

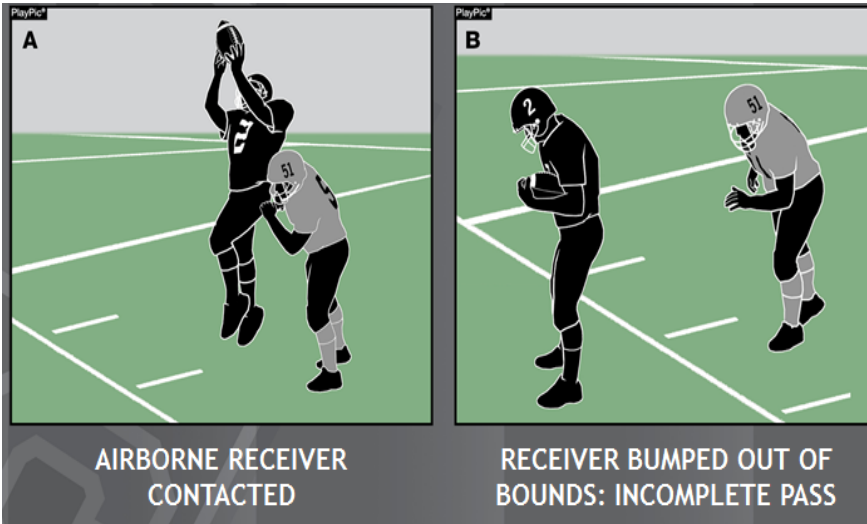
National Federation of State
High School Associations



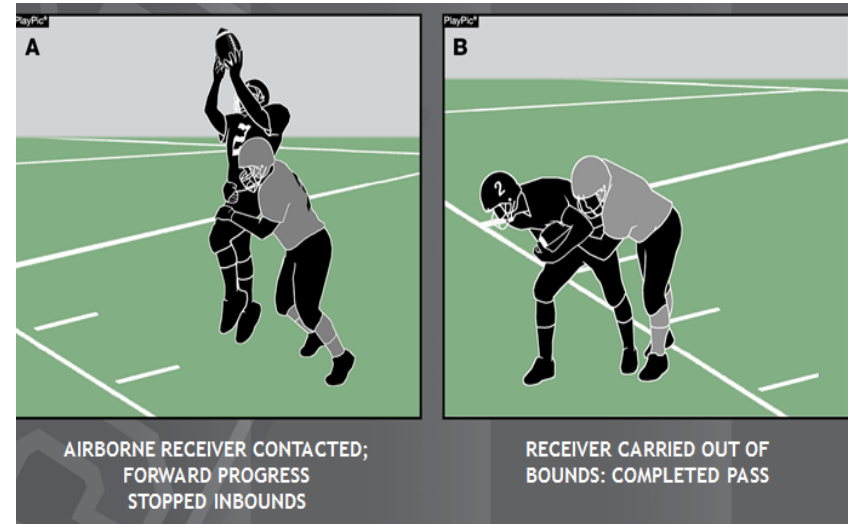
2015 Football Rules Reminders

Catch - New 2013 Rule 2-4-1

A catch is the act of establishing player possession of a live ball which is in flight, and first contacting the ground inbounds while maintaining possession of the ball or having the forward progress of the player in possession stopped while the opponent is carrying the player who is in possession and inbounds.



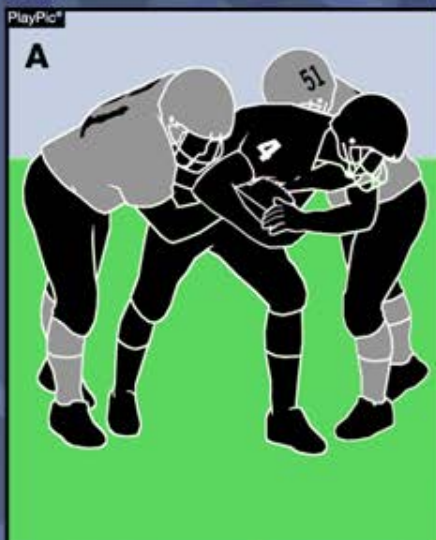
Incomplete Pass



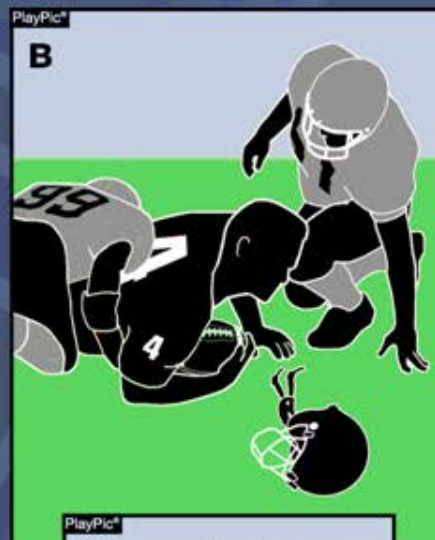
Complete Pass



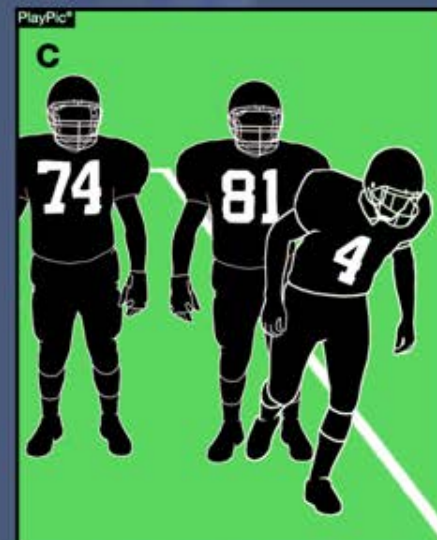
Helmet Comes Off - New 2013 Rule 3-5-10d



