



## 2018 TACKLE RULE CHANGES FOR IMMEDIATE DISTRIBUTION AND IMPLEMENTATION

The following rule changes, clarifications and corrections, approved by the Tackle Rules Committee, are for immediate distribution and implementation. ***(The changes are italicized and in bold type)***. They will be added to the next printed edition of the Rule Book due in May 2018.

### CHANGES

#### Rule 1 Section 1` article 11 page 2

Add new

#### Article 11 – Play

***A play is defined as any legally run scrimmage play (run, pass, kick), a convert attempt or a kick-off, during both regulation time and overtime.***

Reason for change: Provide clear definition of a play.

#### Rule 1 section 5 article 5 page 8

Any time after the first half, if the difference in score between the two teams becomes 35 points or more, the clock will be running time for the remainder of the game, except for injuries, scores, timeouts or any reason the Referee deems necessary to stop the clock

Replace with

Any time after the first half, if the difference in score between the two teams becomes 35 points or more, the clock will be running time for the remainder of the game, except for injuries, scores, timeouts or any reason the Referee deems necessary to stop the clock ***When the clock has been stopped it will re-start based on rule 1-5-1.***

Reason for change: Provide clarity as to when time re-starts after being stopped during mercy rule.

#### **Rule 4 section 3 article 1page 23**

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.

Replace with

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.

***Note: In an effort to facilitate the game, an inappropriately numbered player may report for a play, a series or for the game. If a player reports for a series or game, he must report again if the situation changes.***

Reason for changes: Wording in book for what is been done on field

#### **Rule 4 section 3 article 4 page 23**

Article 4 – Stance and Motion A line player of Team A, except the centre, after assuming a 3 – 4 point stance, may not legally move his head, body, arm, hands, or feet until the ball is snapped. Note: If the movement of any Team A line player, in their 3 – 4 point stance, prior to the snap, is slight and does not result in drawing a Team B offside, there shall be no foul called. If, however, Team B reacts to the movement of a Team A line player in their 3 – 4 point stance, the penalty will be illegal procedure. The centre is allowed to make the motion which is necessary to snap the ball, but may not break his 3- or 4-point stance on the ball, to allow another player to become the centre. A line player of Team A, may not legally be moving in any direction, or change position by moving in any direction, immediately prior to the ball being snapped. Exceptions 4.3.2 (B) and 6.4.4 (C) A line player of Team A must come to an obvious stop and remain in a stationary position for 1 full second just prior to the ball being snapped. Exceptions 4.3.2 (B) and 6.4.4 (C) Penalty: 1.2D – L5 DR, 3D DG – L5 DR, 3D DNG – LB PBD

Replace with

***Team A Line Players after having assumed a three-point or four-point stance may not break their stance by lifting a hand, however they may point, signal, shift or move slightly in a manner that does not draw the defense offside. All Team A Line Players, including the Centre, must become stationary and remain motionless for at least one second immediately prior to the snap of the ball.***

***The centre is allowed to make the motion which is necessary to snap the ball, but may not break his 3- or 4-point stance on the ball, to allow another player to become the centre.***

***A line player of Team A, may not legally be moving in any direction, or change position by moving in any direction, immediately prior to the ball being snapped. Exceptions 4.3.2 (B) and 6.4.4 (C)***

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

Reason for change: Change wording for clarity and constancy with how being called

### Rule 5 section 2 article 3a page 27

Article 3 – Legal Kick Off a) The ball must be kicked at least 10 yards (10 metres) toward the opponents’ goal, unless it is touched first by an opponent.

Penalty: 1. For touching the ball illegally – B option – L5 kick off repeated or option

2. For recovering the ball illegally, or for touching it illegally and recovering it, or for touching it illegally and/or touching it last before it goes out of bounds

– B option: – L5 kick off repeated or option

– B possession as 1D at the point of recovery by Team A, or at the out-of-bounds point.

Replace with

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Penalty: 1. For touching the ball illegally – B option – L5 kick off repeated or option

2. For recovering the ball illegally, or for touching it illegally and recovering it, or for touching it illegally and/or touching it last before it goes out of bounds

– B option: – L5 kick off repeated or option

– B possession as 1D at **the point of illegal touching**, the point of recovery by Team A, or at the out-of-bounds point.

- **Decline and take result of play**

Reason for change: To provide better option to receiving team

### Rule 6 section 4 article 5(c) page 37

c) If an ineligible receiver is downfield on a punt situation that breaks down, becoming a pass play, and if he no longer takes part in the play he shall not be penalized. Penalty: 1.2.3D – L10 PLS DR.

