ball carrier's team at that spot.	q. When a ball carrier's helmet comes completely off.
5-1-1-c	Edit	Changed AR reference	c. A new series shall be awarded to Team B if, after fourth down, Team A has failed to earn a first down (A.R. 5-1-1-I and A.R. 10-1-5-III).	c. A new series shall be awarded to Team B if, after fourth down, Team A has failed to earn a first down (A.R. 5-1-1-I and A.R. 10-1-5-II).
5-1-4-f	Edit	Removed AR reference	f. After fourth down, Team A has failed to earn a first down (A.R. 8-7-2-VIII and IX and A.R. 10-1-6-II).	f. After fourth down, Team A has failed to earn a first down (A.R. 8-7-2- VIII and IX).
5-2-3	Rewrite	Rewrite	ARTICLE 3. After a distance penalty between the goal lines incurred during a scrimmage down and before any change of team possession during that down, the ball belongs to Team A and the down shall be repeated, unless the penalty also involves loss of a down, mandates a first down, or leaves the ball on or beyond the line to gain (Exceptions: Rules 8-3-3-b-1, 10-2-2-e Exception 3, 10-2-2-e Exception 6 and 10-2-2-	ARTICLE 3. a. If a penalty is accepted for a foul that occurs between the goal lines before a change of team possession during a scrimmage down, the ball belongs to Team A. The down shall be repeated unless the penalty also involves loss of a down, mandates a first down, or leaves the ball on or beyond the line to gain (Exceptions: Rules 8-3-3-b-1, 10-2-2-3 and 10-2-5).

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			g-1-a). If the penalty involves loss of a down, the down shall count as one of the four in that series (A.R. 5-2-3-I and II, A.R. 10-1-6-IV, and A.R. 10-2-2-IX).	b. If the penalty involves loss of a down, the down shall count as one of the four in that series (A.R. 5-2-3-I and II, A.R. 10-1-6-III and A.R. 10-2-3-I).
5-2-9	Delete	Deleted this section dealing with fouls that occur during a loose ball.	Fouls During a Loose Ball ARTICLE 9. Live-ball fouls not penalized as dead-ball fouls when the ball is loose shall be penalized from the basic or previous spot (Exception: Rule 10-2-2-g-1) (Rules 10-2-2-c, d, e and f) (A.R. 10-2-2-IV-IX).	
6-1-2	Edit	Clarification that 6-1-2-d is an exception.	ARTICLE 2. A ball from a free kick formation must be kicked legally and from some point on Team A's restraining line and on or between the inbounds lines. The referee will declare the ball ready for play when the officials are in position after the kicker has received the ball. After the ball is ready for play and for any reason it falls from the tee, Team A shall not kick the ball and the official shall sound his whistle immediately. When the ball is kicked (A.R. 6-1-2-I-IV	ARTICLE 2. A ball from a free kick formation must be kicked legally and from some point on Team A's restraining line (Exception: Rule 6-1-2-d) and on or between the inbounds lines. The referee will declare the ball ready for play when the officials are in position after the kicker has received the ball. After the ball is ready for play and for any reason falls from the tee, Team A shall not kick the ball and the official shall sound his whistle immediately. When the ball is kicked (A.R. 6-1-2-I-IV
6-1-6-a	New	Added the result of the play if the kicking team recovers the ball illegally. Although, it was assumed that the ball belonged to the receiving team at the spot, it was never expressed in the rules.	a. If a free kick is caught or recovered by a player of the receiving team, the ball continues in play (Exceptions: Rules 4-1-3-g, 6-1-7, and 6-5-1 and 2). If caught or recovered by a player of the kicking team, the ball becomes dead (A.R. 4-1-3-II and A.R. 6-1-6-I).	a. If a free kick is caught or recovered by a player of the receiving team, the ball continues in play (Exceptions: Rules 4-1-3-g, 6-1-7, and 6-5-1 and 2). If caught or recovered by a player of the kicking team, the ball becomes dead (A.R. 4-1-3-II and A.R. 6-1-6-I). The ball belongs to the receiving team at the dead-ball spot, unless the kicking team is in legal possession when the ball is declared dead. In the latter case, the ball belongs to the kicking team.
6-1-7	Rewrite	Rewrite	ARTICLE 7. The ball becomes dead and belongs to the team defending its goal line when a free kick is untouched by Team B before touching the ground on or behind Team B's goal line.	ARTICLE 7. When a free kick untouched by Team B touches the ground on or behind Team B's goal line, the ball becomes dead and belongs to Team B.
6-3-2-a	Edit	Clarified that 8-4-2-b is an exception - unsuccessful field goal untouched by team B beyond the NZ.	a. No inbounds player of the kicking team shall touch a scrimmage kick that has crossed the neutral zone before it touches an opponent. Such illegal touching is a violation that, when the ball becomes dead, gives the receiving team the privilege of taking the ball at the spot of the violation (Exception: Rule 6-3-4) (A.R. 2-11-1-I and A.R. 6-3-2-I).	a. No inbounds player of the kicking team shall touch a scrimmage kick that has crossed the neutral zone before it touches an opponent. Such illegal touching is a violation that, when the ball becomes dead, gives the receiving team the privilege of taking the ball at the spot of the violation (Exception: Rules 6-3-4 and 8-4-2-b) (A.R. 2-11-2-I and A.R. 6-3-2-I).