Runner's forward progress stopped



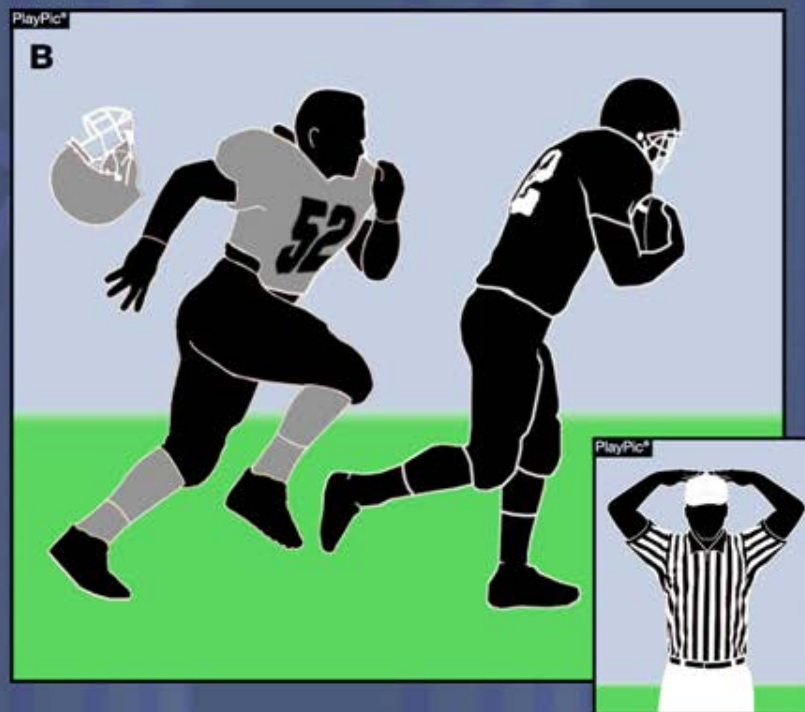
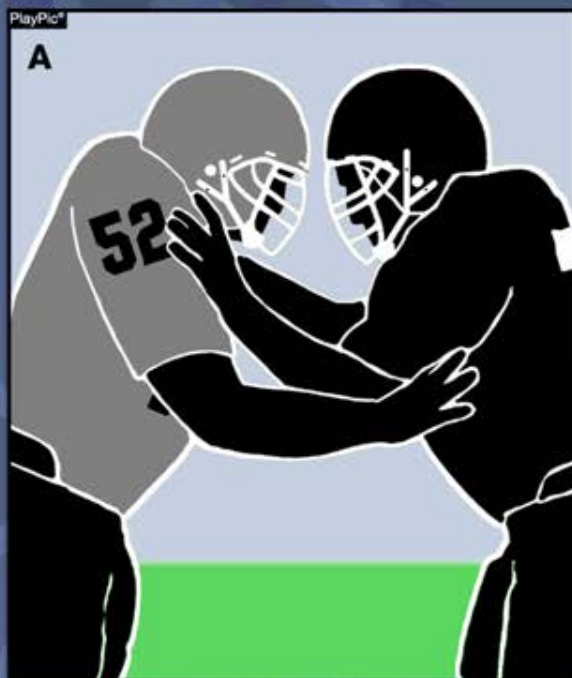
Runner's helmet comes off as part of subsequent dead-ball action; official's time-out



Player must leave for one down if the helmet came completely off without being directly attributable to a foul by the opponent



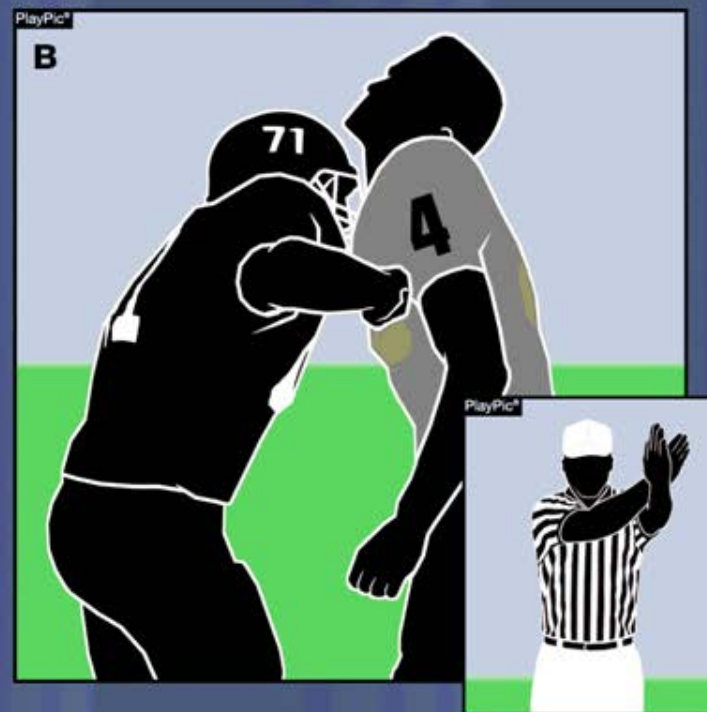
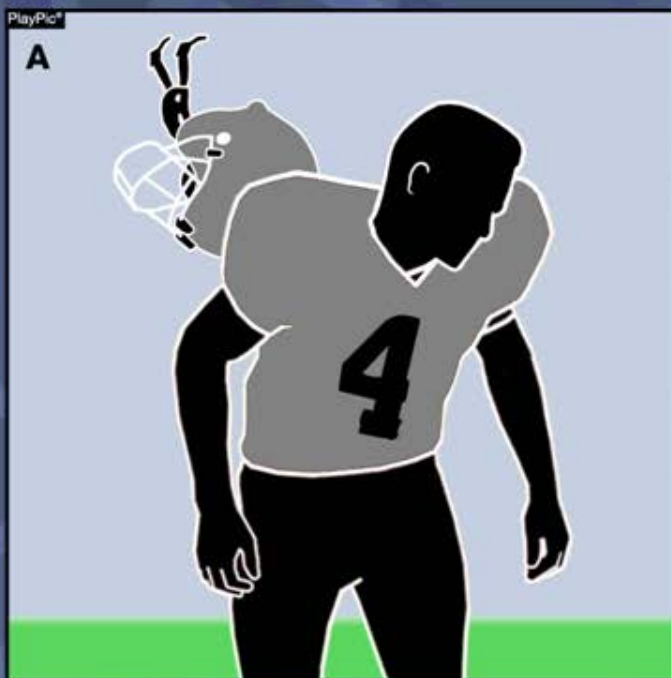
Illegal Participation - New 2013 Rule 9-6-4g (New)



If a player whose helmet comes completely off during a down continues to participate beyond the immediate action in which the player is engaged, it is a foul for illegal participation.