Replace with

c) If an ineligible receiver is downfield on a **kick from scrimmage** situation that breaks down, becoming a pass play, and if he no longer takes part in the play he shall not be penalized. Penalty: 1.2.3D – L10 PLS DR.

Reason for change: Make rule constant for all kick plays.

## Rule 6 section 4 article 6 page 37

Article 6 – Completed Forward Pass A player is in bounds if one foot is touching the playing field inbounds, and neither the player nor the other foot is out of bounds, even though that foot may step out of bounds after possession is gained; or if a player is in the air, at least one foot comes down inbounds, before the player touches out of bounds (subject to item (d) of this article). A forward pass is complete if it is caught inbounds as follows:

- a) When caught by a Team A eligible receiver, or simultaneously by two or more Team A eligible receivers.
- b) When caught by a Team B player, or simultaneously by two or more Team B players.
- c) When caught simultaneously by eligible receivers of both teams, the ball shall be awarded to Team A, even if it has been touched previously by Team B.
- d) When an eligible receiver catches a pass while off the ground, inbounds, but is tackled or contacted by an opponent so that he lands out of bounds, the pass shall be ruled complete at the furthest point of advance.
- e) When an eligible receiver tips the ball in an offside direction, and it is caught by an ineligible receiver, the forward pass is ruled complete at the point where the ball was tipped in the offside direction.
- f) A forward pass shall not be ruled as “completed” until the player, after catching the ball, maintains complete and continuous control of the ball throughout the process of contacting the ground, whether in the field of play, end zone or out-of-bounds.

Replace with

Article 6 – Completed Forward Pass A player is in bounds if one foot is touching the **ground** inbounds, and neither the player nor the other foot is out of bounds, even though that foot may step out of bounds after possession is gained; or if a player is in the air, at least one foot comes down inbounds, before the player touches out of bounds (subject to item (d) of this article). A forward pass is complete if it is caught inbounds as follows:

- a) When caught by a Team A eligible receiver, or simultaneously by two or more Team A eligible receivers.
- b) When caught by a Team B player, or simultaneously by two or more Team B players.
- c) When caught simultaneously by eligible receivers of both teams, the ball shall be awarded to Team A, even if it has been touched previously by Team B.
- d) When an eligible receiver catches a pass while off the ground, inbounds, but is tackled or contacted by an opponent so that he lands out of bounds, the pass shall be ruled complete at the furthest point of advance.
- e) When an eligible receiver tips the ball in an offside direction, and it is caught by an ineligible receiver, the forward pass is ruled complete at the point where the ball was tipped in the offside direction.
- f) A forward pass shall not be ruled as “completed” until the player, after catching the ball, maintains complete and continuous control of the ball throughout the process of contacting the ground, whether in the field of play, end zone or out-of-bounds.

Reason for change: Change wording for clearer definition of a completed forward pass

## Rule 7 section 2 article 6 page 37

Add New

***No player shall target and make forcible contact to the head or neck area of an opponent with the helmet, forearm, hand, fist, elbow or shoulder. This foul requires that there be at least one indicator of targeting (See Note below). When in question, it is a foul.***

**Note**

***“Targeting” means that a player takes aim at an opponent for purposes of attacking with forcible contact that goes beyond making a legal tackle or a legal block or playing the ball. Some indicators of targeting include but are not limited to: (1) Launch—a player leaving his feet to attack an opponent by an upward and forward thrust of the body to make forcible contact in the head or neck area (2) A crouch followed by an upward and forward thrust to attack with forcible contact at the head or neck area, even though one or both feet are still on the ground (3) Leading with helmet, shoulder, forearm, fist, hand or elbow to attack with forcible contact at the head or neck area (4) Lowering the head before attacking by initiating forcible contact with the crown of the helmet.***

***Penalty L25 Player Disqualified from game. Levels U14 and below the player will received a warning for first offense***

Reason for change: Increase safety to the athletes and to deterrent hitting to the head or neck area.

**EDITORIAL CHANGES ( type o's)**

Rule 1-3-6 page 3 delete g)

Rule 1-5-1c page 4 should read: The ball is snapped after a “time count” foul.

Rule 4-2-2 page 21 last sentence should read: Team A shall be penalized if the quarterback-

Rule 4-3-2 page 23 should read: If Team A is playing with fewer than 12 players on the field, it may reduce the equivalent number of players on the line without penalty. If Team A has fewer than 7 players on the line due to a Team A offside, the penalty shall be for offside only.

Rule 6-3-5 page 36 should read: When the ball is fumbled forward from the field of play directly to out-of-bounds, the ball shall be scrimmageed at the point of origin of the fumble and downs continue, unless the required distance is gained at that point. This applies whether the out-of-bounds spot is in the field of play, or the end zone.