6-3-2-b	New	Removed 6-3-11 as an exception. This treats 6-3-11 violations like all other touching violations. See 2008 Bulletin #3 play #2, and AR 6-3-11-II & III	b. If a penalty incurred by either team before the ball becomes dead is enforced or there are offsetting fouls, the privilege is canceled (Exceptions: Rules 6-3-11 and 8-4-2-b) (A.R. 6-3-2-I-VI, A.R. 6-3-11-I and A.R. 10-1-4-VIII).	b. If a penalty incurred by either team before the ball becomes dead is enforced or there are offsetting fouls, the privilege is canceled (Exception: Rule 8-4-2-b) (A.R. 6-3-2-I-VI, A.R. 6-3-11-I-III and A.R. 10-1-4-VIII).

Section/Sub-Section/ Paragraph	Type	Change	2008	2009
6-3-3	Edit	Added 6-5-1-b as an exception – extended protection to a player who signals for fair catch and muffs the ball.	ARTICLE 3. When a scrimmage kick that has crossed the neutral zone touches a player of the receiving team who is inbounds, any player may catch or recover the ball (Rule 6-3-1-b) (Exception: Rule 6-3-4).	ARTICLE 3. When a scrimmage kick that has crossed the neutral zone touches a player of the receiving team who is inbounds, any player may catch or recover the ball (Rule 6-3-1-b) (Exception: Rules 6-3-4 and 6-5-1-b).
6-3-6-a	New	Added the result of the play if the kicking team recovers the ball illegally. Makes language the same as 6-1-6-a	ARTICLE 6. a. If a player of the kicking team catches or recovers a scrimmage kick that has crossed the neutral zone, the ball becomes dead (A.R. 6-3-1-V).	ARTICLE 6. a. If a player of the kicking team catches or recovers a scrimmage kick that has crossed the neutral zone, the ball becomes dead (A.R. 6-3-1-V). The ball belongs to the receiving team at the dead-ball spot, unless the kicking team is in legal possession when the ball is declared dead. In the latter case, the ball belongs to the kicking team.
6-3-10-c	New	Added “kicker’s entire body” – makes this consistent with illegal forward pass over the line of scrimmage	c. A scrimmage kick made beyond the neutral zone is an illegal kick and a live-ball foul that causes the ball to become dead.	c. A scrimmage kick made when the kicker’s entire body is beyond the neutral zone is an illegal kick and a live-ball foul that causes the ball to become dead.
6-3-11	New / Rewrite	Rewrite and eliminate touchback language. This effectively changes this violation to be treated like all other touching violations during a scrimmage kick	ARTICLE 11. If a Team A player bats a scrimmage kick in Team B’s end zone that was untouched by Team B after the kick crossed the neutral zone, it is a violation. Team B may elect a touchback when the ball is declared dead (A.R. 6-3-11-I). VIOLATION—Touchback [S16 and S7] (Exception: Rule 8-4-2-b) (A.R. 2-11-1-I).	ARTICLE 11. If a scrimmage kick untouched by Team B after crossing the neutral zone is batted in Team B’s end zone by a player of Team A, it is a violation for illegal touching (Rule 6-3-2). The spot of the violation is Team B’s 20-yard line, which may be a penalty enforcement spot for fouls by Team A during the kick play (Rules 6-3-13 and 10-2-4) (Exception: Rule 8-4-2-b) (A.R. 6-3-11-I-III and A.R. 2-11-2-I).
6-5-1-e	Edit	Corrected Exception from 6-5-1-a to 6-5-1-b – extended protection on muffed fair catch goes to the spot where first touched.	e. The ball shall be put in play by a snap by the receiving team at the spot of the catch if the ball is caught (Exceptions: Rules 6-5-1-a Exception , 7-1-2 and 8-6-1-b).	e. The ball shall be put in play by a snap by the receiving team at the spot of the catch if the ball is caught (Exceptions: Rules 6-5-1- b , 7-1-2 and 8-6-1-b).
6-5-2	Edit	Removed AR 10-1-5-II	ARTICLE 2. No Team B player shall carry a caught or recovered ball more than two steps in any direction after a valid or invalid fair catch signal by any Team B player (A.R. 6-5-2-I-IV and A.R. 10-1-5-II).	ARTICLE 2. No Team B player shall carry a caught or recovered ball more than two steps in any direction after a valid or invalid fair catch signal by any Team B player (A.R. 6-5-2-I-IV).
6-5-4	Edit	Removed reference to 10-2-2-e and basic spot in Penalty.	ARTICLE 4. A player of Team B who has made a valid or invalid signal for a fair catch and does not touch the ball shall not block or foul an opponent during that down (A.R. 6-5-4-I and II). PENALTY—Free kick: Receiving team’s ball 15 yards from the spot of the foul (Rule 10-2-2-e) [S40]. Scrimmage kick: 15-yard penalty, postscrimmage kick enforcement or basic spot enforcement (Rule 10-2-2-e) [S40].	ARTICLE 4. A player of Team B who has made a valid or invalid signal for a fair catch and does not touch the ball shall not block or foul an opponent during that down (A.R. 6-5-4-I and II). PENALTY—Free kick: Receiving team’s ball 15 yards from the spot of the foul [S40]. Scrimmage kick: 15 yards, postscrimmage kick enforcement [S40].

