

RULE 3. Periods, Time Factors and Substitutions

SECTION 1. Start of Each Period

First and Third Periods

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 no 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.

During the coin toss, each team shall remain in the area between the nine-yard marks and its sideline or in the team area. The coin toss begins when the field captains leave the nine-yard marks and ends when the referee has finished indicating the teams' choices.

PENALTY -Five yards from the succeeding spot [S19].

- 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].

Second and Fourth Periods

ARTICLE 2. Between the first and second periods and also between the third and fourth periods, the teams shall defend opposite goal lines.

- a. The ball shall be relocated at a spot corresponding exactly, in relation to goal lines and sidelines, to its location at the end of the preceding period.
- b. Possession of the ball, the number of the down and the distance to be gained shall remain unchanged.

Extra Periods

ARTICLE 3. The NCAA tiebreaker system will be used when a game is tied after four periods. NCAA football-playing rules apply, with the following exceptions:

- a. Immediately after the conclusion of the fourth quarter, officials will instruct both teams to retire to their respective team areas. The officials will assemble at the 50-yard line and review the tiebreaker procedures.
- b. The officials will escort the captains (Rule 3-1-1) to the center of the field for the coin toss. The referee shall toss a coin at midfield in the presence of no 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. The winner of the toss shall choose one of the following options:
 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.
Note: The winner of the toss may not defer his choice.
- c. The loser of the toss shall exercise the remaining option for the first extra period and shall have the first choice of the two options for subsequent even-numbered extra periods.
- d. Extra periods: An extra period shall consist of two series with each team putting the ball in play by a snap on or between the inbounds lines on the designated 25-yard line, which becomes the opponent's 25-yard line. The snap shall be from midway between the inbounds lines on the 25-yard line, unless a different position on or between the inbounds lines is selected before the ready-for-play signal. After the ready-for-play signal, the ball may be relocated after a charged team timeout, unless preceded by a Team A foul or offsetting penalties.
- e. Team series: Each team retains the ball during a series until it scores or fails to make a first down. The ball remains alive after a change of team possession until it is declared dead. However, Team A may not have a first and 10 if it again possesses the ball after a change of team possession.

Team A and B designations are the same as defined in Rule 2-27-1.

EXAMPLES:

1. After each team has put the ball in play by snap at the beginning of its series, the score is tied or there has been no score. RULING: Begin the second extra period with the loser of the toss at the beginning of the first extra period having the choice of the two options.
 2. Other than on the try, Team B intercepts a pass or fumble for a touchdown or recovers a fumble or a backward pass and scores a touchdown. RULING: Period and game are ended, and Team B is the winner.
 3. During the first series of a period, Team B intercepts a pass or fumble or recovers a fumble or a backward pass and does not score a touchdown. RULING: Team A series is ended and Team B, which becomes Team A, starts its series of that period.
 4. During the first series of a period, Team A attempts a field goal and the kick is blocked. Team A recovers the kick, which never was beyond the neutral zone, and runs for a touchdown. RULING: Six points for Team A, and Team B begins its series of the period after the try.
 5. Team A attempts a field goal and the kick is blocked. Team A recovers the kick, which never was beyond the neutral zone, and runs for a first down. RULING: Team A's ball, first and 10.
 6. Team A attempts a field goal on first, second or third down, and the kick is blocked. Team A recovers the kick, which never crossed the neutral zone, and does not gain a first down. RULING: Team A's ball, next down.
 7. Team A attempts a field goal and the kick is blocked. Team B recovers the kick and runs it into Team A's end zone. RULING: Touchdown, game is ended.
 8. During the first series of a period, Team B—after gaining possession—loses possession to Team A, which scores a touchdown. RULING: The score counts, and Team B begins its series of the period after the try.
 9. During the first series of a period, Team B—after gaining possession—loses possession to Team A, which fails to score a touchdown. RULING: Team A series is ended, and Team B begins its series of that period.
 10. During the first series of a period, Team A fumbles into Team B's end zone on second down of a series. Team B recovers and downs the ball in its end zone. RULING: Team A series of that period is ended. Team B series of the period begins.
 11. During the first series of a period, B10 intercepts a forward pass on his three-yard line and downs the ball in his end zone (no momentum involved). RULING: Score two points for Team A. Team A's series is over. Team B will put the ball in play, first and 10 on the 25-yard line at the same end of the field.
 12. Team A's field-goal attempt is untouched beyond the neutral zone until it is muffed by B17 at the five-yard line. A75 recovers at the three-yard line. RULING: First down for Team A at the three-yard line.
- f. Scoring: The team scoring the greater number of points during the regulation and extra periods shall be declared the winner. There shall be an equal number of series, as defined in (e) above, in each extra period, except if Team B scores during a period other than on the try. Beginning with the third extra period, teams scoring a touchdown must attempt a two-point try. A one-point try by Team A (although not illegal) will not score a point.

