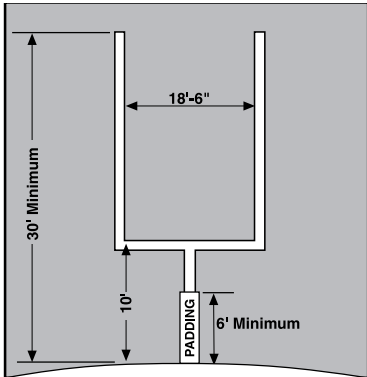
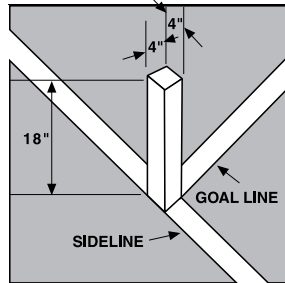


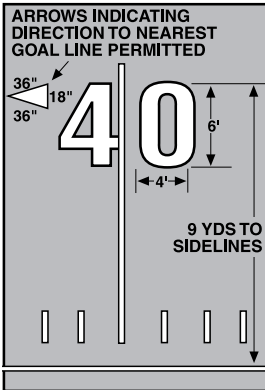
## FIELD DIAGRAM DETAILS



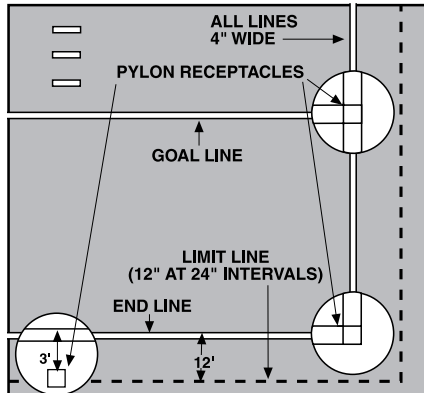
**GOAL POST DETAIL**



**PYLON DETAIL**

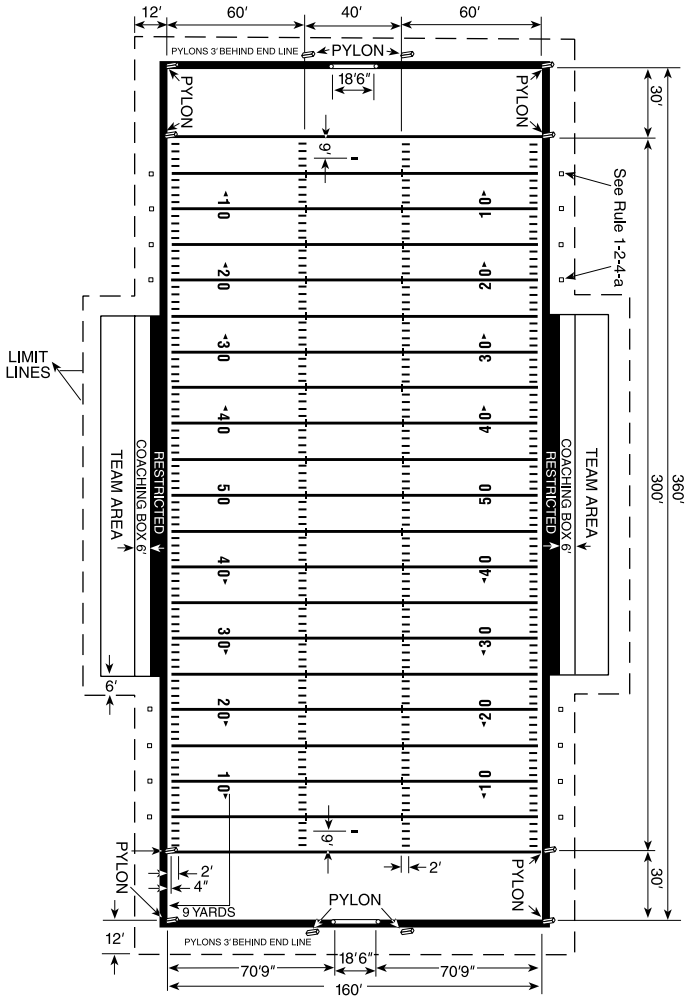


**RECOMMENDED YARD-LINE  
NUMBERING**

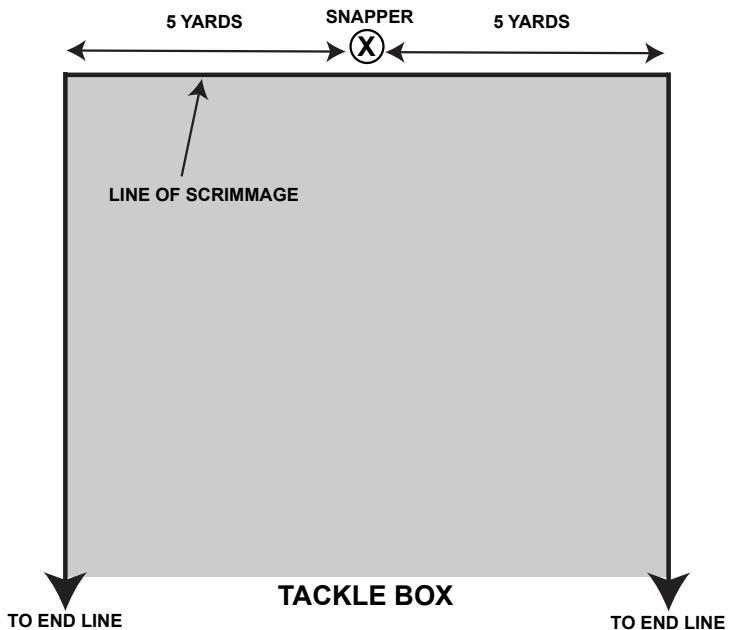
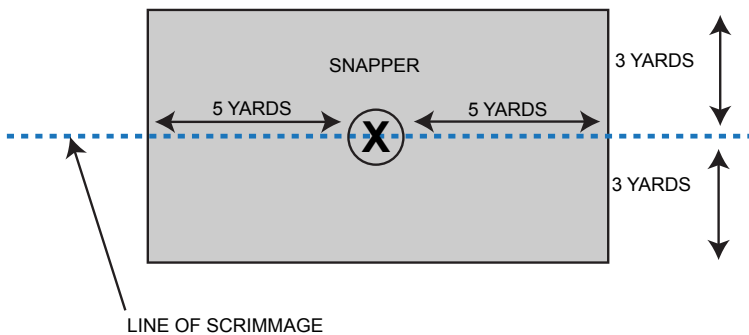


**END ZONE DETAIL**

# DIAGRAM OF FIELD



# BLOCKING ZONE



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# RULE 1

## The Game, Field, Players and Equipment

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### SECTION 1. General Provisions

#### The Game

ARTICLE 1. a. The game shall be played between two teams of not more than 11 players each, on a rectangular field and with an inflated ball having the shape of a prolate spheroid.

- b. A team legally may play with fewer than 11 players, but a foul for an illegal formation occurs if the following requirements are not met:
1. When the ball is free-kicked, at least four Team A players are on each side of the kicker (Rule 6-1-2-c).
  2. At the snap, at least five players wearing jerseys numbered 50 through 79 are on the offensive scrimmage line and no more than four players are in the backfield (Rules 2-21-2, 2-27-4 and 7-1-3-b-1) (Exception: Rule 1-4-2-b) (A.R. 1-4-2-I-V).

#### Goal Lines

ARTICLE 2. Goal lines, one for each team, shall be established at opposite ends of the field of play, and each team shall be allowed opportunities to advance the ball across the other team's goal line by running, passing or kicking it.

#### Winning Team and Final Score

ARTICLE 3. a. The teams shall be awarded points for scoring according to rule and, unless the game is forfeited, the team having the larger score at the end of the game, including extra periods, shall be the winning team.

- b. The game is ended and the score is final when the referee so declares.