Section/Sub-Section/ Paragraph	Type	Change	2008	2009
7-1-3-a-3	Edit	Clarified that the snapper can be in the NZ as described by 7-1-3-b-3.	3. No player of the offensive team shall be in or beyond the neutral zone after the snapper touches or simulates (hand[s] at or below his knees) touching the ball [Exceptions: (1) Substitutes and departing players; and (2) offensive players in a scrimmage kick formation who, after the snapper touches the ball, point at opponents and break the neutral zone with their hand(s)] [S7 and S19].	3. No player of the offensive team shall be in or beyond the neutral zone after the snapper touches or simulates (hand[s] at or below his knees) touching the ball [Exceptions: (1) The snapper (Rule 7-1-3-b-3); (2) Substitutes and departing players; and (3) offensive players in a scrimmage kick formation who, after the snapper touches the ball, point at opponents and break the neutral zone with their hand(s)] [S7 and S19].
7-1-3-a-5-b	Edit	Moved 2 nd sentence to a note.	(b) An offensive player is in or beyond the neutral zone after the snapper touches or simulates (hand[s] at or below his knees) touching the ball. The penalty for an infraction of this rule may be enforced whether or not the ball is snapped, and the foul for any resulting offside by an opponent shall be nullified [S7 and S19].	(b) An offensive player is in or beyond the neutral zone after the snapper touches or simulates (hand[s] at or below his knees) touching the ball. <i>Note: The penalty for an infraction of this rule may be enforced whether or not the ball is snapped, and the penalty for any resulting offside by an opponent shall be canceled [S7 and S19].</i>
7-1-3-a Pen	New	Added Penalty statement at the end of the section. The placement of this penalty statement could be problematic since 7-1-3-a-2 is really a live ball foul.		PENALTY—Dead-ball foul: Five yards from the succeeding spot. [S7, S19 or S20].
7-1-3-b-1	New	Team A must have at most 4 players in the backfield.	1. At least seven players legally on their scrimmage line, not less than five of whom shall be numbered 50 through 79. The remaining players must be either on their scrimmage line or legally positioned as a back (A.R. 2-27-4-I) [S19].	1. All players must be either on their scrimmage line or legally positioned as a back. At least five players wearing jerseys numbered 50 through 79 must be legally on their scrimmage line, and no more than four players may be in the backfield. [S19].
7-1-3-b Pen	Rewrite	Restructured the penalty statement.	PENALTY—For dead-ball fouls: Five yards from the succeeding spot. For live-ball fouls: Five yards from the previous spot [S7, S19 or S20]. PENALTY—For live-ball fouls occurring when or after the snap starts during scrimmage kick plays: Five yards from the previous spot or five yards from the spot where the subsequent dead ball belongs to Team B (Field-Goal Plays Exempted) (S18, S19, S22).	PENALTY—Live-ball foul: Five yards from the previous spot (S19 or S20). For live-ball fouls occurring when or after the snap starts during scrimmage kick plays: Five yards from the previous spot or five yards from the spot where the subsequent dead ball belongs to Team B (Field Goal Plays Exempted) (S18, S19, S22).
7-1-5-a-2	Edit	Clarified to shut down the play on all dead ball offside fouls. Added AR's.	2. No player may enter the neutral zone causing an offensive lineman to react immediately. An official shall sound his whistle immediately [Rules 2-18-2-a and 7-1-3-a-4-(c) Exception] (A.R. 7-1-3-VIII and IX) [S7 and S18].	2. No player may enter the neutral zone causing an offensive lineman to react immediately or commit any other dead-ball offside foul. An official shall sound his whistle immediately [Rules 2-18-2 and 7-1-3-a-4-(c) Exception] (A.R. 7-1-3-VIII and IX, A.R. 7-1-5-III) [S7 and S18].
7-1-5-a-4	Edit	Added AR's.	4. Player(s) aligned in a stationary position within one yard of the line of scrimmage may not make quick or abrupt actions that are not part of normal defensive player movement in an obvious attempt to cause an offensive player(s) to foul (false start). An official shall sound his whistle immediately [S7 and S21].	4. Player(s) aligned in a stationary position within one yard of the line of scrimmage may not make quick or abrupt actions that are not part of normal defensive player movement in an obvious attempt to cause an offensive player(s) to foul (false start). An official shall sound his whistle immediately [S7 and S21] (A. R. 7-1-5-IV).

Section/Sub-Section/ Paragraph	Type	Change	2008	2009
7-3-2-f Ex	New	Refers to tackle box and added “or lands”.	f. If, to save loss of yardage, a forward pass is thrown where no eligible Team A player has a reasonable opportunity to catch it. When in question, the Team A player has a reasonable opportunity to catch the pass (A.R. 7-3-2-I) [S36 and S9]. <i>Exception:</i> It is not a foul when the passer, who is or has been outside the frame of the body of the normal tackle position toward a sideline , throws the ball so that it crosses the neutral zone or neutral zone extended (Rule 2-19-3) (A.R. 7-3-2-IX).	f. If, to save loss of yardage, a forward pass is thrown where no eligible Team A player has a reasonable opportunity to catch it. When in question, the Team A player has a reasonable opportunity to catch the pass (A.R. 7-3-2-I) [S36 and S9]. [Exception: It is not a foul when the passer, who is or has been outside the tackle box , throws the ball so that it crosses or lands beyond the neutral zone or neutral zone extended (Rule 2-19-3) (A.R. 7-3-2-IX)].