EXAMPLES:

1. On the first possession of a period, Team A scores a touchdown. On the try, Team B intercepts a pass and returns it for a two-point touchdown. RULING: Team B is awarded the ball on the 25-yard line to start its series of the period with the overtime score 6-2.
 2. If a touchdown is scored that determines the winning team in an extra period, the try is canceled.
- g. Fouls after Team B possession:
1. Distance penalties by either team are declined by rule in extra periods (*Exceptions:* Dead-ball fouls, live-ball fouls penalized as dead-ball fouls and flagrant personal fouls are enforced on the succeeding play).
 2. Scores by fouling teams are canceled.
 3. If there are offsetting fouls, whether one or both occur after Team B possession, the down is not replayed.

EXAMPLES:

1. After the end of the first series of a period by Team A, Team B commits a dead-ball foul. RULING: Team B starts its series on the 40-yard line, first and 10.
2. During the first series of a period, Team A passes and a Team A back is illegally in motion during the down. The pass is intercepted, and Team B commits a foul before scoring a touchdown. RULING: Score not allowed. The series is ended, and Team B begins its series on the 25-yard line.
3. During the second series of a period, Team B intercepts a pass and runs for a touchdown. During the run, Team B clips at midfield. RULING: Nullify the score, and if the score is tied, the next period will start with first and 10 at the 25-yard line.

- h. Timeouts: Each team shall be allowed one timeout for each extra period. Timeouts not used during the regulation periods may not be carried over into the extra period(s). Unused extra-period timeouts may not be carried over to other extra periods. Timeouts between periods shall be charged to the succeeding period. Radio and television timeouts are permitted only between extra periods (first and second, second and third, etc.). Charged team timeouts may not be extended for radio and television purposes. The extra period(s) begins when the ball is first snapped.

SECTION 2. Playing Time and Intermissions

Length of Periods and Intermissions

ARTICLE 1. The total playing time in a collegiate game shall be 60 minutes, divided into four periods of 15 minutes each, with one-minute intermissions between the first and second periods (first half) and between the third and fourth periods (second half) (*Exception:* A one-minute intermission between the first and second and the third and fourth periods may be extended for radio and television timeouts).

- a. No period shall end until the ball is dead and the referee declares the period ended [S14].
- b. The intermission between halves, which begins when the field is clear of all players and coaches, shall be 20 minutes.
- c. The 20-minute intermission between halves may start immediately after the second period ends if dictated by conference policy when both teams are in the same conference, or by mutual agreement of the competing teams.

Timing Adjustments

ARTICLE 2. Before the game starts, playing time and the intermission between halves may be shortened by the referee if he is of the opinion that darkness may interfere with the game. The four periods must be of equal length if the game is shortened before its start.

- a. Any time during the game, the playing time of any remaining period or periods and the intermission between halves may be shortened by mutual agreement of the opposing head coaches and the referee.
- b. Timing errors on the game clock may be corrected but shall be corrected only in the period in which they occur.
- c. If the referee has positive knowledge of the elapsed time, he will reset and appropriately start the game clock.
- d. Timing errors on a 25-second clock may be corrected by the referee. The 25-second clock shall start again.
- e. When the 25-second count is interrupted by circumstances beyond the control of either team, a new 25-second count shall be started and the game clock shall start on the snap.
- f. The 25-second clock is not started when the game clock is running with fewer than 25 seconds in a period.
- g. The game clock should not be stopped if the 25-second clock is started in conflict with Rule 3-2-2-f.