**Supervision**

ARTICLE 4. a. The game shall be played under the supervision of either four, five, six or seven officials: a referee, an umpire, a linesman, a line judge, a back judge, a field judge and a side judge. The use of a back judge, field judge and side judge is optional.

b. Officiating crews will be assigned from the same officiating organization.

**Team Captains**

ARTICLE 5. a. Each team shall designate to the referee not more than four players as its field captain(s), and one player at a time shall speak for his team in all dealings with the officials. There shall be not more than four captains from each team at the coin toss.

b. A field captain's first announced choice of any options offered his team shall be irrevocable.

c. Any player may request a team charged timeout.

**Persons Subject to the Rules**

ARTICLE 6. a. All persons in the team area are subject to the rules and are governed by the decisions of the officials.

b. All players, substitutes, replaced players, coaches, trainers, cheerleaders in uniform, band members in uniform, mascots in uniform, commercial mascots, public-address announcers, audio and video system operators, and other persons affiliated with the teams or institutions are subject to the rules and are governed by the decisions of the officials.

**Member Institutions Subject to the Rules**

ARTICLE 7. a. NCAA member institutions and affiliated officiating organizations shall conduct all contests under the official football-playing rules of the Association.

b. NCAA-affiliated officiating organizations shall use the current Football Officials Manual published under the jurisdiction of the Collegiate Commissioners Association.

c. NCAA member institutions and affiliated officiating organizations not complying with NCAA football-playing rules that do not have a designated penalty are subject to NCAA sanctions.

## SECTION 2. The Field

### Dimensions

ARTICLE 1. The field shall be a rectangular area with dimensions, lines, zones, goals and pylons as indicated and titled in the diagrams on pages FR-18-19.