7-3-4 Ex	Rewrite		ARTICLE 4. No eligible offensive receiver who goes out of bounds during a down shall touch a legal forward pass in the field of play or end zones or while airborne until it has been touched by an opponent or official (A.R. 7-3-4-I-III). <i>Exception:</i> This does not apply to an eligible offensive player who attempts to return inbounds immediately after being blocked out of bounds by an opponent (A.R. 7-3-4-IV).	ARTICLE 4. No eligible offensive receiver who goes out of bounds during a down shall touch a legal forward pass in the field of play or end zones or while airborne until it has been touched by an opponent or official (A.R. 7-3-4-I-III). [Exception: This does not apply to an eligible offensive player who attempts to return inbounds immediately after going out of bounds due to contact by an opponent (A.R. 7-3-4-IV)].
7-3-8-c Pen	Rewrite	Rewrite of the penalty for fouls inside the B-17 yard line.	PENALTY—Pass interference by Team A: 15 yards from the previous spot [S33]. Pass interference by Team B: Team A’s ball at the spot of the foul, first down, if the foul occurs less than 15 yards beyond the previous spot. If the foul occurs 15 or more yards beyond the previous spot, Team A’s ball, first down, 15 yards from the previous spot [S33]. When the ball is snapped between the Team B 17-yard line and the Team B two-yard line and the spot of the foul is beyond the two-yard line, the penalty from the previous spot shall place the ball at the two-yard line, first down (A.R. 7-3-8-XVII). No penalty enforced from outside the two-yard line may place the ball inside the two-yard line (Exception: Rule 10-2-2-g-2).	PENALTY—Pass interference by Team A: 15 yards from the previous spot [S33]. Pass interference by Team B: Team A’s ball at the spot of the foul, first down, if the foul occurs fewer than 15 yards beyond the previous spot. If the foul occurs 15 or more yards beyond the previous spot, Team A’s ball, first down, 15 yards from the previous spot [S33]. When the ball is snapped on or inside the Team B 17-yard line and outside the Team B two-yard line, and the spot of the foul is on or inside the two-yard line, the penalty from the previous spot shall place the ball at the two-yard line, first down (A.R. 7-3-8-XVII). No penalty enforced from outside the two-yard line may place the ball inside the two-yard line (Exception: Rule 10-2-5-b). If the previous spot was on or inside the two-yard line, first down halfway between the previous spot and the goal line (Rule 10-2-6 Exception).
7-3-10	New	Changed the Ineligible downfield. This really simplifies the rule. Removed the exceptions.		ARTICLE 10. No originally ineligible receiver shall be or have been more than three yards beyond the neutral zone until a legal forward pass that crosses the neutral zone has been thrown (A.R. 7-3-10-I and II).

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8-2-1	New / Rewrite	The change in paragraph b gives a result of the play if an ineligible player catches a forward pass in the end zone, and if a player catches an illegal pass in the end zone. There previously was not a result of these plays in the rules. The rest is a rewrite and condensing of the paragraphs.	ARTICLE 1. A touchdown shall be scored when: [REDACTED]	

Section/Sub-Section/ Paragraph	Type	Change	2008	2009
			<p>behind and at or below the knee (Exception: Against the runner).</p> <p>(b) A player on the line of scrimmage within the rectangular area may not leave the zone and return and legally clip.</p> <p>(c) The rectangular area exists until the ball is touched outside the area or the ball is outside the area after a fumble, backward pass or muff from inside the area.</p>	<p>(b) A player on the line of scrimmage within the blocking zone may not leave the zone and return and legally clip.</p> <p>(c) The blocking zone exists until the ball is touched outside the zone or the ball is outside the zone after a fumble, backward pass or muff from inside the zone.</p>
9-1-2-e	New / Edit	<p>Changed the area in which players positioned within can block below the waist towards the original position of the ball – the area is now centered on the snapper. Edits include changing the runner to ball carrier.</p>	<p>e. Blocking below the waist is permitted except as follows (A.R. 9-1-2-IVXI):</p> <ol style="list-style-type: none"> 1. Offensive linemen at the snap positioned more than seven yards from the middle lineman of the offensive formation are prohibited from blocking below the waist toward the original position of the ball in or behind the neutral zone and within 10 yards beyond the neutral zone. 2. Backs at the snap positioned with the frame of their body completely outside the frame of the body of the normal tackle (second player from the snapper) position in either direction toward a sideline, or in motion at the snap, are prohibited from blocking below the waist toward the original position of the ball in or behind the neutral zone and within 10 yards beyond the neutral zone. The frame of the body does not include arms or legs extended sideways (A.R. 9-1-2-XXVI). 3. During a scrimmage down, defensive players are prohibited from blocking an eligible Team A receiver below the waist beyond the neutral zone unless attempting to get at the ball or runner. A Team A receiver remains eligible until a legal forward pass is no longer possible by rule. 4. During a down in which there is a free kick or scrimmage kick from a scrimmage kick formation, all players are prohibited from blocking below the waist, except against the runner. 5. After any change of team possession, all players are prohibited from blocking below the waist, except against the runner. 6. A Team A player behind the neutral zone and in position to receive a backward pass shall not be blocked below the waist or contacted by way of a personal foul (A.R. 9-1-2-XXV). 	<p>e. Blocking below the waist is permitted except as follows (A.R. 9-1-2-IIIX):</p> <ol style="list-style-type: none"> 1. Offensive linemen at the snap positioned more than seven yards from the snapper are prohibited from blocking below the waist toward the original position of the ball in or behind the neutral zone and within 10 yards beyond the neutral zone. 2. Backs at the snap positioned with the frame of their body completely outside the tackle box, or in motion at the snap, are prohibited from blocking below the waist toward the original position of the ball in or behind the neutral zone and within 10 yards beyond the neutral zone. The frame of the body does not include arms or legs extended sideways (A.R. 9-1-2-XXI). 3. During a scrimmage down, defensive players are prohibited from blocking an eligible Team A receiver below the waist beyond the neutral zone unless attempting to get at the ball or ball carrier. A Team A receiver remains eligible until a legal forward pass is no longer possible by rule. 4. During a down in which there is a scrimmage kick from a scrimmage kick formation or a free kick, all players are prohibited from blocking below the waist, except against the ball carrier. 5. After any change of team possession, all players are prohibited from blocking below the waist, except against the ball carrier. 6. A Team A player behind the neutral zone and in position to receive a backward pass shall not be blocked below the waist or contacted by way of a personal foul.