Extension of Periods

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:

- 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).
- b. Offsetting fouls occur during a down in which time expires.
- c. An inadvertent whistle is sounded or an official signals the ball dead during a down in which time expires.

Timing Devices

ARTICLE 4.

- a. Playing time shall be kept with a game clock that may be either a stop watch operated by the line judge, back judge, field judge or side judge, or a game clock operated by an assistant under the direction of the appropriate judge. The type of game clock shall be determined by the game management.
- b. The 25 seconds between the ready-for-play signal and the ball being put in play shall be timed with a watch operated by the appropriate official or with 25-second clocks at each end of the playing enclosure operated by an assistant under the direction of the appropriate official. Visual 25-second clocks are mandatory (*Exception:* Visual 25-second clocks are not mandatory for games played on the home field of an NCAA Division III institution).
- c. If a visual 25-second timing device becomes inoperative, both coaches shall be notified by the referee immediately and both clocks shall be turned off.

When Clock Starts

ARTICLE 5. When the ball is free-kicked, the game clock shall be started when the ball is touched legally in the field of play or crosses the goal line after being touched legally by Team B in its end zone. On a scrimmage down, the game clock shall be started when the ball is snapped legally or on prior signal by the referee. The game clock shall not run during a try, during an extension of a period or during an extra period (A.R. 3-2-5-I-IV).

- a. When the clock has been stopped, the referee shall declare the ball ready for play (Rule 11-2-1-c) and the clock shall start on the snap unless it was stopped because of one of the following situations (A.R. 7-3-2-I and A.R. 7-3-7-II):
 1. When Team A is awarded a first down (*Exception:*After a legal kick).
 2. For a referee's timeout for an injured player or official, or when the runner's helmet comes off, or for an extended timeout for radio or television.
 3. At the referee's discretion (Rules 3-2-2-c and 3-4-3) (A.R. 3-3-2-II-IV).
 4. To complete a penalty (*Exception:*After a delay foul by Team A while in scrimmage-kick formation).
 5. For an inadvertent whistle (*Exception:*During a legal kick).
 6. For a head coach's conference.
 7. For a sideline warning.
 8. For an illegal pass to conserve time (A.R. 7-3-2-II-VIII).
 9. For a measurement.
 10. For a ball in an official's possession.
 11. For a fumble out of bounds in advance of the spot of the fumble (*Exceptions:*On legal kick downs and when Team B is awarded a first down).
- b. If the clock was stopped for incidents 1 through 11, it shall be started on the ready-for-play signal.
- c. If incidents 1 through 11 occur in conjunction with any other situation that starts the clock on the snap, the clock will start on the snap.
- d. The clock stops at the end of a legal kick down and starts on the snap (*Exception:*When the next play is a free kick or a try).
- e. When Team B is awarded a first down, the clock will be stopped and will start on the snap.

When Clock Stops

ARTICLE 6. The game clock shall be stopped when each period ends. An official shall signal timeout when the rules provide for stopping the clock or when a timeout is charged to a team or to the referee (*Exception:* Rule 3-3-2-b). Other officials should repeat timeout signals (A.R. 3-2-6-I).

SECTION 3. Timeouts

How Charged

ARTICLE 1.

- a. The referee shall declare a timeout when he suspends play for any reason. Each timeout shall be charged to one of the teams or designated as a referee's timeout.
- b. When a team's timeouts are exhausted and it requests a timeout, the official should not acknowledge the request.
- c. During a timeout, players shall not practice with a ball on the field of play or the end zones (*Exception:* During the half-time intermission).

Timeout

ARTICLE 2.

- a. An official shall declare a referee's timeout:
 1. When there is a touchdown, field goal, touchback or safety.
 2. When an injury timeout is allowed for one or more players or an official (A.R. 3-3-2-I and A.R. 3-3-5-I-V).
 3. When the clock is stopped to complete a penalty.
 4. When a live ball goes out of bounds or is declared out of bounds.
 5. When a forward pass becomes incomplete.