- a. All field-dimension lines shown must be marked 4 inches in width with a white, nontoxic material that is not injurious to the eyes or skin (Exceptions: Sidelines and end lines may exceed 4 inches in width, goal lines may be 4 or 8 inches in width, and Rule 1-2-1-g).
- b. Twenty-four-inch short yard-line extensions, four inches inside the sidelines and at the inbounds lines, are mandatory; and all yard lines shall be four inches from the sidelines (Rule 2-11-7).
- c. A solid white area between the sideline and the coaching line is mandatory.
- d. White field markings or contrasting decorative markings (e.g., logos, team names, emblems, event, etc.) are permissible in the end zones but shall not be closer than four feet to any line.
- e. Contrasting coloring in the end zones may abut any line.
- f. Contrasting decorative markings are permissible within the sidelines and between the goal lines but shall not obliterate yard lines, goal lines or sidelines.
- g. Goal lines may be of one contrasting color from the white lines.
- h. Advertising is prohibited on the field [Exceptions: (1) Permitted for any game not played in-season when the sponsor is associated with the name of that game, (2) NCAA Football logo, and (3) If a commercial entity has purchased naming rights to the facility, that name is allowed to be painted on the field; however, the commercial logo is not allowed to be in the field of play].
- i. White field yard-line numbers not larger than 6 feet in height and 4 feet in width, with the tops of the numbers nine yards from the sidelines, are recommended.
- j. White directional arrows next to the field numbers (except the 50) indicating the direction toward the nearest goal line are recommended.

The arrow is a triangle with an 18-inch base and two sides that are 36 inches each.

- k. The two inbounds lines (hash marks) are 60 feet from the sidelines. Inbounds lines and short yard-line extensions shall measure 24 inches in length.
- l. Nine-yard marks 12 inches in length, every 10 yards, shall be located nine yards from the sidelines. They are not required if the field is numbered according to Rule 1-2-1-i.

### **Marking Boundary Areas**

ARTICLE 2. Measurements shall be from the inside edges of the boundary markings. The entire width of each goal line shall be in the end zone.

### **Limit Lines**

ARTICLE 3. a. Limit lines shall be marked with 12-inch lines and at 24-inch intervals 12 feet outside the sidelines and the end lines, except in stadiums where total field surface does not permit. In these stadiums, the limit lines shall not be less than six feet from the sidelines and end lines. Limit lines shall be 4 inches in width and may be yellow. Limit lines designating team areas shall be solid lines. No person outside the team area shall be within the limit lines.

- b. Limit lines shall also be marked six feet from the team area around the side and back of the team area, if the stadium permits.

### **Team Area and Coaching Box**

ARTICLE 4. a. On each side of the field, a team area in back of the limit line and between the 25-yard lines shall be marked for the exclusive use of substitutes, trainers and other persons affiliated with the team. The front of the coaching box shall be marked with a solid line six feet outside the sideline between the 25-yard lines. The area between the coaching line and the limit line between the 25-yard lines shall contain white diagonal lines or be marked distinctly for use of coaches (Rule 9-1-6-a). A 4-inch-by-4-inch mark is mandatory at each five-yard line extended between the goal lines as an extension of the coaching line for line-to-gain and down indicator six-foot reference points.

- b. The team area shall be limited to squad members in full uniform and a maximum of 60 other individuals directly involved in the game. All

persons in the team area are subject to the rules and are governed by decisions of the officials (Rule 1-1-6). “Full uniform” is defined as being equipped in accord with NCAA Football Rules and Interpretations, and ready to play. The 60 individuals not in full uniform shall wear special team area credentials numbered 1 through 60. No other credential is valid for the team area.

- c. Coaches are permitted in the area between the limit line and coaching line between the 25-yard lines. This area is the coaching box.
- d. Marking the team areas from the 25-yard lines is a game management requirement.
- e. No media personnel, including journalists, radio and television personnel, or their equipment, shall be in the team area or coaching box, and no media personnel shall communicate in any way with persons in the team area or coaching box. In stadiums where the team area extends to the spectator seating area, a pass-through area should be made available for media to move from one end of the field to the other on both sides of the field.
- f. Game management shall remove all persons not authorized by rule.
- g. Practice kicking nets are not permitted outside the team area (Exception: In stadiums where playing enclosures are limited in size, nets, holders and kickers are permitted outside the team area and outside the limit line) (Rule 9-2-1-b-1).

## **Goals**

ARTICLE 5. a. Each goal shall consist of two white or yellow uprights extending at least 30 feet above the ground with a connecting white or yellow horizontal crossbar, the top of which is 10 feet above the ground. The inside of the uprights and crossbar shall be in the same vertical plane as the inside edge of the end line.

- b. Above the crossbar, the uprights shall be white or yellow and 18 feet, six inches apart inside to inside.
- c. The designated uprights and crossbar shall be free of decorative material (Exception: 4-inch-by-42-inch orange or red wind directional streamers at the top of the uprights are permitted).

- d. The height of the crossbar shall be measured from the top of each end of the crossbar to the ground directly below.
- e. Goal posts shall be padded with resilient material from the ground to a height of at least six feet. "Offset uprights" may be used.

Advertising is prohibited on the goals. One manufacturer's logo or trademark is permitted on each goal post pad.

