

RULE 9. Conduct of Players and Others Subject to Rules

SECTION 1. Contact and Interference Fouls

Flagrant Fouls

ARTICLE 1. Before the game, during the game and between periods, all flagrant fouls require disqualification. Team B disqualification personal fouls require first downs if not in conflict with other rules.

Persons Subject to the Rules Restrictions

ARTICLE 2. No person subject to the rules shall commit a personal foul before the game, during the game or between the periods. Any act prohibited hereunder or any other act of unnecessary roughness is a personal foul.

- a. No person subject to the rules shall strike an opponent with the knee; strike an opponent's helmet (including the face mask), neck, face or any other part of the body with an extended forearm, elbow, locked hands, palm, fist, or the heel, back or side of the open hand; or gouge an opponent (A.R. 9-1-2-I and II).
- b. No person subject to the rules shall strike an opponent with his foot or any part of his leg that is below the knee.
- c. There shall be no *tripping* (**Exception:** Against the runner).
- d. There shall be no *clipping* (A.R. 9-1-2-III).

Exceptions:

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 legally may clip in the rectangular area.
 - a) A player on the line of scrimmage within the legal clipping zone may not leave the zone and return and legally clip.
 - b) The legal clipping zone exists until the ball is touched outside the legal clipping zone or the ball is outside the legal clipping zone after a fumble or muff from inside the clipping zone.
2. When a player turns his back to a potential blocker who has committed himself in intent and direction or movement.
3. When a player attempts to reach a runner or legally attempts to recover or catch a fumble, a muff, a backward pass, a kick or a touched forward pass, he may push an opponent below the waist at or to the buttocks (Rule 9-3-3-c Exception 3) (A.R. 6-3-1-III).
4. When an eligible player behind the neutral zone pushes an opponent below the waist at or to the buttocks to get to a forward pass (Rule 9-3-3-c Exception 5).
- e. Blocking below the waist is permitted except as follows (A.R. 9-1-2-IV-XI):
 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).
- f. No player shall tackle or run into a receiver when a forward pass to him obviously is not catchable. This is a personal foul and not pass interference.
- g. There shall be no *piling* on, falling on or throwing the body on an opponent after the ball becomes dead (A.R. 9-1-2-XII).
- 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).
- i. There shall be no *hurdlng* (**Exception:** The runner may hurdle an opponent.)
- j. No player shall run into or *throw himself* against an opponent obviously out of the play either before or after the ball is dead (A.R. 9-1-2-XIX and XX).
- 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).
- l. No player intentionally shall use his helmet (including the face mask) to butt or ram an opponent (A.R. 9-1-2-XVI).
- m. There shall be no *spearing* (A.R. 9-1-2-XVII).
- n. No player intentionally shall strike a runner with the crown or the top of his helmet.
- o. No defensive player shall charge into a passer or throw him to the ground when it is obvious the ball has been thrown. This is roughing the passer, and the penalty is added to the end of the last run when it ends beyond the neutral zone and there is no change of team possession during the down (**Exception:** A defensive player who is blocked by a Team A player[s] with a force so that he has no opportunity to avoid contact with the passer. However, this does not relieve the defensive player of responsibility for personal fouls as described in Rule 9-1-2-a.) (A.R. 2-30-4-I and II; A.R. 9-1-2-XIV, XXVII and XXVIII; and A.R. 10-2-2-XXXIII, XXXV and XXXVI).
- p. There shall be no chop blocking.
- q. No defensive player, in an attempt to gain an advantage, may step, jump or stand on an opponent. No defensive player who runs forward from beyond the neutral zone and leaps in an obvious attempt to block a field goal or try may land on an opponent.
- r. When a team is in scrimmage kick formation, a defensive player may not initiate contact with the snapper until one second has elapsed after the snap (A.R. 9-1-2-XXII-XXIV).

PENALTY -15 yards from the basic spot or succeeding spot for dead-ball fouls and a first down for Team B fouls if the first down is not in conflict with other rules (*Exception:* 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) [S7, S24, S34, S38, S39, S40, S41 or S46]. Flagrant offenders shall be disqualified [S47].

- s. No player shall grasp the face mask or any helmet opening of an opponent. The open hand may be used legally on the mask (A.R. 9-1-2-XV).

