



2015 NCAA FOOTBALL RULES CHANGES

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CREW OF EIGHT OFFICIALS

Rule 11-2-1

- Rule Allows Five, Six, Seven, Or EIGHT Officials.
- All Ten FBS Conferences Very Likely To Use Eight Officials.

ILLEGAL EQUIPMENT

Rules 1-4-7, 1-4-8

- Non-Standard Overbuilt Facemask Is Illegal.
 - ✓ More Bars—Larger Coverage Area
- Player Wearing Illegal Equipment Must Leave The Game For At Least One Down.
 - ✓ No Timeout Is Charged Unless To Keep Him In The Game.
 - ✓ Equipment Must Be Made Legal.

OVERBUILT FACEMASK



Illegal Equipment

AR 1-4-7-IV

- As Team A is about to break its huddle, the Referee notices that #A35 is wearing an overbuilt facemask.
- **RULING:** #A35 must leave the game for one down to get a legal facemask. Team A may use an available charged timeout in order that A35 not miss a down.

Illegal Equipment

AR 1-4-8-III

- When the ball is dead after scrimmage down, the Umpire notices that linebacker #B55 has an exposed back pad, which became exposed during the previous down.
- **RULING:** #B55 is not required to leave the game because the pad became exposed during play, but he must cover the pad with his jersey before the next down.

PREGAME WARMUPS

Rule 3

- **Regular Season: Teams Must Have Access To The Field Until At Least 22 Minutes Before Kickoff.**
- **GAME MANAGEMENT RESPONSIBILITY**

PLAY CLOCK

Rules 3-2 and 3-3

- If The Ball Is Not Ready To Be Snapped When The 40-Second Clock Reaches 25, Then Invoke The Present Rule (Change From 20).
- Helmet Off Defensive Player: Play Clock Is Always Set To 40 Seconds (Even With 10-Second Runoff).

Play Clock

AR 3-2-4-1

- When the ball is dead after a running play that ends out of bounds, the 40-second play clock is started. The umpire receives the ball, and as he is placing it on the ground, he sees that it is one of Team B's balls. He tosses the ball to the LJ who attempts to get a Team A ball.
- **RULING:** If the play clock reads 25 or less before the correct ball is in from the sideline and ready for play, the Referee declares a timeout and signals to reset the play clock to 25 seconds. When the correct ball is ready for play he signals to start the play clock and the game clock.

Play Clock

AR 3-2-4-II

- When the ball is dead after a running play that ends in the side zone, the officials have difficulty getting the ball in to the hash mark. As the play clock nears 25, the Umpire places the ball on the ground, and by the time the officials are ready, the play clock is somewhat below 25 when the Umpire steps away.
- **RULING:** Without stopping the game clock, the Referee gives the “pump” signal to indicate that the play clock is to be reset to 25. If the play clock is quickly reset to 25, the game clock does not stop. Only if the play clock operator does not quickly respond to the Referee’s “pump” signal will the Referee declare a timeout, signal for the play clock to be set at 25, and then signal to start both the play and game clocks.

UNSPORTSMANLIKE CONDUCT

Rule 9-2-1-b

- **Illegal To Forcibly Push Or Pull An Opponent Off The Pile.**
- **Referees: Be Sure To Announce Whether First Or Second UNS Foul: Automatic DQ On The Second.**

SIDELINE ADMINISTRATION

Rule 9-2-5

- First Infraction: Official Warning
 - ✓ No Flag
 - ✓ Referee Gives SL Warning Signal As He Announces The Warning.
- Second And Third Infractions: 5-Yard Penalty
- Fourth And Subsequent: 15-Yard Penalty

Sideline Administration

AR 9-2-5-1

- On the opening kickoff, #B22 catches the kick at his goal line and returns the ball down the sideline on Team B's side of the field. As he moves down the sideline officiating the play, the SJ either runs into or must run around a Team B coach or squad member in the restricted area ("the white"). #B22 is driven out of bounds at the A-20.
- **RULING:** Either situation is physical interference with an official during the play. No warning. Team B foul for unsportsmanlike conduct administered as a dead-ball foul. After the 15-yard penalty, Team B will have first and 10 at the A-35.

INSTANT REPLAY

Rule 12-3

- Reviewable: Blocking By Kicking Team Before Being Eligible To Touch The Ball—On-Side Kick.
 - ✓ Replay Official May Create This Foul.