- f. The following procedure is recommended when one or both goals have been taken down and the original goals are not available for a try or field goal attempt:

A team is entitled to a kicking try and is not required to attempt a two-point play if the goals are not in position or complying with the dimensions required by Rule 1-2-5. A team also is entitled to a field goal attempt under the same conditions.

Kicking tries and field goal attempts must be made in the direction of the goal the team was attacking when it elected to make the kick.

The home team is responsible for the availability of a portable goal if original goals are removed during the game for any reason. The portable goal shall be erected or held in place for the kicks.

## **Pylons**

ARTICLE 6. Soft, flexible four-sided pylons 4 inches by 4 inches with an overall height of 18 inches, which may include a 2-inch space between the bottom of the pylon and the ground, are required. They shall be red or orange in color and placed at the inside corners of the eight intersections of the sidelines with the goal lines and end lines. The pylons marking the intersections of the end lines and inbounds lines extended shall be placed three feet off the end lines.

## **Line-to-Gain and Down Indicators**

ARTICLE 7. The official line-to-gain and down indicators shall be operated approximately six feet outside the sideline opposite the press box, except in stadiums where the total playing enclosure does not permit.

- a. If a yardage chain is used, it shall join two rods not less than 5 feet high, the rods' inside edges being exactly 10 yards apart when the chain is fully extended.

Any other line-to-gain indicator that accurately measures the line to gain is permitted outside the sideline opposite the press box when teams mutually agree. Before the game, the linesman shall test and approve all line-to-gain indicators for accuracy and security.

- b. The down indicator shall be mounted on a rod not less than 5 feet high operating approximately six feet outside the sideline opposite the press box.
- c. An unofficial auxiliary line-to-gain indicator and an unofficial down indicator six feet outside the other sideline are recommended.
- d. Unofficial red or orange nonslip line-to-gain ground markers positioned off the sidelines on both sides of the field are recommended. Markers are rectangular, weighted material 10 inches by 32 inches. A triangle with an altitude of 5 inches is attached to the rectangle at the end toward the sideline.
- e. All line-to-gain and down-indicator rods shall have flat ends.
- f. Advertising is prohibited on the down and line-to-gain indicators. One manufacturer's logo or trademark is permitted on each indicator.

### **Markers or Obstructions**

ARTICLE 8. a. All markers and obstructions within the playing enclosure shall be placed or constructed in such a manner as to avoid any possible hazard to players. This includes anything dangerous to anyone at the limit lines. The referee shall order removed any hazardous obstructions or markers located inside the limit lines.

- b. Any markers or obstructions within the playing enclosure but outside the limit lines constituting a hazard shall be reported to game management by the referee. Final determination of corrective action shall be the responsibility of game management.

### **Field Areas**

ARTICLE 9. a. No material or device shall be used to improve or degrade the playing surface or other conditions and give one player or team an advantage (Exceptions: Rules 2-15-4-b and c).

### **PENALTY—Live-ball foul. Five yards from the previous spot [S27].**

- b. The referee may require any improvement in the field necessary for proper and safe game administration.

## SECTION 3. The Ball

### Specifications

ARTICLE 1. The ball shall meet the following specifications:

- New or nearly new. (A nearly new ball is a ball that has not been altered and retains the properties and qualities of a new ball.)
- Cover consisting of four panels of pebble-grained leather without corrugations other than seams.

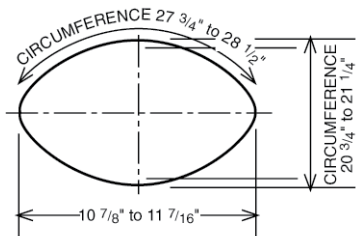


Diagram showing the longitudinal cross section of the standard ball. Maximum and minimum dimensions are used. This diagram is printed in order to secure uniformity in manufacture.

- One set of eight equally spaced lacings.
- Natural tan color.
- Two 1-inch white stripes that are three to three and one-quarter inches from the end of the ball and located only on the two panels adjacent to the laces.
- Conforms to maximum and minimum dimensions and shape indicated in the accompanying diagram.
- Inflated to the pressure of 12-1/2 to 13-1/2 pounds per square inch (psi).
- Weight of 14 to 15 ounces.

- i. The ball may not be altered. This includes the use of any ball-drying substance. Mechanical ball-drying devices are not permitted near the sidelines or in the team area.
- j. Professional football league logos are prohibited.
- k. Advertising is prohibited on the ball [Exceptions: (1) Ball manufacturer's name or logo, and (2) AFCA].

### **Administration and Enforcement**

ARTICLE 2. a. The game officials shall test and be sole judge of not more than six balls offered for play by each team before and during the game. The game officials may approve additional balls if warranted by conditions (A.R. 1-3-2-1).