9-1-2-h	Edit	<p>Runner changed to Ball Carrier</p>	<p>h. No opponent shall tackle or block the runner when he is clearly out of bounds or throw him to the ground after the ball becomes dead (A.R. 9-1-2-XIII).</p>	<p>h. No opponent shall tackle or block the ball carrier when he is clearly out of bounds or throw him to the ground after the ball becomes dead.</p>
9-1-2-i	Edit	<p>Runner changed to Ball Carrier</p>	<p>i. There shall be no hurdling (Exception: The runner may hurdle an opponent.).</p>	<p>i. There shall be no hurdling (Exception: The ball carrier may hurdle an opponent.).</p>

Section/Sub-Section/Paragraph	Type	Change	2008	2009
9-1-2-k	Edit	Runner changed to Ball Carrier	k. No player shall continuously contact an opponent's helmet (including the face mask) with hand(s) or arm(s) (Exception: By or against the runner).	k. No player shall continuously contact an opponent's helmet (including the face mask) with hand(s) or arm(s) (Exception: By or against the ball carrier).
9-1-2-p	Edit	Runner changed to Ball Carrier. Also, refer to tackle box.	p. All players are prohibited from grabbing the inside back collar of the shoulder pads or jersey, or the inside collar of the side of the shoulder pads or jersey, and immediately pulling the runner down. This does not apply to a runner who is inside the tackle box or to a quarterback who is in the pocket .	p. All players are prohibited from grabbing the inside back collar of the shoulder pads or jersey, or the inside collar of the side of the shoulder pads or jersey, and immediately pulling the ball carrier down. This does not apply to a ball carrier, including a potential passer, who is inside the tackle box (Rule 2-34) .
9-1-2-q	New	Added chin strap.	q. No player shall twist, turn or pull the face mask or any helmet opening of an opponent. It is not a foul if the face mask or helmet opening is not twisted, turned or pulled. When in question, it is a foul (A.R. 9-1-2- XV).	q. No player shall twist, turn or pull the face mask, chin strap or any helmet opening of an opponent. It is not a foul if the face mask, chin strap or helmet opening is not twisted, turned or pulled. When in question, it is a foul (A.R. 9-1-2- XII).
9-1-4-a-5	New	When the kicker leaves the tackle box he loses protection.	5. The kicker of a scrimmage kick loses protection as a kicker when he has had a reasonable time to regain his balance (A.R. 9-1-4-IV).	5. The kicker's protection under this rule ends: (a) When he has had a reasonable time to regain his balance (A.R. 9-1-4-IV); or (b) When he carries the ball outside the tackle box (Rule 2-34) before kicking.
9-1-5-a Pen	Edit	Removed reference to basic spot.	PENALTY—15 yards from the basic spot. The referee may enforce any penalty he considers equitable, including awarding a score [S27].	PENALTY—15 yards. The referee may enforce any penalty he considers equitable, including awarding a score [S27].
9-1-5-b Pen	Edit	Added tack-on language.	b. Participation by 12 or more players is illegal participation (A.R. 9-1-5-I-VIII). PENALTY—15 yards from the previous spot [S28].	b. Participation by 12 or more players is illegal participation (A.R. 9-1-5-I-VII). PENALTY—15 yards from the previous spot [S28]. For fouls during scrimmage kick plays (other than field goal plays): 15 yards from the previous spot or 15 yards from the spot where the subsequent dead ball belongs to Team B [S28].
9-2-1-a-1-e	Rewrite	Rewrite.	(e) Obviously altering stride as an unopposed runner approaches the opponent's goal line, or diving into the end zone when unopposed.	(e) An unopposed ball carrier obviously altering stride as he approaches the opponent's goal line or diving into the end zone.
9-2-3	Edit	Removed if's.	a. If a team refuses to play within two minutes after ordered to do so by the referee. b. If a team repeatedly commits fouls that can be penalized only by halving the distance to its goal line. c. If an obviously unfair act not specifically covered by the rules occurs during the game (A.R. 4-2-1-II).	a. A team refuses to play within two minutes after ordered to do so by the referee. b. A team repeatedly commits fouls for which penalties can be enforced only by halving the distance to its goal line. c. An obviously unfair act not specifically covered by the rules occurs during the game (A.R. 4-2-1-II).