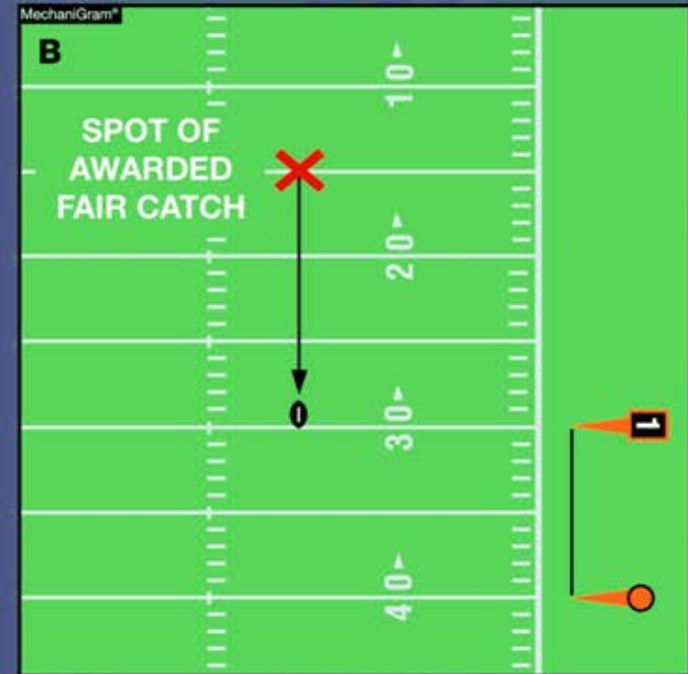
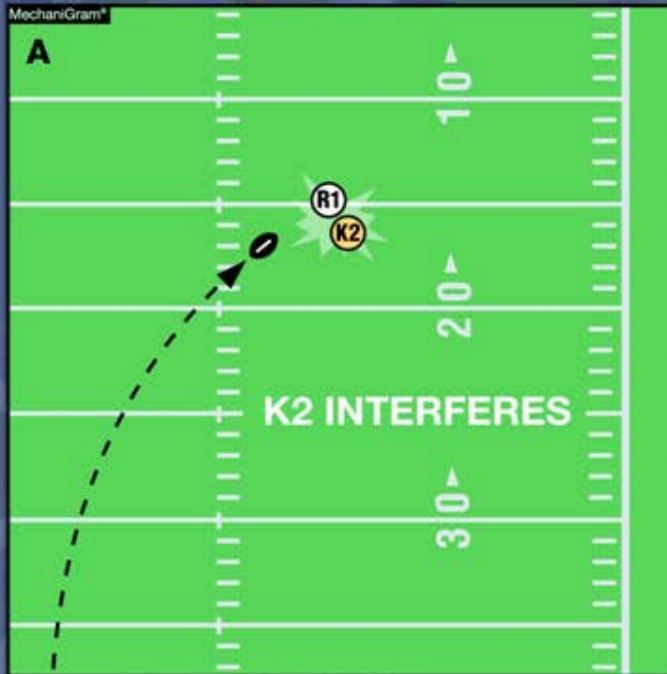
Illegal Personal Contact Rule 9-4-3I (New)



It is a personal foul if a player or non-player initiates contact with an opposing player whose helmet has come completely off.



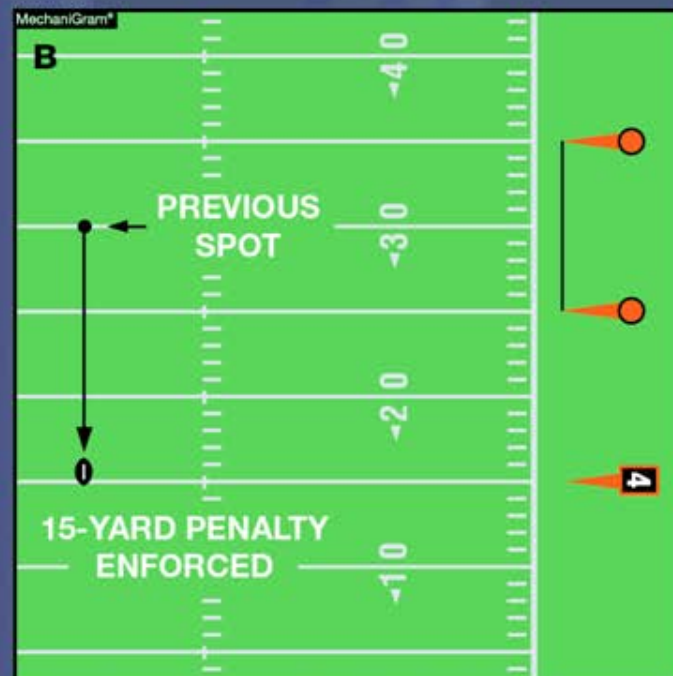
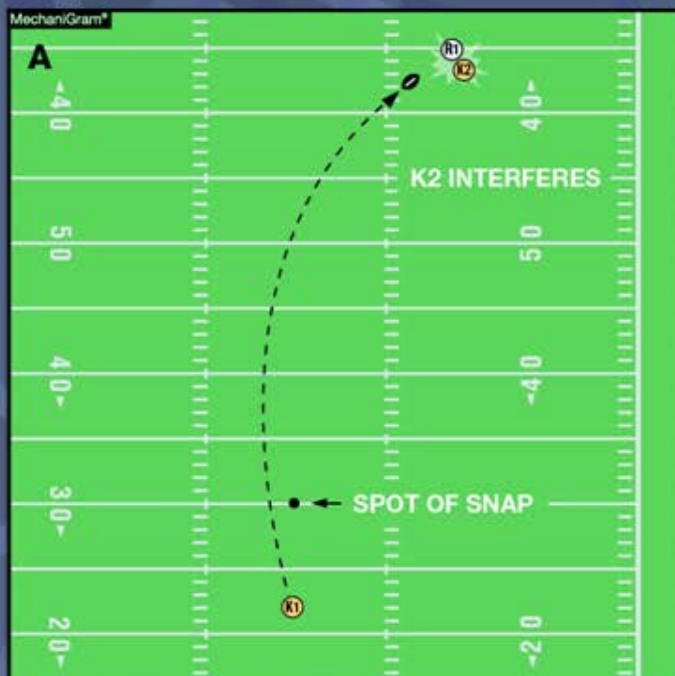
Kick-Catching Interference Rule 6-5-6 Penalty



K commits kick-catching interference (A). If R chooses an awarded fair catch, the 15-yard penalty may be enforced from the spot of the awarded fair catch (B).