- b. Home management shall provide a pressure pump and measuring device.
- c. The home team is responsible for providing legal balls and should notify the opponent of the ball to be used.
- d. During the entire game, either team may use a new or nearly new ball of its choice when it is in possession, providing the ball meets the required specifications and has been measured and tested according to rule (Exception: The official NCAA football shall be used for the Division I Football Championship Subdivision, II and III championships).
- e. The visiting team is responsible for providing the legal balls it wishes to use while it is in possession if the balls provided by the home team are not acceptable.
- f. All balls to be used must be presented to the referee for testing 60 minutes before the start of the game.
- g. When the ball becomes dead nearer a sideline than the inbounds line (hash mark), is unfit for play, is subject to measurement in a side zone or is inaccessible, a replacement ball shall be obtained from a ball person (A.R. 1-3-2-1).
- h. The referee or umpire shall determine the legality of each ball before it is put in play.
- i. The following procedures shall be used when measuring a ball:
  - 1. All measurements shall be made after the ball is legally inflated.

2. The long circumference shall be measured around the ends of the ball but not over the laces.
3. The long diameter shall be measured with calipers from end to end but not in the nose indentation.
4. The short circumference shall be measured around the ball, over the valve and over the lace but not over the cross lace.

### Marking Balls

ARTICLE 3. Marking a ball indicating a preference for any player or any situation is prohibited.

**PENALTY**—Live-ball foul. 15 yards from the previous spot [S27].

## SECTION 4. Players and Playing Equipment

### Recommended Numbering

ARTICLE 1. It is strongly recommended that offensive players be numbered according to the following diagram that shows one of many offensive formations (Rule 1-4-2-b):



### Players' Numbering

ARTICLE 2. a. All players shall be numbered 1 through 99. Any number preceded by zero ("0") is illegal [S23].

- b. On a scrimmage down, at least five offensive players on the scrimmage line shall be numbered 50 through 79.

[Exception: In a scrimmage kick formation (Rule 2-15-10) Team A may have fewer than five players so numbered on the line of scrimmage, subject to the following conditions:

1. Any and all players on the line not numbered 50-79 who are ineligible receiver(s) by position are established as exceptions to the numbering rule when the snapper touches or simulates touching the ball (i.e., hands at or below his knees).
2. At the snap any and all such numbering-exception players must be on the line and may not be on the end of the line. Otherwise, Team A commits a foul for an illegal formation.
3. Any and all such players are exceptions to the numbering rule throughout the down and remain ineligible receivers unless they become eligible under Rule 7-3-5.

These conditions are no longer in effect if prior to the snap a period ends or there is a timeout charged to the referee or one of the teams.)] (A.R. 1-4-2-I, IV and V) [S19].

- c. No two players of the same team shall participate in the same down wearing identical numbers (A.R. 1-4-2-II) [S23].
- d. Markings in the vicinity of the numbers are not permitted (A.R. 1-4-2-III) [S23].

**PENALTY [a-d]—Live-ball foul. Five yards from the previous spot [S19 or S23].**

- e. Numbers shall not be changed during the game to deceive opponents [S27].

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

### **Contrasting Colors**

ARTICLE 3. a. Players of opposing teams shall wear jerseys of contrasting colors. Players on the same team shall wear jerseys of the same color and design.

1. The visiting team shall wear white jerseys; however, the home team may wear white jerseys if the teams have agreed in writing before the season.
2. If the home team wears colored jerseys, the visiting team may also wear colored jerseys, if and only if the following conditions have been satisfied:
  - (a) The home team has agreed in writing prior to the game; and

- (b) The conference of the home team certifies that the jersey of the visiting team is of a contrasting color.
3. If on the kickoff at the start of each half the visiting team wears a colored jersey in violation of the conditions specified in Rule 1-4-3-a-2 (above), it is a foul for unsportsmanlike conduct.

**PENALTY—Administer as a dead-ball foul. 15 yards at the succeeding spot after the kickoff. If the kickoff is returned for a touchdown, the penalty is assessed either on the try or on the succeeding kickoff, at the option of the home team [S27].**

- b. A white jersey is one with only contrasting playing numbers, player's name, school name, NCAA Football logo, school insignia, conference insignia, mascot insignia, game insignia, memorial insignia or the American flag attached. An insignia must not exceed 16 square inches in area (i.e., rectangle, square, parallelogram), including any additional material (e.g., patch). Stripes may be placed on the sleeves. A border not more than 1 inch wide around the collar and cuffs is permissible, as is a maximum 4-inch stripe along the side seam (insert from the underarm to pants top).
- c. If a colored jersey contains white, it may appear only as a number, border of a number, player's name, school name, stripes on the sleeves, a border not more than 1 inch wide around the collar and cuffs, a maximum 4-inch stripe along the side seam (insert from the underarm to pants top), or as part of a legal insignia (Rule 1-4-3-b).
- d. If worn, gloves or hand pads must be gray in color on the back, including the backs of the fingers. It is strongly recommended that the palms also be gray; however, black on the palms is acceptable. The recommended shades of gray are Pantone Cool Gray 8C, Cool Gray 9C, 423C and 430C.

