

# **NCAA Football Rules Committee**

## **2006 Rules Changes – Approved by Playing Rules Oversight Panel**

### **Rule 1-4-5-s, Eye Shields**

**Change:** In the illegal equipment rules, only eye shields that are completely clear will be allowed.

**Rationale:** In reports from the NCAA's Committee on Competitive Safeguards and Medical Aspects of Sport and the National Athletic Trainers Association, both groups supported eliminating this allowance. Both groups noted that there are alternatives to the helmet shields if an eye condition warrants protection (contact lenses, sport goggles, etc.). Coaches in the NCAA rules survey also overwhelmingly supported the change.

### **Rule 2-15-4-c, Kicking Tee**

**Change:** A tee is a device that elevates the ball for kicking purposes. It may not elevate the ball's lowest point more than one inch above the ground (A.R. 2-15-4-1).

**Rationale:** The change from a two-inch tee to a one-inch tee could lessen the number of touchbacks.

### **Rule 3-2-1-b, Halftime**

**Change:** The intermission between halves, which begins when the field is clear of all players and coaches, shall be 20 minutes. The home team administration may lengthen or shorten the 20 minutes by previous agreement of the visiting team administration.

**Rationale:** This is an attempt to shorten the length of time it takes to play the game.

### **Rule 3-2-5, When Clock Starts**

**Change:** When the ball is free-kicked, the game clock will be started and subsequently stopped when the ball is dead by rule.

**Rationale:** By starting the clock when the foot touches the ball on kicks, the length of time to play the game will be less.

### **Rule 3-2-5-e, When Clock Starts**

**Change:** When Team B is awarded a first down, the clock will be stopped and will start on the ready for play signal.

**Rationale:** By starting the clock, the committee estimates it will shorten the game by about five minutes, according to studies by several Division I-A conferences.

### **Rule 3-3-3-f-4, Referee's Discretionary Timeout**

**Change:** To delete the rule relating to excessive crowd noise.

**Rationale:** This rule is rarely used in the game currently, as most teams use hand signals to communicate. Additionally, this rule is largely unenforceable.

### **Rule 7-1-3-b, Procedural fouls**

**Change:** “PENALTY– For live ball fouls occurring when the snap starts during scrimmage kick plays: Five yards from the previous spot or five yards from the spot where the subsequent dead ball belongs to Team B (Field goal plays exempted).”

**Rationale:** The receiving team will have the option of accepting the penalty after the return or forcing the kicking team to kick again five yards from the original line of scrimmage. This could eliminate some unnecessary re-kicks.

### **Rule 8-3-2, Opportunity to score**

**Change:** To alter the rule to read: The ball shall be put in play by the team that scored a six-point touchdown. If a touchdown is scored during a down in which time in the fourth period expires, the try shall not be attempted unless the point(s) would affect the outcome of the game.

**Rationale:** This is mainly an editorial change, but this makes it clear that a team scoring with no time left is not required to attempt an extra point.

### **NEW Rule 12, Instant Replay**

**Change:** To add the following procedure to the rules book, as an optional or permissive rule.

**Rationale:** After successful experimentation in the past two football seasons, all Division I-A conferences have requested a uniform system of replay to be included in the rules book. As this is permissive, not mandated, the rule would allow for growth without forcing all institutions and conferences to use video review. The committee notes that overall game times increased by two minutes in Division I-A, with several conferences that used replay reporting shorter game times.

## **Section 1. Definition**

### **Definition**

Article 1. Instant Reply is a system utilizing electronic means to review and assist game officials with certain on-field decisions as listed in Section 3.

## **Section 2. Eligibility for Instant Replay**

### **Participation**

Article 1. a. Any member institution may use instant replay. This rule is permissive, not a requirement. If instant replay is used, it must be used in full compliance with this rule.

b. For any non-conference game, if the home team is using instant replay, the visiting team does not have the option of declining its use for that game. If the home team is not using instant replay, the visiting team does not have the option of requesting that it be used in that game.

## **Section 3. Reviewable Plays**

### **Side Line, Goal Line, End Line**