9-3-2	Edit	Runner changed to Ball Carrier. Removed basic spot from penalty.	ARTICLE 2. a. The runner or passer may use his hand or arm to ward off or push opponents. b. The runner shall not grasp a teammate; and no other player of his team shall grasp, push, lift or charge into him to assist him in forward progress. c. Teammates of the runner or passer may interfere for him by blocking but shall not use interlocked interference by	ARTICLE 2. a. The ball carrier or passer may use his hand or arm to ward off or push opponents. b. The ball carrier shall not grasp a teammate; and no other player of his team shall grasp, pull, push, lift or charge into him to assist him in forward progress. c. Teammates of the ball carrier or passer may interfere for him by blocking but shall not use interlocked interference by

Section/Sub-Section/Paragraph	Type	Change	2008	2009
			grasping or encircling one another in any manner while contacting an opponent. PENALTY—Five yards from the basic spot [S44].	grasping or encircling one another in any manner while contacting an opponent. PENALTY—Five yards [S44].
9-3-3-a Pen	Edit	Removed basic spot.	PENALTY—10 yards from the basic spot (Exception: Penalties for offensive team illegal use of hands fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S42].	PENALTY—10 yards (Exception: Penalties for Team A fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S42].
9-3-3-b Pen	Edit	Removed basic spot.	PENALTY—10 yards from the basic spot (Exception: Penalties for offensive team holding fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S42].	PENALTY—10 yards (Exception: Penalties for Team A fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S42].
9-3-3-c Ex 1	Edit	Refer to the blocking zone.	c. A block in the back is illegal (A.R. 9-1-2- XXI , A.R. 9-3-3-VII, A.R. 9-3-4-III and A.R. 10-2-2- XXXIV). <i>Exceptions:</i> 1. When offensive players are on the line of scrimmage at the snap within a rectangular area centered on the middle lineman of the offensive formation and extending five yards laterally and three yards longitudinally in each direction, they may legally block in the back in the rectangular area.	c. A block in the back is illegal (A.R. 9-1-2-XVII, A.R. 9-3-3-VII, A.R. 9-3-4-III and A.R. 10-2-2-XXII). <i>Exceptions:</i> 1. Offensive players who are on the line of scrimmage at the snap within the blocking zone (Rule 2-3-6) may legally block in the back in the blocking zone, subject to the following restrictions:
9-3-3-c Pen	Edit	Removed basic spot.	PENALTY—10 yards from the basic spot (Exception: Penalties for offensive team illegal block fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S43].	PENALTY—10 yards (Exception: Penalties for Team A fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S43].
9-3-3-d	Edit	Runner changed to Ball Carrier.	d. The following acts by a teammate of the runner or passer are illegal:	d. The following acts by a teammate of the ball carrier or passer are illegal:
9-3-3-d Pen	Edit	Removed basic spot.	PENALTY—15 yards from the basic spot (Exception: Penalties for offensive team personal fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S38]. Disqualification if flagrant [S47]. For Team A fouls during a free or scrimmage kick play (field-goal plays exempted): Enforcement may be at the previous spot or the spot where the subsequent dead ball belongs to Team B.	PENALTY—15 yards (Exception: Penalties for Team A fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S38]. Disqualification if flagrant [S47]. For Team A fouls during a free or scrimmage kick play (field-goal plays exempted): Enforcement may be at the previous spot or the spot where the subsequent dead ball belongs to Team B.
9-3-4-b & Pen	Edit	Runner changed to Ball Carrier. Removed basic spot from penalty.	b. Defensive players may not use hands and arms to tackle, hold or otherwise illegally obstruct an opponent other than a runner . PENALTY—10 yards from the basic spot [S42].	b. Defensive players may not use hands and arms to tackle, hold or otherwise illegally obstruct an opponent other than a ball carrier . PENALTY—10 yards [S42].
9-3-4-c	Edit	Removed basic spot.	PENALTY—Ten or 15 yards from the basic spot [S38, S42, S43 or S45].	PENALTY—10 or 15 yards [S38, S42, S43 or S45].
9-3-4-d	Edit	Removed basic spot.	PENALTY—Ten or 15 yards from the basic spot [S38, S42, S43 or S45].	PENALTY—10 or 15 yards [S38, S42, S43 or S45].

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9-3-4-g	Edit	Runner changed to Ball Carrier. Removed basic spot from penalty.	g. A defensive player may not continuously contact an opponent's helmet (including the face mask) with hand(s) or arm(s) (Exception: Against the runner). PENALTY—15 yards from the basic spot and a first down for Team B fouls if the first down is not in conflict with other rules [S38].	g. A defensive player may not continuously contact an opponent's helmet (including the face mask) with hand(s) or arm(s) (Exception: Against the ball carrier). PENALTY—15 yards and a first down for Team B fouls if the first down is not in conflict with other rules [S38].
9-4-2	New	Removed "in an attempt to gain yardage".	ARTICLE 2. A backward pass in flight shall not be batted forward by the passing team in an attempt to gain yardage. PENALTY—15 yards from the basic spot (Rule 10-2-2-c) [S31].	ARTICLE 2. A backward pass in flight shall not be batted forward by the passing team. PENALTY—15 yards [S31].