**PENALTY [b-d]—One charged team timeout per half.**

### **Mandatory Equipment**

ARTICLE 4. All players shall wear the following mandatory equipment, which shall be professionally manufactured and not altered to decrease protection:

- a. *Knee pads.* Soft knee pads at least 1/2-inch thick that must cover the knees and be covered by pants. No pads or protective equipment may be worn outside the pants. Players of a team shall wear pants of the same color and design.
- b. *Helmet.* A helmet with a face mask and a secured four- or six-point chin strap. If a chin strap is not secured, it is a violation. Officials should inform players when all snaps are not secured without charging a timeout unless the player ignores the warning. Players of a team shall wear helmets of the same color and design, and face masks of the same color.
- c. *Other pads.* Shoulder pads, hip pads with tailbone protector and thigh guards.
- d. *Mouthpiece.* An intra-oral mouthpiece of any readily visible color (not white or transparent) with FDA-approved base materials (FDCA) that covers all upper teeth. It is recommended that the mouthpiece be properly fitted.
- e. *Jersey.* One jersey, with sleeves that completely cover the shoulder pads, that is not altered or designed to tear and conforms with Rules 1-4-3 and 1-4-4-f. The jersey must be full-length and tucked into the pants. Vests and/or a second jersey worn concurrently during the game are prohibited.
- f. *Numerals.* Clearly visible, permanent Arabic numerals on one jersey at least 8 and 10 inches in height front and back, respectively, of a color(s) in distinct contrast with the jersey. All players of a team shall have the same color and style numbers front and back. The individual bars must be approximately 1-1/2 inches wide. Numbers on any part of the uniform shall correspond with the mandatory front and back jersey numbers.
- g. *Memorial insignias.* In the case of death or catastrophic injury or illness, a person may be memorialized by an insignia not greater than 1-1/2 inches in diameter that displays the number, name or initials of the individual on the uniform or helmet.
- h. *Socks.* All squad members must wear visible socks or leg coverings that are identical in color, design and length (Exceptions: Unaltered knee braces, tape or a bandage to protect or prevent an injury, and barefoot kickers) (A.R. 1-4-4-I).

*Note: If a player is not wearing mandatory equipment in compliance in all respects with Rule 1-4-4, the team shall be charged a timeout and the player shall not be permitted to play until he complies. VIOLATION—Rules 3-3-6 and 3-4-2-b-2 [S23, S3 or S21].*

*National Operating Committee on Standards for Athletic Equipment (NOCSAE): All players shall wear helmets that carry a warning label regarding the risk of injury and a manufacturer's or reconditioner's certification indicating satisfaction of NOCSAE test standards. All such reconditioned helmets shall show recertification to indicate satisfaction with the NOCSAE test standard.*

### **Illegal Equipment**

ARTICLE 5. No player wearing illegal equipment shall be permitted to play. Any question as to the legality of a player's equipment shall be decided by the umpire. Illegal equipment includes the following (A.R. 1-4-5-1):

- a. Equipment worn by a player, including artificial limbs, that would endanger other players. An artificial limb must not give the wearer any advantage in competition. If necessary, the artificial limb should be padded to rebound as a natural limb.
- b. Hard, abrasive or unyielding substances on the hand, wrist, forearm or elbow of any player, unless covered on all exterior sides and edges with closed-cell, slow-recovery foam padding not less than 1/2-inch thick or an alternate material of the same minimum thickness and similar physical properties. Hard or unyielding substances are permitted, if covered, only to protect an injury. Hand and arm protectors (covered casts or splints) are permitted only to protect a fracture or dislocation.
- c. Thigh guards of any hard substances, unless all surfaces are covered with material such as closed-cell vinyl foam that is at least 1/4-inch thick on the outside surface and at least 3/8-inch thick on the inside surface and the overlaps of the edges; shin guards not covered on both sides and all edges with closed-cell, slow-recovery foam padding at least 1/2-inch thick, or an alternate material of the same minimum thickness having similar physical properties; and therapeutic or preventive knee braces, unless worn under the pants and entirely covered from direct external exposure.

- d. Projection of metal or other hard substance from a player's person or clothing.
- e. Shoe cleats (Rule 9-2-2-d)—detachable:
  - 1. More than 1/2-inch in length (measured from tip of cleat to the shoe) (Exception: If attached to a 5/32-inch or less raised platform wider than the base of the cleat and extended across the width of the shoe to within 1/4-inch or less of the outer edges of the sole. A single toe cleat does not require a raised platform that extends across the width of the sole. The raised platform of the toe cleat is limited to 5/32-inch or less. The 5/32-inch or less is measured from the lowest point of the platform to the sole of the shoe).
  - 2. Made of any material that chips or fractures.
  - 3. Without an effective locking device.
  - 4. With concave sides.
  - 5. Conical cleats with flat free ends not parallel to their bases or less than 3/8-inch in diameter or with rounded free ends having arcs greater than 7/16-inch.
  - 6. Oblong cleats with free ends not parallel with bases or that measure less than 1/4-inch by 3/4-inch.
  - 7. Circular or ring cleats without rounded edges and a wall less than 3/16-inch thick.
  - 8. Steel-tipped cleats without steel tipped with low carbon steel of 1006 material, case hardened to .005-.008 depth and drawn to Rockwell hardness of approximately C55.
- f. Shoe cleats (Rule 9-2-2-d)—nondetachable:
  - 1. More than 1/2-inch in length (measured from tip of cleat to sole of shoe).
  - 2. Made of any material that burrs, chips or fractures.
  - 3. With abrasive surfaces or cutting edges.
  - 4. Made of any metallic material.
- g. Tape or any bandage on a hand, wrist, forearm or elbow, unless used to protect an injury and specifically sanctioned by the umpire.