PENALTY -Live-ball foul, basic spot. Defensive team: Five yards for incidental grasping (not an automatic first down) [S45]; 15 yards for twisting, turning or pulling; and a first down for Team B fouls if the first down is not in conflict with other rules. Offensive team: 15 yards from the basic spot (*Exception:* Offensive team facemask fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line). All dead-ball fouls: 15 yards from the succeeding spot and a first down for a Team B foul if the first down is not in conflict with other rules [S7, S38 and S45]. Flagrant offenders shall be disqualified [S47]. When in question, it is twisting, turning or pulling.

Roughing or Running Into Kicker or Holder

ARTICLE 3.

- a. When it is obvious that a scrimmage kick will be made, no opponent shall run into or rough the kicker or the holder of a place kick (A.R. 5-2-2-I and A.R. 9-1-3-I, III and VI).
 1. Roughing is a personal foul that endangers the kicker or holder.
 2. Running into the kicker or holder is a foul that occurs when the kicker or holder is displaced from his kicking or holding position but is not roughed (A.R. 9-1-3-II).

3. Incidental contact with a kicker or holder is not a foul.
4. The kicker and holder must be protected from injury, but contact that occurs when or after a scrimmage kick has been touched is not roughing or running into the kicker or holder.
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. 9-1-3-IV).
6. A defensive player legally blocked into the kicker or holder by a member of the kicking team is not exempt from fouls for running into or roughing the kicker or holder. A defensive player illegally blocked into the kicker or holder by a member of the kicking team is exempt from fouls for running into or roughing the kicker or holder.
7. When a player, other than one who blocks a scrimmage kick, runs into or roughs the kicker or holder, it is a foul.
8. When in question whether the foul is "running into" or "roughing," the foul is "roughing."

**PENALTY -Five yards from the previous spot for running into the kicker or holder [S30].
Fifteen yards from the previous spot and a first down for roughing the kicker or holder if the first down is not in conflict with other rules [S38 and S30]. Flagrant offenders shall be disqualified [S47].**

- b. A kicker or holder simulating being roughed or run into by a defensive player commits an unsportsmanlike act (A.R. 9-1-3-V).

PENALTY -15 yards from the previous spot [S27].

- c. The kicker of a free kick may not be blocked until he has advanced five yards beyond his restraining line or the kick has touched a player, an official or the ground.

PENALTY -15 yards from the previous spot [S40].

Illegal Interference

ARTICLE 4.

- a. No substitute, coach, authorized attendant or any person subject to the rules, other than a player or official, may interfere in any way with the ball or a player while the ball is in play.

PENALTY -15 yards from the basic spot. The referee may enforce any penalty he considers equitable, including awarding a score [S27].

- b. Participation by 12 or more players is illegal participation (A.R. 9-1-4-I-VIII).

PENALTY -15 yards from the previous spot [S28].

- c. No person not subject to the rules may interfere in any way with the ball or a player while the ball is in play.
- d. When anything other than persons subject to the rules and those not subject to the rules interferes in any way with a player or the ball in play, it is illegal interference.

PENALTY -The referee may replay the down or take any action he deems equitable, including awarding a score [S27].

Game Administration Interference

ARTICLE 5.

- a. While the ball is in play, coaches, substitutes and authorized attendants in the team area may not be between the sideline and coaching line.
- b. The procedure for enforcement of Rule 9-1-5-a is as follows:
 1. Any game official may stop the clock to give a sideline warning [S15].
 2. The head coach is informed by a game official that he is receiving a first or second warning because the area between the sideline and coaching line has been violated by coaches, players or persons authorized in the team area.
 3. Each official will record the time and period of each warning.
 4. After a second warning, a game official will notify the head coach that he has had two warnings and that the next infraction will result in a five-yard penalty.
 5. After a five-yard penalty, a game official will notify the head coach that he has had two warnings and a five-yard penalty, and will receive a 15-yard penalty for the next infraction.

PENALTY -Penalize as a dead-ball foul. Five yards from the succeeding spot after two official warnings from a game official and 15 yards from the succeeding spot for each additional foul [S7 and S29].