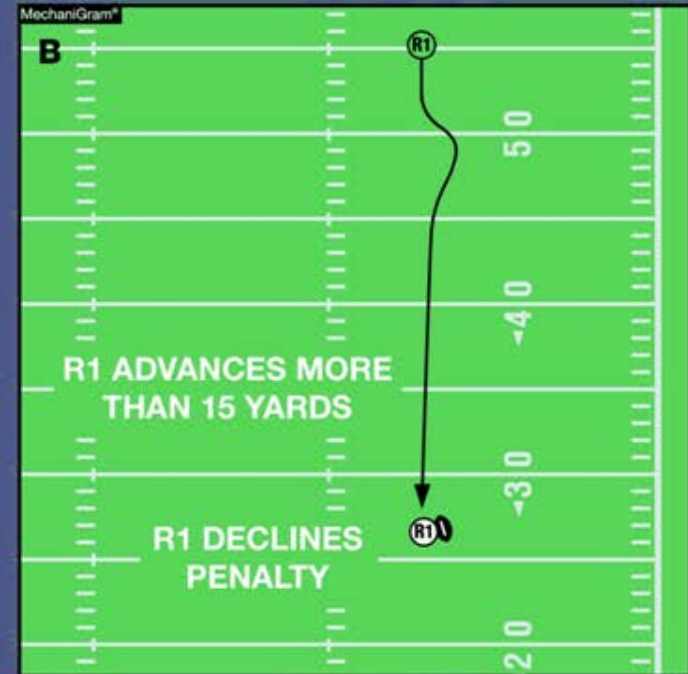
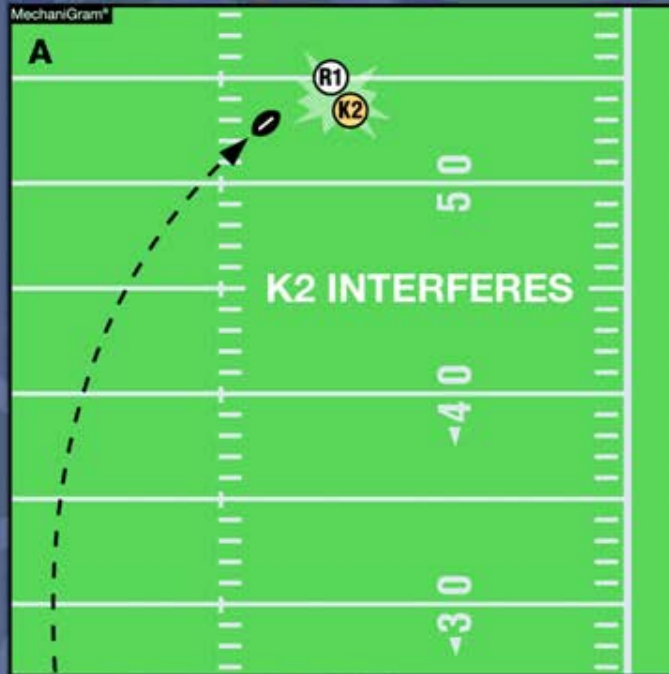
Kick-Catching Interference Rule 6-5-6 Penalty



K commits kick-catching interference (A). R may choose enforcement of the 15-yard penalty from the previous spot and a replay of the down (B).



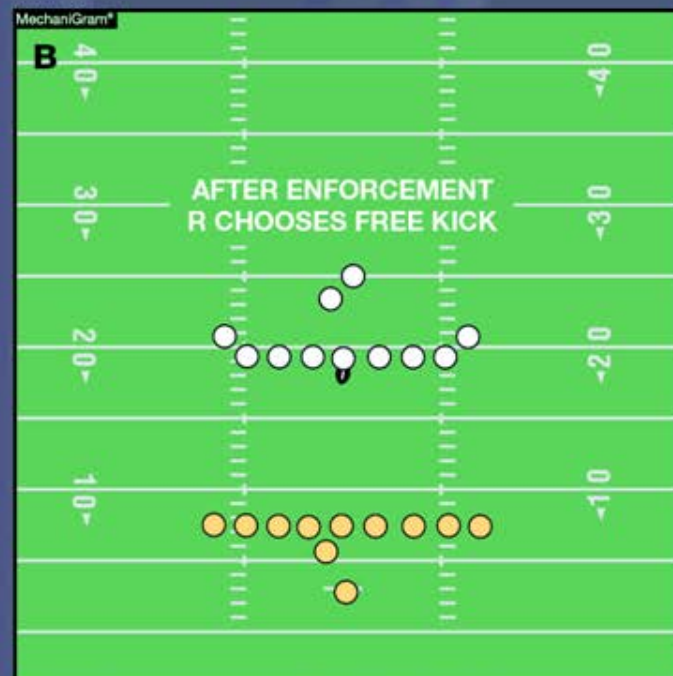
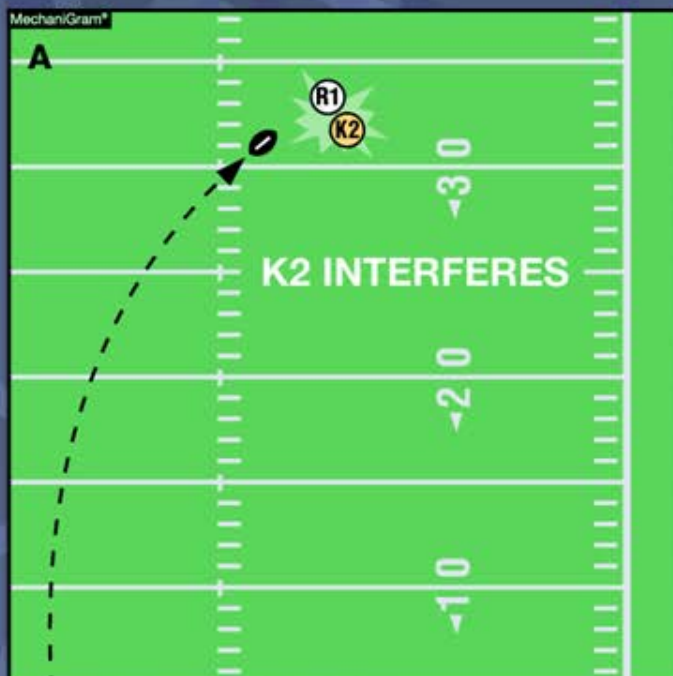
Kick-Catching Interference Rule 6-5-6 Penalty



K commits kick-catching interference (A). R may choose to decline the penalty and take the result of the play (B).