- h. Helmets, jerseys or attachments that tend to conceal the ball by closely resembling it in color.
- i. Adhesive material, paint, grease or any other slippery substance applied to equipment or on a player's person, clothing or attachment that affects the ball or an opponent (Exception: Eye shade).

Jerseys, undershirts and the exterior of arm covers/pads that enhance contact with a football or an opponent.

- j. Any face mask except those constructed of nonbreakable material with rounded edges covered with resilient material designed to prevent chipping, burrs or an abrasiveness that would endanger players.
- k. Shoulder pads with the leading edge of the epaulet rounded with a radius more than one-half the thickness of the material used.
- l. Anything on the uniform other than a player's numbers; a player's name; NCAA Football logo; memorial recognition; the American flag; or institution, conference or game identification. No other words, numbers or symbols are permitted on a player's person or tape (Exception: Game information on a player's wrist or arm).

Uniforms and all other items of apparel (e.g., warm-ups, socks, headbands, T-shirts, wristbands, visors, hats or gloves) may bear only a single manufacturer's or distributor's normal label or trademark (regardless of the visibility of the label or trademark) not to exceed 2-1/4 square inches in area (i.e., rectangle, square, parallelogram) including any additional material (e.g., patch) surrounding the normal trademark or logo. No sizing, garment-care or other non-logo labels shall be on the outside of the uniform. Professional league logos are prohibited.

- m. Gloves or hand pads that are not gray in color (Rule 1-4-3-d) or not in conformance with Rule 1-4-5-b. A glove is a fitted covering for a hand having separate sections for each finger and thumb, without any additional material that connects any of the fingers and/or thumb, and that completely covers each finger and thumb.
- n. Gloves and hand pads that do not have a securely attached label or stamp ("NF/NCAA Specifications") indicating voluntary compliance with test specifications on file with the Sporting Goods Manufacturers Association. (Exception: Hand pads became subject to this rule in 2006.)

- o. Jerseys that have been taped or tied in any manner.
- p. Uniform attachments [Exceptions: (1) On scrimmage plays, one white moisture-absorbing towel may be worn by one interior offensive lineman, one offensive backfield player and a maximum of two defensive players. The towels of the offensive backfield and defensive players must be 4 inches by 12 inches and must be worn on the front or side of the belt. There are no restrictions on the size or location of the towel worn by the interior offensive lineman; (2) On free kicks, one white moisture-absorbing towel without markings may be worn by a maximum of two Team A and two Team B players. The towels worn on free kicks must be 4 inches by 12 inches and must be worn on the front or side of the belt; and (3) Hand warmers worn during inclement weather].
- q. Rib pads, shoulder pad attachments and back protectors not totally covered.
- r. Visible bandannas worn on the field of play or end zones (A.R. 1-4-5-II).
- s. Eye shields that are not clear, that are tinted, or that are not made from molded or rigid material.

*Note:* No player wearing illegal equipment shall be permitted to play. If illegal equipment is discovered by an official, the team shall be charged a team timeout. VIOLATION—Rules 3-3-6 and 3-4-2-b-2 [S23, S3 or S21].

*Exception:* If equipment in Rule 1-4-5 becomes illegal through play, the player must leave the game until the illegal equipment is corrected but will not be charged a team timeout.

### **Mandatory and Illegal Equipment Enforcement**

ARTICLE 6. Failure to wear mandatory equipment or the use of illegal equipment is enforced as follows:

- a. Each of the first three infractions for failure to wear mandatory equipment or wearing illegal equipment requires a charged timeout. The fourth infraction in a half requires a five-yard penalty. The delay penalty for the fourth timeout could be the first violation for not wearing mandatory equipment or wearing illegal equipment. The first three timeouts could have been taken by the team as charged team timeouts.
  - 1. The timeouts are granted.