SECTION 2. Noncontact Fouls

Unsportsmanlike Acts

ARTICLE 1. There shall be no unsportsmanlike conduct or any act that interferes with orderly game administration on the part of players, substitutes, coaches, authorized attendants or any other persons subject to the rules, before the game, during the game or between periods.

a. Specifically prohibited acts and conduct include:

1. No player, substitute, coach or other person subject to the rules shall use abusive, threatening or obscene language or gestures, or engage in such acts that provoke ill will or are demeaning to an opponent, to game officials or to the image of the game, including:
 - a) Pointing the finger(s), hand(s), arm(s) or ball at an opponent, or imitating the slashing of the throat.
 - b) Taunting, baiting or ridiculing an opponent verbally.
 - c) Inciting an opponent or spectators in any other way.
 - d) Any delayed, excessive, prolonged or choreographed act by which a player (or players) attempts to focus attention upon himself (or themselves).
 - e) Obviously altering stride as an unopposed runner approaches the opponent's goal line, or diving into the end zone when unopposed.
 - f) Removal of a player's helmet before he is in the team area (*Exceptions*: Team, media or injury timeouts; equipment adjustment; through play; between periods; and during a measurement for a first down).
2. After a score or any other play, the player in possession immediately must return the ball to an official or leave it near the dead-ball spot. This prohibits:
 - a) Kicking, throwing, spinning or carrying (including off of the field) the ball any distance that requires an official to retrieve it.
 - b) Spiking the ball to the ground [*Exception*: A forward pass to conserve time (Rule 7-3-2-d)].
 - c) Throwing the ball high into the air.
 - d) Any other unsportsmanlike act or actions that delay the game.

PENALTY - Dead-ball foul. 15 yards [S7, S27] from the succeeding spot. Flagrant offenders, if players or substitutes, shall be disqualified [S47]. If a player or an identified squad member in uniform commits two unsportsmanlike fouls in the same game, he shall be disqualified.

b. Other prohibited acts include:

1. During the game, coaches, substitutes and authorized attendants in the team area shall not be on the field of play or outside the 25-yard lines without permission from the referee unless legally entering or leaving the field (*Exceptions*: Rules 1-2-4-g and 3-3-8-c).
2. No disqualified person shall enter the field of play or end zones.
3. No person or mascot subject to the rules, except players, officials and eligible substitutes, shall be on the field of play or end zones during any period without permission from the referee. If a player is injured, attendants may come inbounds to attend him, but they must obtain recognition from an official.
4. No substitute(s) may enter the field of play or end zones for purposes other than replacing a player(s) or to fill a player vacancy(ies). This includes demonstrations after any play (A.R. 9-2-1-I).
5. Persons subject to the rules, including bands, shall not create any noise that prohibits a team from hearing its signals (Rule 1-1-6).

PENALTY -Dead-ball foul. 15 yards [S7, S27] from the succeeding spot. Flagrant offenders, if players or substitutes, shall be disqualified [S47].

Unfair Tactics

ARTICLE 2.

- a. No player shall conceal the ball in or beneath his clothing or equipment or substitute any other article for the ball.

- b. No simulated replacements or substitutions may be used to confuse opponents. No tactic associated with substitutes or the substitution process may be used to confuse opponents (Rule 3-5-2-e) (A.R. 9-2-2-I-VII).
- c. No equipment may be used to confuse opponents (Rule 1-4-2-e).

PENALTY -Live-ball foul. 15 yards from the previous spot [S27]. Flagrant offenders shall be disqualified [S47].

- d. No player may play with cleats more than ½-inch in length (Rules 1-4-5-e and f).

PENALTY -Disqualification for the remainder of the game and the team’s next game [S27, S47]. Penalize as a dead-ball foul at the succeeding spot, and Team B fouls do not require a first down. Team timeout. VIOLATION—Rules 3-3-6 and 3-4-2-b [S23, S3 or S21]. If the disqualification occurs during the last game of a season, players with eligibility remaining will serve the next-game disqualification during the first game of the next season for which they are eligible.

- e. The referee will notify (in writing) his assigning agent of all disqualifications for illegal cleats. The assigning agency becomes responsible for implementation of the penalty.

Unfair Acts

ARTICLE 3. The following are unfair acts:

- 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).

PENALTY -The referee may take any action he considers equitable, including assessing a penalty, awarding a score, or suspending or forfeiting the game.

Contacting an Official

ARTICLE 4. Intentionally contacting a game official physically during the game by persons subject to the rules is a foul.

PENALTY -Penalize as a dead-ball foul. Fifteen yards from the succeeding spot and disqualification [S7, S27 and S47].