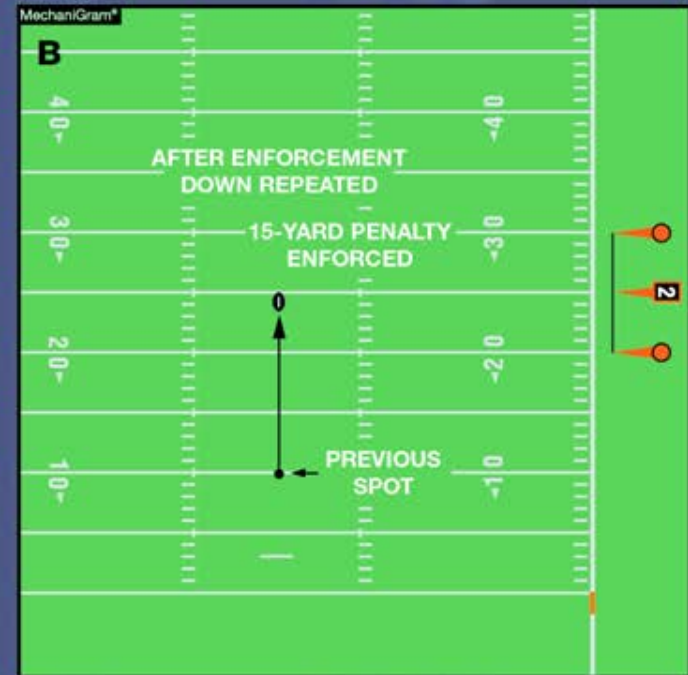
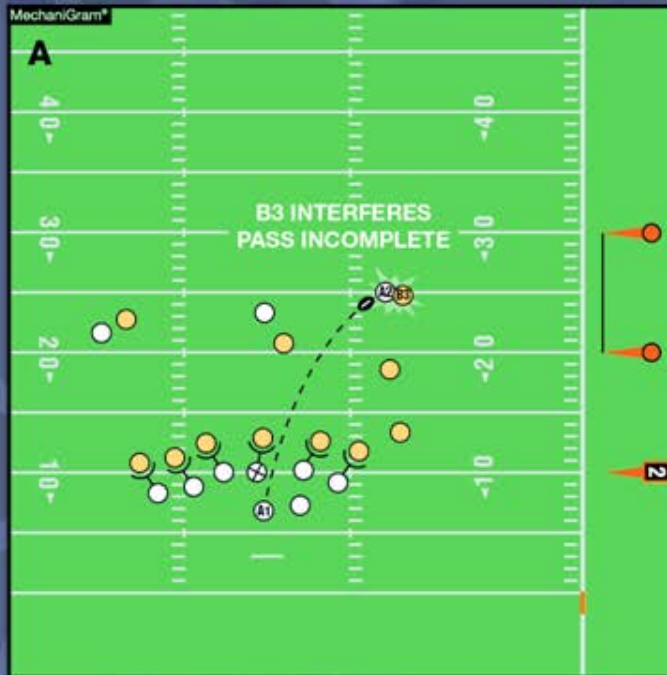
Kick-Catching Interference Rule 6-5-6 Penalty



K commits kick-catching interference (A). If R accepts the foul for kick-catching interference, the 15-yard penalty may be enforced from the spot of the foul. R may then choose a free kick (B).



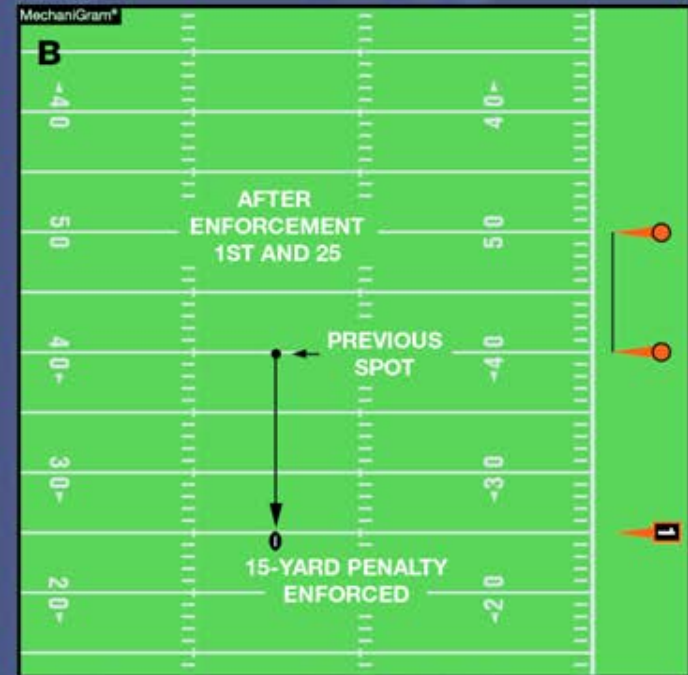
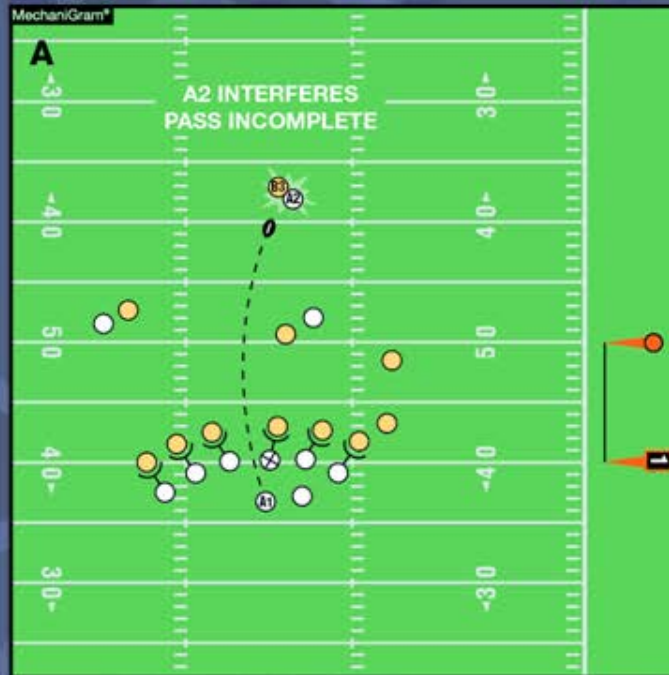
DPI - New 2013 Rule 7-5-10 Penalty



The automatic first down portion of the penalty for defensive pass interference has been REMOVED. When B commits pass interference (A), the down is replayed after enforcement of a 15-yard penalty from the previous spot (B).