6. When Team A or Team B is awarded a first down.
 7. When an inadvertent whistle is sounded.
 8. When there is a possible first-down measurement.
 9. When a delay is caused by both teams (A.R. 3-3-2-II and IV).
 10. When a charged timeout is granted (A.R. 3-3-4-I-IV).
 11. When there is a sideline warning.
 12. When the ball becomes illegal.
 13. When the ball is in possession of an official.
 14. When there is a mandatory equipment (Rule 1-4-4) or an illegalequipment (Rule 1-4-5) violation.
 15. When a legal kick down ends.
 16. When a return kick is made.
 17. When a scrimmage kick is made beyond the neutral zone.
 18. When the 25-second count is interrupted by circumstances beyond the control of either team.
 19. When the runner's helmet comes off.
- b. The referee only shall declare a timeout:
1. When a head coach's conference is requested.
 2. When an unfair-noise timeout is required.
 3. When a radio or television timeout is allowed.
 4. When a discretionary timeout is declared.

Referee's Discretionary Timeout

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).
- b. When the game is stopped by actions of a person(s) not subject to the rules or for any other reasons not in the rules and cannot continue, the referee shall:
 1. Suspend play and direct the players to their team areas.
 2. Refer the problem to those responsible for the game's management.
 3. Resume the game when he determines conditions are satisfactory.
- 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 designates, in consultation with the coaches, shall determine whether the game will be resumed at a later date, terminated or forfeited (and the final score).
- d. If a game is suspended under Rules 3-3-3-a and b after four periods of play and cannot be resumed, the game shall be ruled a tie. The final score shall be the score at the end of the last completed period. (*Note: If a winner must be determined in a conference playoff game, conference policy shall determine when and where the game will be resumed.*)
- e. A suspended game, if resumed, will begin with the same time remaining and under the identical conditions of down, distance, field position and player eligibility.
- f. The referee's discretionary timeout also applies to the following situations:
 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.
 4. When the offensive team believes it is unable to communicate its signals to teammates other than players positioned more than seven yards from the middle lineman of the offensive formation because of crowd noise. Following are administrative procedures for unfair noise (Rule 3-4-2-b-3):
 - (a) When the signal caller believes he is unable to communicate signals to teammates because of crowd noise, he may raise his hands and look to the referee to request a legal delay.
 - (b) The referee may deny the request by pointing toward the defensive team's goal line or may charge himself with a timeout and the offensive team may huddle.

- (c) When the offensive team returns to the line of scrimmage, the game clock will start on the snap. The referee shall declare the ball ready for play by sounding his whistle with no hand signal. The 25-second clock is not in operation (Rule 3-4-2-b-3).
- (d) Should the signal caller then, or later in the game, request a second legal delay by raising his hands and looking to the referee, the referee will charge himself with a timeout again if, in his opinion, the crowd noise makes it impossible to hear offensive signals.
- (e) The referee then will request the defensive captain to ask the crowd for quiet. This signals the public-address announcer to request cooperation and courtesy to the offensive team. The announcer will state that the defensive team will be charged a timeout, or be penalized five yards if timeouts are exhausted, for the next crowd-noise infraction.
- (f) When the offensive team returns to the line of scrimmage, the game clock will start on the snap. The referee shall declare the ball ready for play by sounding his whistle with no hand signal. The 25-second clock is not in operation (Rule 3-4-2-b-3).
- (g) If the signal caller again during the game indicates by raising his hands and looking to the referee to request a legal crowd-noise delay and the referee agrees, a team timeout will be charged to the defensive team. If the defensive team has exhausted its allotment of timeouts, a five-yard penalty is assessed.
- (h) After this timeout or the penalty, the defensive team will be penalized five yards for each unsuccessful attempt to start a play. VIOLATION—Rules 3-3-6 and 3-4-2-b [S3 or S21].

Summary of crowd-noise procedures:

Step No. 1—Referee's timeout.

Step No. 2—Referee's timeout plus captain's notification and public-address announcement. Step No. 3—Timeout or five-yard penalty if timeouts are exhausted. Step No. 4—Five-yard penalty for each additional infraction.

Charged Team Timeouts

ARTICLE 4. When timeouts are not exhausted, an official shall allow a charged team timeout when requested by any player or head coach when the ball is dead (A.R. 3-3-4-I and II).