SECTION 3. Blocking, Use of Hands or Arms

Who May Block

ARTICLE 1. Players of either team may block opponents, provided it is not forward-pass interference, interference with the opportunity to catch a kick or a personal foul (*Exception:* Rule 6-1-2-h).

Interfering for or Helping the Runner or Passer

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 grasping or encircling one another in any manner while contacting an opponent.

PENALTY -Five yards from the basic spot [S44].

Use of Hands or Arms by Offense

ARTICLE 3.

- a. A teammate of a runner or a passer legally may block with his shoulders, his hands, the outer surface of his arms or any other part of his body under the following provisions.
 - 1. The hand(s) shall be:
 - a) In advance of the elbow.
 - b) Inside the frame of the opponent’s body (*Exception:* When the opponent turns his back to the blocker) (A.R. 9-3-3-VI and VII).
 - c) At or below the shoulder(s) of the blocker and the opponent (*Exception:* When the opponent squats, ducks or submarines).

- d) Apart and never in a locked position.
- 2. The hand(s) shall be open with the palm(s) facing the frame of the opponent or closed or cupped with the palms not facing the opponent (A.R. 9-3-3-I-IV and VI-VIII).

PENALTY -10 yards from the basic spot (Exception: 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].

- b. Holding or illegal obstruction by a teammate of the runner or passer applies to Rule 9-3-3-a:
 - 1. The hand(s) and arm(s) shall not be used to grasp, pull or encircle in any way that illegally impedes or illegally obstructs an opponent.
 - 2. The hand(s) or arm(s) shall not be used to hook, clamp or otherwise illegally impede or illegally obstruct an opponent (A.R. 9-3-3-I).

PENALTY -10 yards from the basic spot (Exception: 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].

- 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).

Exceptions:

- 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.
 - a) A player on the line of scrimmage within this blocking zone may not leave the zone and return and legally block in the back.
 - b) The blocking zone exists until the ball is touched outside the zone or the ball is outside the zone after a fumble or muff from inside the zone.
- 2. When a player turns his back to a potential blocker who has committed himself in intent and direction or movement.
- 3. When a player attempts to reach a runner or legally attempts to recover or catch a fumble, a muff, a backward pass, a kick or a touched forward pass, he may push an opponent in the back above the waist (Rule 9-1-2-d Exception 3) (A.R. 6-3-1-III).
- 4. When the opponent turns his back to the blocker under Rule 9-3-3-a-1-(b).
- 5. When an eligible player behind the neutral zone pushes an opponent in the back above the waist to get to a forward pass (Rule 9-1-2-d Exception 4).

PENALTY -10 yards from the basic spot (Exception: 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].

- d. The following acts by a teammate of the runner or passer are illegal:
 - 1. The fist(s) and arm(s) shall not be used to deliver a blow (Rule 9-1-2-a) (A.R. 9-3-3-IV).
 - 2. Continuous contact to an opponent's helmet (including the face mask) with hand(s) or arm(s) (Rule 9-1-2-k).

PENALTY -15 yards from the basic spot (Exception: 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].

- e. A player on the kicking team may:
 - 1. During a scrimmage kick play, use his hand(s) and/or arm(s) to ward off an opponent attempting to block him when he is beyond the neutral zone.
 - 2. During a free kick play, use his hand(s) and/or arm(s) to ward off an opponent who is attempting to block him.
 - 3. During a scrimmage kick play or a free kick play, when he is eligible to touch the ball, legally use his hand(s) and/or arm(s) to push an opponent in an attempt to reach a loose ball.
- f. An eligible player of the passing team legally may use his hand(s) and/or arm(s) to ward off or push an opponent in an attempt to reach a loose ball after a legal forward pass has been touched by any player or official (Rules 7-3-5, 7-3-8, 7-3-9 and 7-3-11).

Use of Hands or Arms by Defense

ARTICLE 4.

- a. Defensive players may use hands and arms to push, pull, ward off or lift offensive players when attempting to reach the runner.
- 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].

- c. Defensive players may use hands and arms to push, pull, ward off or lift offensive players obviously attempting to block them. Defensive players may ward off or legally block an eligible pass receiver until that player occupies the same yard line as the defender or until the opponent could not possibly block him. Continuous contact is illegal (A.R. 9-3-4-I, II and IV).