9-4-4 Pen	Edit	Removed basic spot.	PENALTY—15 yards, basic spot and loss of down if the loss of down is not in conflict with other rules (Rules 10-2-2-c, d, e and f) [S31 and S9] (Exception: No loss of down if the foul occurs when a legal scrimmage kick is beyond the neutral zone).	PENALTY—15 yards, plus loss of down if the loss of down is not in conflict with other rules [S31 and S9] (Exception: No loss of down if the foul occurs when a legal scrimmage kick is beyond the neutral zone).
9-5-1-a – c	Edit	Removed basic spot.	a. PENALTY—15 yards from the basic spot or from the succeeding spot, first down for Team B fouls if the first down is not in conflict with other rules, and disqualification for the remainder of the game [S7, S27 or S38, and S47]. b. PENALTY—15 yards from the basic spot or from the succeeding spot, first down for Team B fouls if the first down is not in conflict with other rules, and disqualification for the remainder of the game and the first half of the next game [S7, S27 or S38, and S47]. For fights that occur in the last game of a season, squad members in uniform, coaches and players with eligibility remaining will serve fight-related suspensions during the first game of the next season for which they are eligible. c. PENALTY—15 yards from the succeeding spot, first down for Team B fouls if the first down is not in conflict with other rules, and disqualification for the remainder of the game and for the next game [S7, S27 or S38, and S47]. For fights that occur in the last game of a season, coaches and substitutes with eligibility remaining will serve fight-related suspensions during the first game of the next season for which they are eligible.	a. PENALTY—15 yards. For dead-ball fouls, 15 yards from the succeeding spot. Also, first down for Team B fouls if the first down is not in conflict with other rules. Disqualification for the remainder of the game [S7, S27 or S38, and S47]. b. PENALTY—15 yards. For dead-ball fouls, 15 yards from the succeeding spot. Also, first down for Team B fouls if the first down is not in conflict with other rules. Disqualification for the remainder of the game and the first half of the next game [S7, S27 or S38, and S47]. For fights that occur in the last game of a season, squad members in uniform, coaches and players with eligibility remaining will serve fight-related suspensions during the first game of the next season for which they are eligible. c. PENALTY—15 yards from the succeeding spot, plus first down for Team B fouls if the first down is not in conflict with other rules. Disqualification for the remainder of the game and for the next game [S7, S27 or S38, and S47]. For fights that occur in the last game of a season, coaches and substitutes with eligibility remaining will serve fight-related suspensions during the first game of the next season for which they are eligible.
9-6	New	New section for conferences to handle flagrant personal fouls called or uncalled.		SECTION 6. Flagrant Personal Fouls Player Ejection ARTICLE 1. When a player is disqualified from the game due to a flagrant personal foul, that team's conference shall automatically initiate a video review for possible additional sanctions prior to the next scheduled game. Initiating Contact/Targeting an Opponent ARTICLE 2. When there is a foul called for initiating

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				contact/targeting an opponent (Rule 9-1-3) that does not result in a player disqualification, there shall automatically be a video review by the conference for possible additional sanctions prior to the next scheduled game. Foul Not Called ARTICLE 3. If subsequent review of a game by a conference reveals plays involving flagrant personal fouls that game officials did not call, the conference may impose sanctions prior to the next scheduled game.
10-1-1-b	Edit	Clarification	b. Any penalty may be declined, but a disqualified player must leave the game.	b. Any penalty may be declined, but a disqualified player must leave the game whether the penalty is accepted or declined.
10-1-1-d	Edit	Remove AR	d. Penalties as stated are not enforced if in conflict with other rules (A.R. 9-4-1-XI and A.R. 10-1-1-I).	d. Penalties as stated are not enforced if in conflict with other rules (A.R. 9-4-1-XI).
10-1-4 Ex 2	Edit	Reword	2. When Team B's foul calls for postscrimmage kick enforcement , Team B may decline offsetting fouls and accept postscrimmage kick enforcement.	2. When Team B's foul is governed by postscrimmage kick rules , Team B may decline offsetting fouls and accept postscrimmage kick enforcement.
10-1-4 Ex 3	Edit	Reword	3. When a live-ball foul is administered as a dead-ball foul, it does not offset and is enforced in order of occurrence.	3. When a live-ball foul is administered as a dead-ball foul, it does not offset any other foul, and any penalties are enforced in order of occurrence.
10-1-6	Edit	Change AR	ARTICLE 6. When a live-ball foul by one team is followed by one or more dead-ball fouls (including live-ball fouls treated as dead-ball fouls) by an opponent or by the same team, the penalties are administered separately and in the order of occurrence (A.R. 10-1-6-I-VII).	ARTICLE 6. When a live-ball foul by one team is followed by one or more dead-ball fouls (including live-ball fouls treated as dead-ball fouls) by an opponent or by the same team, the penalties are administered separately and in the order of occurrence (A.R. 10-1-6-I-V).
10-1-7	Edit	Changed to possession series. Change AR	ARTICLE 7. Penalties for fouls that occur between the end of the fourth period and the start of the extra period for overtime are enforced from the 25-yard line, the spot of the first series (Exception: Rule 10-2-2-g) (A.R. 10-1-7-I and IV-XVIII).	ARTICLE 7. Penalties for fouls that occur between the end of the fourth period and the start of the extra period for overtime are enforced from the 25-yard line, the spot of the first possession series (Exception: Rule 10-2-5) (A.R. 10-2-5-I-XV).