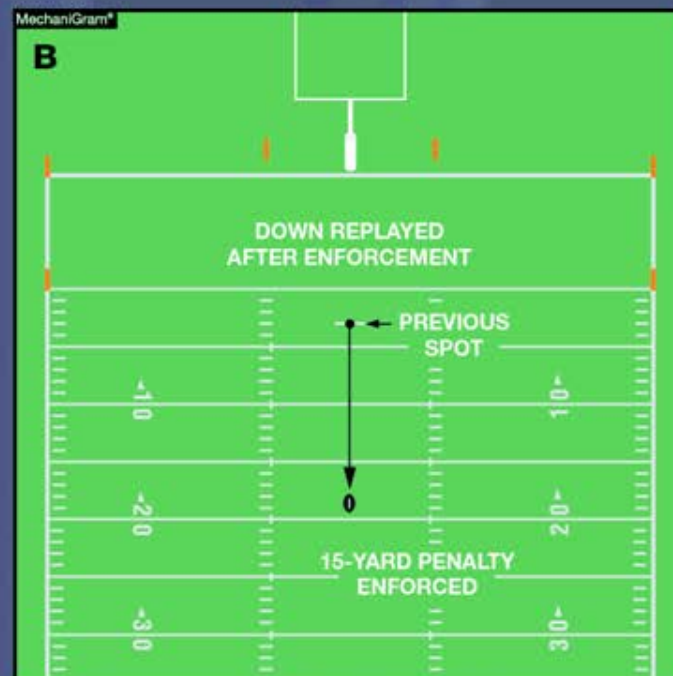
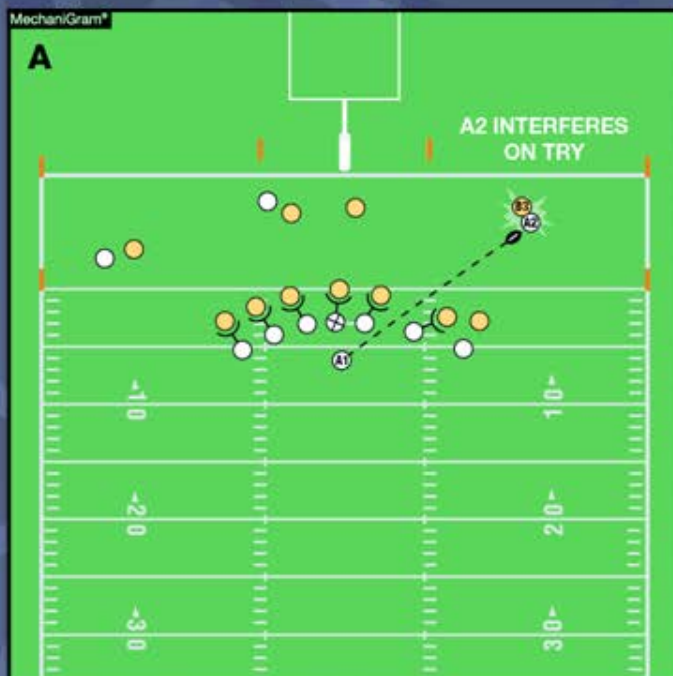
Offensive Pass Interference Rule 7-5-10 Penalty



The loss of down portion of the penalty for offensive pass interference has been removed. When A commits pass interference (A), the down is replayed after enforcement of a 15-yard penalty from the previous spot (B).