- a. Each team is entitled to three charged team timeouts during each half.
- b. After the ball is declared dead and before the snap, a legal substitute may request a timeout if he is between the nine-yard marks (A.R. 3-3-4-III and IV).
- c. A player who participated during the previous down may request a timeout between the time the ball is declared dead and the snap without being between the nine-yard marks (A.R. 3-3-4-I and II).
- d. A head coach who is in, or in the vicinity of, his team area or coaching box may request a timeout between the time the ball is declared dead and the next snap.
- e. A player, incoming substitute or head coach may request a head coach's conference with the referee, if the coach believes a rule has been enforced improperly. If the rule enforcement is not changed, the coach's team will be charged a timeout, or a delay penalty if all timeouts have been used.
 - 1. Only the referee may stop the clock for a head coach's conference.
 - 2. A request for a head coach's conference must be made before the ball is snapped or free-kicked for the next play and before the end of the second or fourth period (Rules 5-2-10 and 11-1-1).
 - 3. After a head coach's conference, the full team timeout is granted if charged by the referee.

Injury Timeout

ARTICLE 5.

- a. In the event of an injured player(s):
 - 1. The referee may charge himself a timeout provided the player(s) for whom the timeout is taken is removed from the game for at least one down.
 - 2. The player(s) may remain in the game if his team is charged a time-out in the interval between downs or the period ends.
 - 3. After a team's charged timeouts have been exhausted, the injured player(s) must leave for one down.
 - 4. Whenever a participant suffers a laceration or wound where oozing or bleeding occurs, the player or game official shall go to the team area and be given appropriate medical treatment. He may not return to the game without approval of medical personnel (A.R. 3-3-5-I-VII).

- b. Any official may stop the clock for an injured player(s). When in question, the clock shall be stopped for an injured player.
- c. To curtail a possible time-gaining advantage by feigning injuries, attention is directed to the strongly worded statement (page FR-14) in The Football Code concerning the feigning of any injury.
- d. An injury timeout may follow a charged team timeout.
- e. The referee may charge himself with a timeout for an injured official.

Violation Timeouts

ARTICLE 6. For noncompliance with Rules 1-4-4, 1-4-5 or 9-2-2-d during a down, or noncompliance with Rules 1-4-5-r, 1-4-6-b, 3-3-3-f-4-(g) or 3-3-4-e while the ball is dead, a timeout shall be charged to a team at the succeeding spot (Rule 3-4-2-b).

Length of Timeouts

ARTICLE 7.

- a. A charged team timeout requested by any player or head coach shall not exceed one minute, 30 seconds (*Exception:* Rule 3-3-4-e-3). Any charged team timeout shall be 30 seconds in duration upon a visual signal of the hands touching the shoulders, made by the head coach of the team requesting the timeout. The signal must be made promptly after the timeout is requested. Other timeouts shall be no longer than the referee deems necessary to fulfill the purpose for which they are declared, including a radio or TV timeout, but any timeout may be extended by the referee for the benefit of an injured player (Refer to Appendix A [page FR-140] for the guidelines for game officials to use during a serious on-field player injury).
- b. If the team charged with a one-minute, 30-second team timeout wishes to resume play before the expiration of one minute and its opponent indicates readiness, the referee will declare the ball ready for play.
- c. The length of a referee's timeouts depends on the circumstances of each timeout.
- d. The field captain must exercise his penalty option before he or a teammate consults with his coach on a sideline during a timeout.
- e. The intermission after a safety, try or successful field goal shall be no more than one minute. It may be extended for radio or television.

Referee's Notification

ARTICLE 8. The referee shall notify both teams 30 seconds before a charged team timeout expires and five seconds later shall declare the ball ready for play.

- a. When a third timeout is charged to a team in either half, the referee shall notify the field captain and head coach of that team.
- b. Unless a visual game clock is the official timepiece, the referee also shall inform each field captain and head coach when approximately two minutes of playing time remain in each half. He may order the clock stopped for that purpose.
 1. The 25-second count is not interrupted.
 2. The clock starts on the snap after the two-minute notification.
- c. If a visual game clock is not the official timing device during the last two minutes of each half, the referee or his representative shall notify each captain and head coach of the time remaining each time the clock is stopped by rule. Also, a representative may leave the team area along the limit line to relay timing information under these conditions.

