

# 2015 Rule Changes

## Rule 4 Section 6 Article 3 page 25

### Old Article 3 – Tandem Buck

A player of Team A shall not help the ball carrier by grasping or pushing him or charging into him,  
to assist his forward progress.

Penalty: 1.2D – L5 DR, 3D DG – L5 PBH, 3D DNG – LB PBD.

**Change :** Replace player to allow this to cover a Team B player helping his teammate returning ball

### New Article 3 – Tandem Buck

**A teammate shall not** help the ball carrier by grasping or pushing him or charging into him,  
to assist his forward progress.

Penalty: 1.2D – L5 DR, 3D DG – L5 PBH, 3D DNG – LB PBD.

## Rule 5 Section 2 Article 3 page 28

### Old article 3

c) The ball shall not go out of bounds in the end zone in flight without being touched by a player.  
Penalty: Regulation End Zone – Receiving Team will scrimmage at any point on or  
between the hash marks on its 20 yard (20 metres) line,  
no option

Non-Regulation End Zone – The receiving team will scrimmage at any point on or  
between the hash marks on its 20 yard (20 metres) line,  
no option.

**Change :** to be consistent removed non regulation as same rule apply to all for this situation and  
the penalty and replaced as a ruling

### New Article 3

The ball shall not go out of bounds in the end zone in flight without being touched by a player.  
The ball is immediately dead and Team B shall scrimmage at any point **on or between the hash  
marks on its 20 yard (20 metres) line,** no option

## Rule 5 Section 4 Article 2 g page 32

### Old Rule 5 Section 4 Article 2 g

On any kick from scrimmage (which excludes kickoffs) where the ball enters the end zone, the receiving team being able to successfully advance the ball legally out of the end zone and retain possession, may choose to scrimmage at their own 20 yard (20 metre) line or where the ball becomes dead.

Change : to be consistent added between the hash marks

### New Rule 5 Section 4 Article 2 g

On any kick from scrimmage (which excludes kickoffs) where the ball enters the end zone, the receiving team being able to successfully advance the ball legally out of the end zone and retain possession, may choose to scrimmage at their own 20 yard (20 metre) line point or between the hash marks on its 20 yard (20 metres) line, no option or where the ball becomes dead.

Rule 6 Section 4 Article 7 page 38

### Old Article 7 – Incomplete Pass

A forward pass is incomplete as follows:

- a) When the ball touches the ground, goal post assembly, an official, Downsbox marker or yardstick assembly or goes out of bounds, even if previously touched by a player.
- b) When an eligible receiver catches a pass while off the ground, inbounds, and lands on or outside a boundary line, without being contacted by an opponent.

Change considered corner markers an extension of the ground in this situation

### New Article 7

- a) When the ball touches the ground, goal post assembly, an official, a corner marker, Downsbox marker or yardstick assembly or goes out of bounds, even if previously touched by a player.

## Rule 7 Section 3 Article 13 – Horse Collar Tackle page 44

### Old Rule 7 Section 3 Article 13

Grasping an opponent by the inside of the shoulder pads, by the inside collar of the jersey and using this as the primary means of causing a sudden change in the ball carrier's direction shall be ruled as Unnecessary Roughness.

Change : Increase safety with addition of grabbing sweater as described

### New Article 13

Grasping an opponent by the inside of the shoulder pads, by the inside collar of the jersey or the outside of the jersey above the numbers and using this as the primary means of causing a sudden change in the ball carrier's direction shall be ruled as Unnecessary Roughness.

## Rule 7 Section 3 Article 16 note change power point has wrong rule 6section 4 article 6

### Old rule Article 16 – Player in defenseless posture

It is a foul if a player initiates unnecessary contact against a player who is in a defenseless posture.

a) Players in a defenseless posture are:

- 1) A player in the act of or just after throwing a pass;
- 2) A receiver attempting to catch a pass; or who has completed a catch and has not had time to protect himself or has not clearly become a runner. If the receiver/runner is capable of avoiding or warding off the impending contact of an opponent, he is no longer a defenseless player;
- 3) A runner already in the grasp of a tackler and whose forward progress has been stopped;
- 4) A runner or punt returner attempting to field a kick in the air;
- 5) A player on the ground;
- 6) A kicker/punter during the kick or during the return
- 7) A quarterback at any time after a change of possession
- 8) A player who receives a “blindside” block when the blocker is moving toward or parallel to his own end line and approaches the opponent from behind or from the side, and
- 9) A player who is protected from an illegal crack block

Change : editorial update to reflect how the rule is to be applied. This will cover all kick plays presently the rule only states punt returner

### New Article 16 – Player in defenseless posture

It is a foul if a player initiates unnecessary contact against a player who is in a defenseless posture.

a) Players in a defenseless posture are:

- 1) A player in the act of or just after throwing a pass;
- 2) A receiver attempting to catch a pass; or who has completed a catch and has not had time to protect himself or has not clearly become a runner. If the receiver/runner is capable of avoiding or warding off the impending contact of an opponent, he is no longer a defenseless player;
- 3) A runner already in the grasp of a tackler and whose forward progress has been stopped;
- 4) A player attempting to field a kick in the air;
- 5) A player on the ground;
- 6) A kicker/punter during the kick or during the return
- 7) A quarterback at any time after a change of possession
- 8) A player who receives a “blindside” block when the blocker is moving toward or parallel to his own end line and approaches the opponent from behind or from the side, and
- 9) A player who is protected from an illegal crack block

## In effect this year after a year to prepare for change

### Rule 4 Section 3 Article 1 : Requirements for Legal Scrimmage (CB16) already in rule book

#### Article 1 – Legal Numbering

Legal numbers are from 1 to 99 inclusive. All Team A players shall be identified by the following approved numbering system:

Eligible Pass Receivers – 1 to 49, 80 to 99

Ineligible Pass Receivers – 50 to 79

On any given play from scrimmage, any number of positions may be occupied by inappropriately numbered players who have reported to the Referee as eligible or ineligible receivers

**Rule 4 Section 3 Article 1 Article 4 – Eligible Receivers changes in rule book already**

**Article 4 – Eligible Receivers**

The following players are eligible receivers:

- a) The player at each end of the scrimmage line at the snap, wearing numbers 1-49 or 80-99
- b) Players clearly back of the scrimmage line at the snap, wearing numbers 1-49 or 80-99
- c) A Team A player wearing numbers 1-49 or 80-99 who is in forward motion from a backfield position and within one yard of the line of scrimmage when the ball is snapped.
- d) All players of Team B, whether or not the pass is legally thrown.
- e) All players of Team A, if the ball is touched by a B player AFTER the forward pass has crossed the line of scrimmage or is touched by a Team A eligible receiver ( may be subject to an offside pass). The touching of the forward pass by a B player BEFORE it crosses the line of scrimmage does not change the eligibility of Team A players to legally complete the pass.

**Article 5 – Ineligible Receivers changes in rule book already**

Players of Team A wearing numbers 50-79 are ineligible receivers, regardless of what position they take in the line or behind the line