2. There is no offset for the first three violations when an opponent has fouled.
  3. When timeouts are exhausted, the next violation is a dead-ball delay penalty at the succeeding spot.
  4. A timeout is called, the offending team is indicated by the referee, and the captain and coaches are notified through the officials nearest the sidelines.
- b. Officials should ascertain before the ball is ready for play if players are not wearing mandatory equipment or are wearing illegal equipment. Only in an emergency should the play clock be interrupted. Examples: A player(s) not wearing a helmet or a mouthpiece (A.R. 1-4-6-I). The team will be charged a timeout or, if all timeouts have been used, a delay-of-game foul. VIOLATION—Rules 3-3-6 and 3-4-2-b-2 [S23, S3 or S21].
  - c. No jersey may be changed on the field of play, and such changes must be made in the team area of the player making the change. When it is determined that a jersey does not comply with Rule 1-4-4-e and/or f, a team timeout will be charged to that team at the succeeding spot. If the team has expended its three timeouts, a delay will be charged under Rule 3-4-2-b-2. Players may change torn jerseys during team timeouts and return to play. A player may change a jersey and return during a delay penalty only if the game is not further delayed by that action.
  - d. Tape may not cover or partially cover a glove. Tape may be used to secure glove fasteners.

### **Coaches' Certification**

ARTICLE 7. The head coach or his designated representative shall certify to the umpire before the game that all players:

- a. Have been informed what equipment is mandatory by rule and what constitutes illegal equipment.
- b. Have been provided the equipment mandated by rule.
- c. Have been instructed to wear and how to wear mandatory equipment during the game.
- d. Have been instructed to notify the coaching staff when equipment becomes illegal through play during the game.

### **Prohibited Signal Devices**

ARTICLE 8. Players are prohibited from being equipped with any electronic, mechanical or other signal devices for the purpose of communicating with any source (Exception: A medically prescribed hearing aid of the sound-amplifier type for hearing-impaired players).

**PENALTY—15 yards and disqualification of the player. Penalize as a dead-ball foul at the succeeding spot [S7, S27 and S47].**

### **Prohibited Field Equipment**

ARTICLE 9. a. Television replay or monitor equipment is prohibited at the sidelines, press box or other locations within the playing enclosure for coaching purposes during the game. Motion pictures, any type of film, facsimile machines, videotapes, photographs, writing-transmission machines and computers may not be used by coaches or for coaching purposes anytime during the game or between periods.

- b. Only voice communication between the press box and team area is permitted. Where press-box space is not adequate, only voice communication may originate from any area in the stands between the 25-yard lines extended to the top of the stadium. No other communication for coaching purposes is permitted anywhere else.
- c. Media communication equipment, including cameras, sound devices, computers and microphones, is prohibited on or above the field, or in or above the team area (Rule 2-31-1).

#### *Exceptions:*

- 1. Camera equipment attached to a goal support behind the uprights and crossbar.
- 2. A camera, with no audio component, may be attached to the cap of the umpire with prior approval of the umpire and the participating institutions.
- 3. A camera, with no audio component, may be attached to cables that extend over the team area and field of play, including the end zones.
- d. Microphones, provided by home management, are strongly recommended on referees. (*Note: Microphones for referees will be mandatory in 2010.*) They may be used only on referees for penalty or other game

announcements. It is strongly recommended that they be lapel-type microphones. They must be controlled by the referee and may not be open at other times. Microphones on other officials are prohibited.

- e. Microphones attached to coaches during the game for media transmission are prohibited. Team personnel may not be interviewed from the start of the first period until the referee declares the game ended (Exception: Only coaches may be interviewed between the conclusion of the second period and the beginning of the third period).
- f. No one in the team area or coaching box may use any artificial sound amplification to communicate with players on the field.
- g. Any attempt to record, either through audio or video means, any signals given by an opposing player, coach or other team personnel is prohibited.

### **Coaches' Phones**

ARTICLE 10. Coaches' phones and headsets are not subject to the rules before or during the game.

### **Use of Tobacco**

ARTICLE 11. Players, squad members and game personnel (e.g., coaches, trainers, managers and game officials) are prohibited from using tobacco products from the time the officials assume jurisdiction until the referee declares the game over.

**PENALTY—Disqualification. On-the-field violations will be penalized as a dead-ball foul at the succeeding spot [S47].**

### **New Equipment**

ARTICLE 12. The NCAA Football Rules Committee is responsible for formulating the official playing rules for the sport. The committee is not responsible for testing or approving playing equipment for use in intercollegiate football.

Equipment manufacturers have undertaken the responsibility for the development of playing equipment that meets the specifications established by the committee. The NCAA urges manufacturers to work with the various independent testing agencies to ensure the production of safe products. Neither the NCAA nor the NCAA Football Rules Committee certifies the safety of any football equipment. Only equipment that meets the dimensions

and specifications in the NCAA Football Rules and Interpretations may be used in intercollegiate competition.

While the committee does not regulate the development of new equipment and does not set technical or scientific standards for testing equipment, the committee may, from time to time, provide manufacturers with guidelines as to the equipment-performance levels it considers consistent with the integrity of the game. The committee reserves the right to intercede to protect and maintain that integrity.

The NCAA Football Rules Committee suggests that manufacturers planning innovative changes in football equipment submit the equipment to the NCAA Football Rules Committee for review before production.