SECTION 4. Delays

Delaying the Start of a Half

ARTICLE 1.

- a. Each team shall have its players on the field for the opening play at the scheduled time for the beginning of each half. When both teams refuse to enter the field first for the start of either half, the home team must be the first to enter.

PENALTY -15 yards from the succeeding spot [S7 and S21].

- b. The home management is responsible for clearing the field of play and end zones at the beginning of each half so the periods may start at the scheduled time. Bands, speeches, presentations, homecoming and similar activities are under the jurisdiction of home management, and a prompt start of each half is mandatory.

PENALTY -10 yards from the succeeding spot [S7 and S21].

Exception: The referee may waive the penalty for circumstances beyond the control of the home management.

Illegal Delay of the Game**ARTICLE 2.**

- a. The ball shall be declared ready for play consistently throughout the game by the referee when the officials are in position. Consuming more than 25 seconds to put the ball in play after it is declared ready for play is an illegal delay.
- b. Illegal delay also includes:
 1. Deliberately advancing the ball after it is dead.
 2. When a team has expended its three timeouts and commits a Rule 1-4-4, 1-4-5, 1-4-6-b, 3-3-3-f-4-(g), 3-3-4-e or 9-2-2-d infraction.
 3. When a team is not ready to play after an intermission between periods (other than the half), after a score, after a radio/television/team timeout or any time the referee orders the ball put in play (A.R. 3-4-2-I).
 4. Defensive verbal tactics that disconcert offensive signals (Rule 7-1-5-a-3).
 5. Defensive actions designed to cause a false start (Rule 7-1-5-a-4).

PENALTY -Five yards from the succeeding spot [S7 and S21].

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 an illegal forward or backward pass that conserves time for Team A (A.R. 3-4-3-I-IV).

SECTION 5. Substitutions**Substitution Procedures**

ARTICLE 1. Any number of legal substitutes for either team may enter the game between periods, after a score or try, or during the interval between downs only for the purpose of replacing a player(s) or filling a player vacancy(ies).

Legal Substitutions

ARTICLE 2. A legal substitute may replace a player or fill a player vacancy provided none of the following restrictions is violated:

- a. No incoming substitute shall enter the field of play or an end zone while the ball is in play (live-ball foul) [S22].
- b. No player, in excess of 11, shall leave the field of play or an end zone while the ball is in play (A.R. 3-5-2-I) (live-ball foul) [S22].
- c. An incoming legal substitute must enter the field of play directly from his team area, and a substitute, player or replaced player leaving must depart at the sideline nearest his team area and proceed to his team area. A player who is replaced must immediately leave the field of play, including the end zones. A departing player who leaves the huddle or his position within three seconds, after a substitute becomes a player, is considered to have left immediately. Team A may not break its huddle with 12 or more players (A.R. 3-5-2-II-VIII, A.R. 9-1-4-VI-VIII and A.R. 9-2-2-IV) (dead-ball foul) [S7 and S22].
- d. Substitutes who become players must remain in the game for one play and replaced players must remain out of the game for one play, except during the interval between periods, after a score, or when a timeout is charged to a team or to the referee with the exception of a live-ball out of bounds or an incomplete forward pass (A.R. 3-5-2-VI) (live-ball foul) [S22].

PENALTY -If the ball is dead: Five yards from the succeeding spot [S7 and S22]; otherwise, five yards from the previous spot [S22].

- e. While in the process of substitution or simulated substitution, Team A is prohibited from rushing quickly to the line of scrimmage with the obvious attempt of creating a defensive disadvantage. If the ball has been declared ready for play, the game officials will not permit the ball to be snapped until Team B has placed substitutes in position and replaced players have left the field of play. Team B must react promptly with its substitutes.

PENALTY -Dead-ball foul. Delay of game on Team B for not completing its substitutions promptly, or delay of game on Team A for causing the 25-second clock to expire. Five yards from the previous spot [S7 and S21]. The referee will then notify the head coach that any further use of this tactic will result in an unsportsmanlike conduct foul.

PENALTY -Dead-ball foul. An official will sound his whistle immediately. 15 yards from the succeeding spot [S7 and S27].