PENALTY -Five, 10 or 15 yards from the basic spot [S38, S42, S43 or S45].

- d. When no attempt is being made to get at the ball or the runner, defensive players must comply with Rules 9-3-3-a, b, c and d.

PENALTY -Five, 10 or 15 yards from the basic spot [S38, S42, S43 or S45].

- e. When a legal forward pass crosses the neutral zone during a forward-pass play and a contact foul that is not pass interference is committed, the enforcement spot is the previous spot. This includes Rule 9-3-4-c (A.R. 7-3-9-II and A.R. 9-3-4-I and II).

PENALTY -Five, 10 or 15 yards from the basic spot, plus first down if the foul occurred against an eligible receiver prior to the pass being touched [S38, S42, S43 or S45].

- f. A defensive player legally may use his hand or arm to ward off or block an opponent in an attempt to reach a loose ball (Rule 9-1-2-d Exceptions 3 and 4 and Rule 9-3-3-c Exceptions 3 and 5):
 1. During a backward pass, fumble or kick that he is eligible to touch.
 2. During any forward pass that crossed the neutral zone and has been touched by any player or official.
- 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].

Player Restrictions

ARTICLE 5.

- a. No player may position himself with his feet on the back or shoulders of a teammate before the snap.

PENALTY -Dead-ball foul. 15 yards from the succeeding spot [S27].

- b. No defensive player, in an attempt to block, bat or catch a kick, may:
 1. Step, jump or stand on a teammate.
 2. Place a hand(s) on a teammate to get leverage for additional height.
 3. Be picked up by a teammate.

PENALTY -15 yards from the previous spot [S27].

When Ball Is Loose

ARTICLE 6. When the ball is loose, no player shall hold an opponent, illegally block an opponent in the back, grasp an opponent's face mask or any helmet opening, illegally use his hands or commit a personal foul (A.R. 7-3-9-II).

PENALTY -Five, 10 or 15 yards from the basic spot (*Exception:* These offensive team fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) (Rules 10-2-2-c, d, e and f) [S38, S42, S43 or S45].

SECTION 4. Batting and Kicking

Batting a Loose Ball

ARTICLE 1.

- a. While a pass is in flight, any player eligible to touch the ball may bat it in any direction (*Exception:* Rule 9-4-2).

- b. Any player may block a scrimmage kick in the field of play or the end zone.
- c. No player shall bat other loose balls forward in the field of play or in any direction if the ball is in the end zone (*Exception:* Rule 6-3-11) (A.R. 6-3-11-I, A.R. 9-4-1-I-XI and A.R. 10-2-2-IV).

PENALTY -15 yards from the basic spot and 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 (Rules 10-2-2-c, d, e and f)].

Batting a Backward Pass

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].

Batting Ball in Possession

ARTICLE 3. A ball in player possession may not be batted forward by a player of that team.

PENALTY -15 yards from the basic spot (Rule 10-2-2-c) [S31].

Illegally Kicking Ball

ARTICLE 4. A player shall not kick a loose ball, a forward pass or a ball being held for a place kick by an opponent. These illegal acts do not change the status of the loose ball or forward pass; but if the player holding the ball for a place kick loses possession during a scrimmage down, it is a fumble and a loose ball; if during a free kick, the ball remains dead (A.R. 8-7-2-VII).

PENALTY -15 yards from the 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).

SECTION 5. Fighting

ARTICLE 1.

- a. Before the game, squad members in uniform or coaches shall not participate in a fight (Rule 2-32-1). During the first half, players shall not participate in a fight.

PENALTY -15 yards from the basic spot or 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. During the half-time intermission, squad members in uniform or coaches shall not participate in a fight. During the second half, players shall not participate in a fight.

PENALTY -15 yards from the basic spot or 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. During either half, coaches or substitutes shall not leave their team area to participate in a fight, nor shall they participate in a fight in their team area.

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.

ARTICLE 2.

- a. If the squad member, coach or player is disqualified for fighting a second time during that season, he shall be disqualified for that game and suspended for the remainder of the season.
- b. If a second fighting suspension occurs in the final game of a season, he shall be suspended for the first game of the next season for which he is eligible. This suspension is considered to be his first fight of that season.

ARTICLE 3. The referee will notify (in writing) his assigning agency of all disqualifications for fighting. The assigning agency becomes responsible for implementation of the penalty.