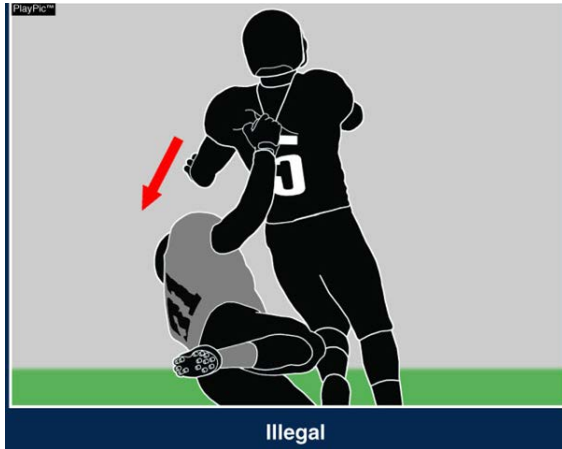


OPI – New 2013 Rule 7-5-10 Penalty



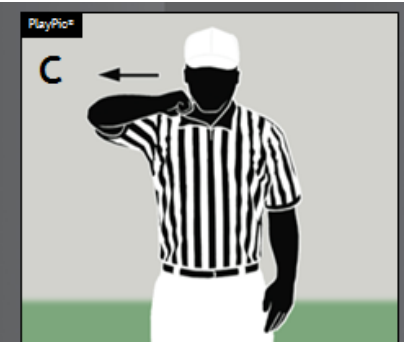
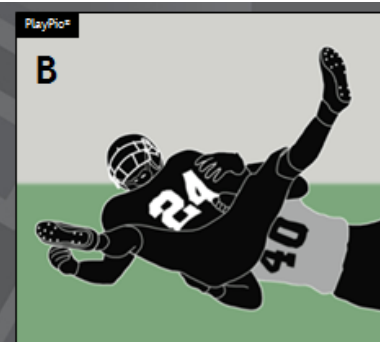
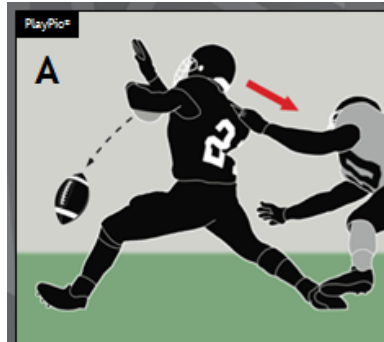
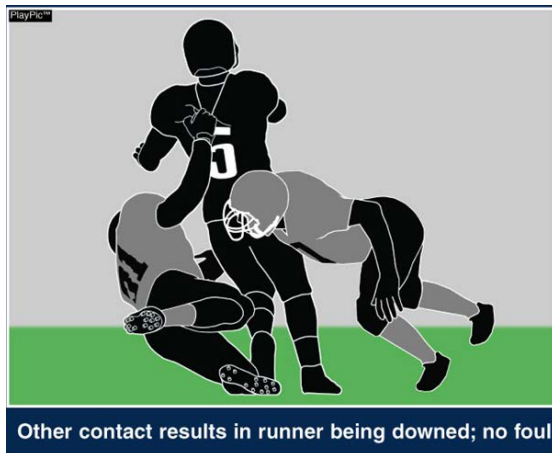
The loss of down portion of the penalty for offensive pass interference has been removed. When A commits pass interference on a successful try (A), the down is replayed after enforcement of a 15-yard penalty from the previous spot (B).

Horse Collar Tackle - New 2009 Rule 9-4-3K



To be considered a Horse Collar Tackle

- Must be a solo tackle
- Hand inside of back or side collar of shoulder pads



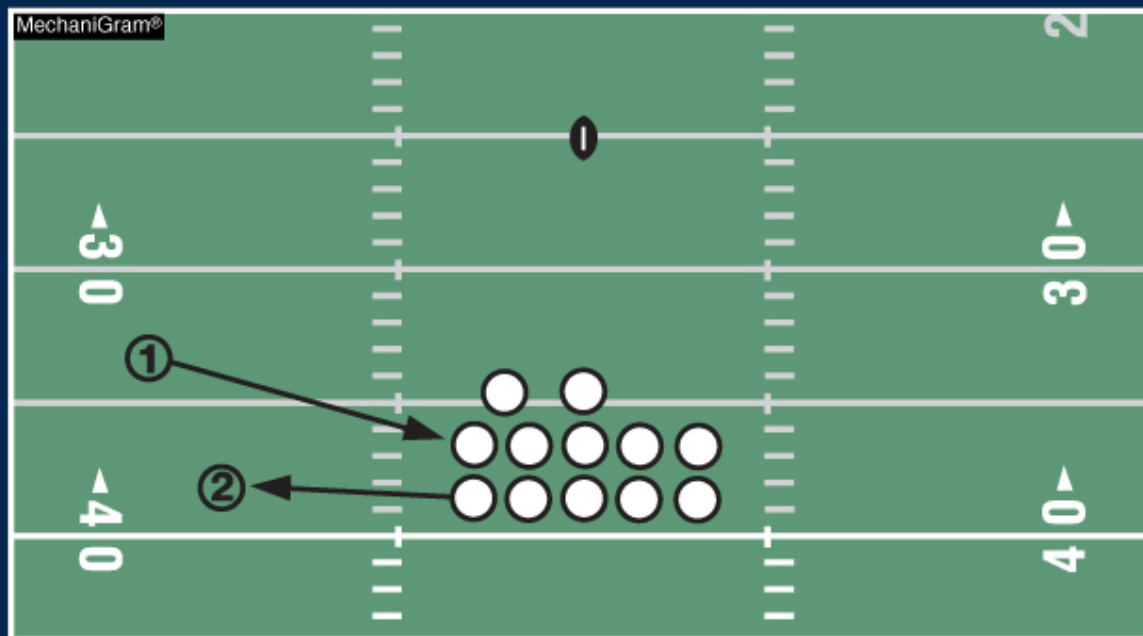
No player or non-player shall grab the inside back or side collar of the shoulder pads or jersey of the runner and subsequently pull (backward or sideward) that opponent to the ground (Horse-collar). The horse collar foul is enforced as a live-ball foul.



Substitutions Rule 3-7-1



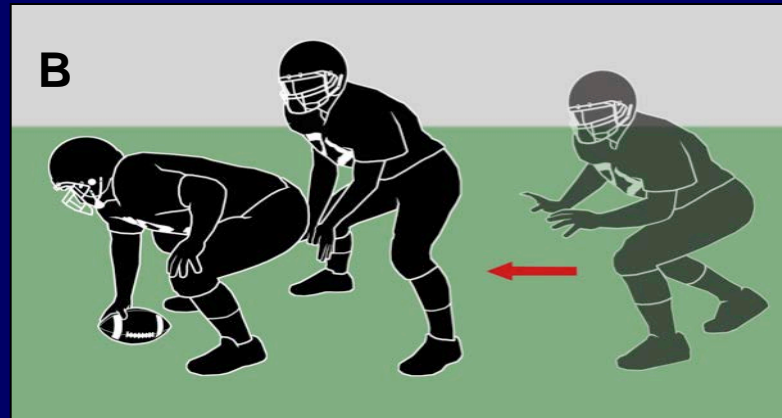
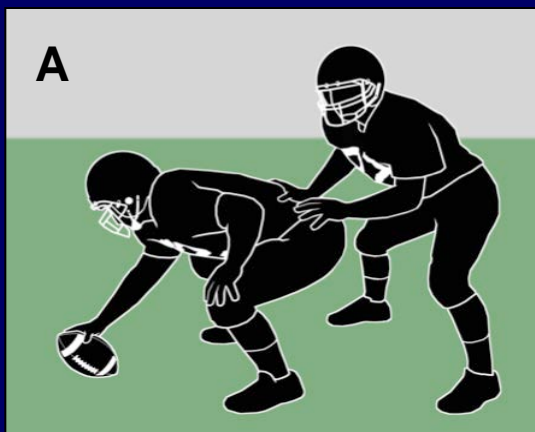
REFEREE



A replaced player must leave the field within three seconds. The three seconds begins when a player becomes a replaced player as defined in 2-32-12 and a substitute becomes a player as defined in 2-32-15. It is not a foul to break a huddle with more than 11 players as long as the replaced player begins to leave the field within three seconds.