10-2-1	Rewrite	Rewrite, include 3 and 1 principle	Spots ARTICLE 1. The enforcement spots are: the previous spot, the spot of the foul, the succeeding spot and the spot where the run or scrimmage kick ends.	Enforcement Spots ARTICLE 1. a. For many fouls, the enforcement spot is specified in the statement of the penalty. When the enforcement spot is not specified in the statement of the penalty, the enforcement spot is determined by the Three-and-One Principle (Rules 2-33 and 10-2-2-c) b. Possible enforcement spots are: the previous spot, the spot of the foul, the succeeding spot, the spot where the run ends, and—for scrimmage kicks only—the postscrimmage kick spot.

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10-2-2	Rewrite	The 2009 rewrite of 10-2-2 is a rewrite of 2008 section 10-2-2-a – f. PSK enforcement has been moved to its own section 10-2-3.		<p>Determining the Enforcement Spot</p> <p>ARTICLE 2. a. <i>Dead-ball fouls.</i> The enforcement spot for a foul committed when the ball is dead is the succeeding spot (A.R. 10-2-2-VI, X, XII and XVI).</p> <p>b. <i>Fouls by the offensive team behind the neutral zone.</i> For the following fouls committed by the offensive team behind the neutral zone, the penalty is enforced at the previous spot: illegal use of hands, holding, illegal block and personal fouls (Exception: If the foul occurs in Team A's end zone the penalty is a safety.).</p> <p>c. The Three-and-One Principle (Rule 2-33) is as follows:</p> <ol style="list-style-type: none"> 1. When the team in possession commits a foul <i>behind</i> the basic spot, the penalty is enforced at the spot of the foul. 2. When the team in possession commits a foul <i>beyond</i> the basic spot, the penalty is enforced at the basic spot. 3. When the team not in possession commits a foul <i>either behind or beyond</i> the basic spot, the penalty is enforced at the basic spot. <p>d. The following are basic spots for the various categories of plays:</p> <ol style="list-style-type: none"> 1. <i>Running plays.</i> <ol style="list-style-type: none"> (a) <i>Previous spot</i>, when the related run ends behind the neutral zone. (b) <i>End of the related run</i>, when the related run ends beyond the neutral zone. (c) <i>End of the related run</i>, on running plays that have no neutral zone. 2. <i>Running plays when the run ends in the end zone after change of team possession (not on a try).</i> <ol style="list-style-type: none"> (a) <i>20-yard line</i>, when a foul occurs after a change of team possession in the end zone and the result of the play is a touchback. (b) <i>Goal line</i>, when a foul occurs after a change of team possession in the field of play and the related run ends in the end zone. (Exception: Rule 8-5-1-Exceptions.) (c) <i>Goal line</i>, when a foul occurs after a change of team possession in the end zone, the related run ends in the end zone, and the result of the play is not a touchback. 3. <i>Pass plays.</i> <i>Previous spot</i>, on legal forward pass plays. 4. <i>Kick plays.</i> <ol style="list-style-type: none"> (a) <i>Previous spot</i>, on legal kick plays unless the foul is governed by postscrimmage kick rules. (b) <i>Postscrimmage kick spot</i>, if the foul is governed by postscrimmage kick rules.

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10-2-3	New / Rewrite	This is a new section, it is a rewrite of 2008 section 10-2-2-e Ex 3.		<p>Postscrimmage Kick Enforcement ARTICLE 3. During a scrimmage kick play, postscrimmage kick enforcement applies only to fouls by Team B and only under the following conditions:</p> <ul style="list-style-type: none"> a. The kick is not during a try, a successful field goal, or in an extra period. b. The ball crosses the neutral zone. c. The foul occurs three or more yards beyond the neutral zone. d. The foul occurs before the end of the kick (A.R. 10-2-3-I, II and V). e. Team A is not in legal possession of the ball when it is declared dead. If these conditions are all met, the penalty is enforced according to the Three-and-One Principle with the postscrimmage kick spot as the basic spot.
10-2-4	New / Rewrite	This is a new section, it is a rewrite of 2008 section 10-2-2-e Ex 5.		<p>Fouls by Team A During Kicks ARTICLE 4. Penalties for all fouls by the kicking team other than kick-catch interference (Rule 6-4) during a free kick play or a scrimmage kick play (except field goal attempts) are enforced either at the previous spot or at the spot where the subsequent dead ball belongs to Team B, at the option of Team B. (Rules 6-1-8 and 6-3-13)</p>
10-2-5	New	This is a new section, it is a renumbering of 2008 section 10-2-2-g & h.		Same as 2008 section 10-2-2-g & h, except for the paragraph numbering and one or two changes to AR's and minor word changes.
10-2-6	Rewrite	New section number. This is a rewrite of 2008 10-2-3.	ARTICLE 3. No distance penalty, including tries from on or inside the three-yard line, shall exceed half the distance from the enforcement spot to the offending team's goal line [Exceptions: (1) Scrimmage downs, other than tries, under Rule 7-3-8, Penalty for Team B interference; and (2) on tries, defensive pass interference when the ball is snapped from outside the three-yard line].	ARTICLE 6. No distance penalty, including tries from on or inside the three-yard line, shall exceed half the distance from the enforcement spot to the offending team's goal line [Exceptions: (1) Defensive pass interference on scrimmage downs, other than the try (Rules 7-3-8 and 10-2-5-b); and (2) On the try, defensive pass interference when the ball is snapped from outside the three-yard line].