

Instant Replay – 10 Second Runoff
(Rule 12-3-6-c)

- **With less than one minute in either half and a replay review results in the on field ruling being reversed – and the correct ruling would not have stopped the game clock – then the Referee will subtract 10 seconds from the game clock and the game clock will start on the Referee’s signal.**
- **Either team may use a timeout to avoid the runoff.**

Instant Replay-Minimum Time for a Play
Withdrawn 4/28 (Rule 12-3-6-d-2)

- If at the end of any quarter the game clock expires and the replay official based on video evidence will restore time -
- In the 2nd and 4th quarters only – the team to which the ball would belong after it became dead would next put the ball in play from scrimmage (not the try) -
- If after the reversal the game clock starts on the Referee's signal, there must be at least 3 seconds restored in order to continue the half.

Instant Replay – Collaborative Replay
(Rule 12-4-3-a)

- **As an ongoing experiment, a collaborative decision-making model during Instant Replay reviews that is in full compliance with Rule 12 is not limited to the press box of the stadium.**
- **This change codifies within Rule 12 the experiment that numerous conferences have undertaken to improve the performance and consistency of Instant Replay.**

Targeting (Rule 9-1-3 & 9-1-4)

- There was considerable discussion regarding possible adjustments to the targeting rule, but the committee decided to leave it unchanged for the 2018 season.
- The committee felt that the change that we have witnessed in player behavior has been significantly positive.
- The adjustment made to allow the replay official to examine all aspects of the targeting rule has been a positive change.

Editorial Change: Forward Pass
(Rule 2-19-2-b)

- When a Team A player is holding the ball to pass it forward toward the neutral zone, any intentional forward movement of his hand ~~or arm~~ with the ball firmly in his control starts the forward pass. If a Team B player contacts the passer or ball after forward movement begins and the ball leaves the passer's hand, a forward pass is ruled regardless of where the ball strikes the ground or a player.

Editorial Change: Unfair Clock Tactics
(Rule 3-4-3)

- If the game clock is stopped **only** to complete a penalty for a foul by the team ahead in the score (or either team if the score is tied) **inside the last two minutes of a half, it will start on the snap, at the option of the offended team.**

Editorial Change: Loose Ball Out of Bounds
(Rule 4-2-3-a)

- A ball not in player ~~possession~~ control, other than a kick that scores a field goal, is out of bounds when it touches the ground, a player, a game official or anything else that is out of bounds, or that is on or outside a boundary line.

Editorial Change: Roughing the Passer (Rule 9-1-9-a)

- **Current** – No defensive player shall charge into a passer or throw him to the ground when it is obvious the ball has been thrown.
- **Proposed** - No defensive player shall unnecessarily rough a passer when it is obvious the ball has been thrown.
- The following actions are illegal but not limited to:
 - 1. Targeting fouls as noted in Rules 9-1-3 and 9-1-4.
 - 2. Forcible contact to the head or neck area that does not meet the requirements of Rule 9-1-4 (Also reference Rule 9-1-2).
 - 3. Forcible contact that is avoidable after it is obvious the ball has left the passer's hand. (*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 elsewhere in this section.*)
 - 4. Forcibly driving the passer to the ground and landing on him with action that punishes the player.
 - 5. Any action that is a Personal Foul as described elsewhere in this Section.



2018 NCAA Football
Major Mechanics
Changes



2018 Major Mechanics Changes

- On regular punts with normal substitution processes (no delay by Team A or last moment switch from scrimmage formation to punt formation), it is acceptable for the Umpire to assume the duties of holding the snap while facing the Referee and once released, can then retreat back to his normal position. If the punt formation is late in forming or Team A originally sets in a normal scrimmage formation, then the CJ will continue his normal duties as primary for spotting the ball and holding the snap at the Referee's instruction.

2018 Major Mechanics Changes

- If both teams leave the team area to engage in something other than a fight, and the crew cannot identify squad members leaving the team area vs. players, substitutes, etc., it is acceptable for the Referee to announce all players of both teams are guilty of an unsportsmanlike conduct foul. This mechanic should only be used in extreme circumstances when both teams' tempers are running extremely high. This is significant because now every player has been charged with an unsportsmanlike conduct foul and any subsequent unsportsmanlike conduct foul will result in that player's disqualification. Fouls for which the penalty includes automatic disqualification will be administered by rule.

2018 Major Mechanics Changes

- Rule 9-2-3 gives our Referee much latitude in handling obviously unfair acts during a game. This would include situations that arise when a team commits a blatant and obvious intentional foul or fouls to gain a clock advantage late in a game. As cited in The Football Code, such actions are in direct conflict with the strong statements under Coaching Ethics.
- As a new interpretation, we should penalize these intentional fouls as Unsportsmanlike Conduct fouls and subsequently reset the game clock in these type situations back to the time at the snap on the play in question. We will also note that each player committing these unsportsmanlike acts will have a counter in terms of UNS. As point of note, this does not apply to intentional fouls committed during the course of the game, as the rules handle these situations quite well.

2018 Major Mechanics Changes

- On all Free Kicks, Referee / Head Line-Judge / Line Judge – be alert for fair catch signals and actions of the players when a signal is given.
- Measurement Mechanic – Referee should always face the press box to rule on the measurement, and to complete any subsequent signal.
- Pending Discussion: Referee Substitution Mechanics.
- Pending Discussion: Head Linesman now designated as the Head Line-Judge.