Illegal Shifts Involving the Quarterback



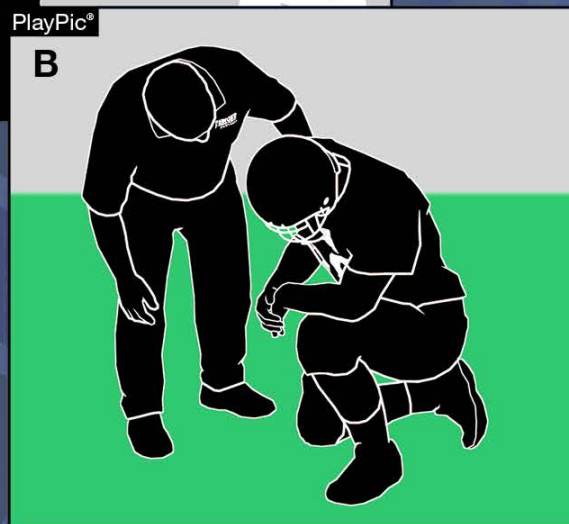
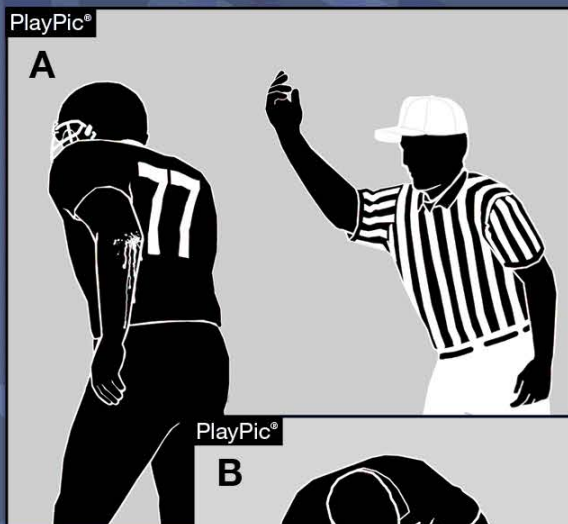
Moving the hands from one position to a position under the center (PlayPic A) is a shift. In all cases, when a shift has occurred (or multiple shifts), all A players must come to an absolute stop for a full second prior to the snap. The quarterback receiving the snap immediately upon placing the hands under center would be a foul as there was not an absolute stop (PlayPic B).



Injured Players



Rule 3-5-10



Players who are bleeding, have open wound or blood on uniform (PlayPic A) or exhibit signs, symptoms or behaviors consistent with a concussion such as loss of consciousness, headache, dizziness, confusion or balance problems (PlayPic B) shall be immediately removed from the game and remain out for at least one down.

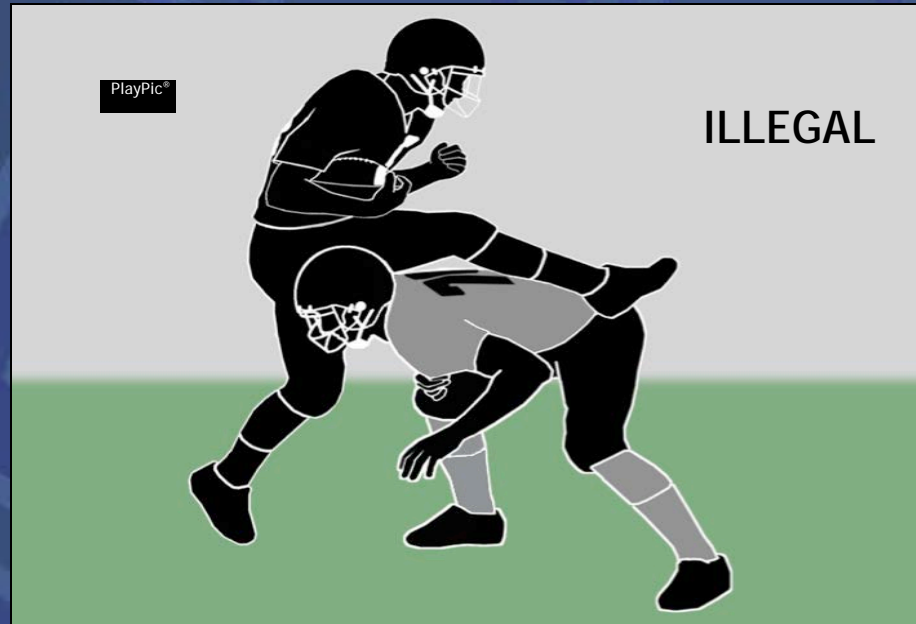
In blood situations, the player may return when the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed.

In concussion situations, the player shall not return to play until cleared by an appropriate health-care professional.



Hurdling

Rule 2-22; 9-4-3d



Hurdling (an attempt by a player to jump (hurdle) with one or both feet or knees foremost over an opponent who is contacting the ground with no part of his body except one or both feet) is illegal. Coaches must teach their players of the inherent dangers associated with this illegal act, and game officials must call it when observed.



Basic Differences - NFHS vs Pros/College

- Pass interference
 - Not a spot foul – 15 yard previous spot foul
 - Is not an automatic first down
 - No un-catchable provision
- No halo rule on punts
- No shaded eye shields
- No cut blocking of pass rushers by backs or outside the free blocking zone
- NFHS - can have formations with covered ends
- Knee, thigh & tail pads are **REQUIRED**
- Intentional Grounding – no outside the pocket provision in NFHS
- No five yard contact buffer on receivers
- NFHS – Everyone can release on snap for punts
- Neutral zone infractions kill the play
- Penalty enforcement is often from the spot of the foul in NFHS



Basic Differences - NFHS vs Pros /College

- Face Mask - Two types of fouls:
 1. "Incidental" is grasping of the face mask, helmet opening or chin strap. (5-Yard Penalty)
 2. "Grasping and twisting, turning or pulling" of the face mask, helmet opening, mouth piece or chin strap. (15-Yard Penalty)
- Fake field goal attempt - holder must rise before pitching
- Missed FG's that go into the end zone come out to the 20 yard line
- Can't run kickoffs out of the end zone
- Personal foul is not an automatic first down
- Don't have to report otherwise ineligible receivers
 - Only players eligible by position and number can catch a pass in NFHS