



## 2016 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 2016.

### CHANGES

#### Code of Ethics Article 6 -Recruiting page xx

2) It is a breach of ethics to recruit a player enrolled in another program (or to recruit a prospective athlete who has avowed his intention to enroll in another program) for the purpose of participating in regularly organized fall practice.

Replace with

2) It is a breach of ethics to recruit a player enrolled in another program (or to recruit a prospective athlete who has avowed his intention to enroll in another program) for the purpose of participating in regularly organized practice.

Reason for change: Removed "fall" as many provinces have spring and summer leagues

#### Rule 1 Section 3 article 1 page 2

The game shall consist of 60 minutes of actual playing time, divided into 4 periods of 15 minutes each. For players at the High School level and below, it is recommended that the game consist of 48 minutes of actual playing time, divided into 4 periods of 12 minutes each.

Replace with

The game shall consist of 60 minutes of actual playing time, divided into 4 periods of 15 minutes each. For players at the High School level ***or equivalent and below, the game shall consist of 48 minutes of actual playing time, divided into 4 periods of 12 minutes each.***

Reason for change: Player safety.

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

Renumber present articles and add a new article 1 as follows

***1) It is recommended that Teams have a minimum of 24 players dressed to start the game.***

Reason for change: Player safety.

**Rule 1 section 5 article 5 page 5**

**Article 5 – Crowd Noise**

The Team A captain may request the Referee to stop the game if excessive crowd noise prevents Team A from putting the ball into play. The Referee, if he agrees with the captain, may permit Team A to return to its huddle. The Referee shall allow a reasonable time, but under no circumstances shall he permit the play to be delayed more than 3 times.

Delete completely

Reason for changes: No longer applies to the game. The crowd is a big part of the game and asking them to be quiet will only encourage them to be louder.

**Rule 1 section 5 article 5 page 5**

Add new

***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.***

Reason for change: Player safety.

**Rule 1 section 11 article 1 page 10**

Add new

***9) Helmet and face guard as per rule 1-11-2***

Reason for change: Clarity.

**Rule 1 section 11 article 2 a page 11**

- a) Only helmets approved by the National Operating Committee on Safety in Athletic Equipment (NOCSAE) be worn by players.

Replace with

- a) Only helmets **and facemasks** approved by the National Operating Committee on Safety in Athletic Equipment (NOCSAE) be worn by players.

Reason for change: Clarity and Player Safety.

**Rule 1 section 11 article 2f page 11**

f) If any player loses his helmet he must stop participating in the play. Penalty: L10 PBD.

Replace with

f) If any player loses his helmet he must stop participating in the play. Penalty: L10 PBD **or PBH.**

Reason for change: Player Safety and to have players stop participating. Presently a player without a helmet could make a block that would allow his teammate to score a touchdown. The touchdown would be good and then a penalty of 10 yards would be applied. By adding PBH, the touchdown would not count and a ten-yard penalty would be applied from point where the ball was held.

**Rule 1 section 11 article 2e page 11**

e) The use of tactics to deceive opponents such as the alleged need for equipment such as a tee, mouth guard etc; or the pretense of calling players toward the bench as if a time out had been called, is illegal.  
Penalty: 1.2D-L5 DR, 3D DG-L5 DR, 3D DNG – LB PBD.

Move to rule 7 1 5

Reason for change: The above rule is an illegal tactic and not a helmet rule.

**Rule 1 section 13 article 5 page 14**

During a stoppage in play for injury, or other reason, no more than 2 representatives of each team shall be allowed to enter the field (including water boys) and then only with the Referee's permission. Doctors are not included in the restriction to 2 attendants, and there is no restrictions regarding the number of doctors allowed to attend an injured player.

Replace Paragraph with

During a stoppage in play for injury, or other reason, **personnel of each team shall be allowed to enter the field with the Referee's permission. Such personnel may attend to the injured player or bring water to the players on the field. Personnel shall not undertake any coaching activities while on the field.**

Reason for change: To reflect what is presently happening.

**Rule 3 section 2 article 4c page 20**

If the rouge was scored as a result of an unsuccessful field goal attempt, the team scored against may choose to scrimmage at any point on or between the hash marks on their own 35 yard (30 metre) line, or at the actual PLS.

Replace paragraph with

If the rouge was scored as a result of an unsuccessful field goal attempt, the team scored against may choose to scrimmage at any point on or between the hash marks on their own 35 yard (30 metre) line, **or at any point on or between the hash marks at the previous line of scrimmage.**

Reason for change: To make consistent with all other rules where team A has the option to place the ball.

#### Rule 4 section 2 article 4 page 22

Penalty: Prior to the 3-minute warning signal and overtime: 1, 2, 3D – L5 DR.

– After the 3-minute warning signal in any half: 1, 2D – LD, 3D - L10DR

– On convert: L5, convert attempt repeated: no option to apply the penalty on the kick-off. - On kick-off: L5.

Replace with

Penalty: Prior to the 3-minute warning signal and overtime: 1, 2, 3D – L5 DR.

– After the 3-minute warning signal in any half: 1, 2D – **Team B option LD or L10DR**, 3D - L10DR

– On convert: L5, convert attempt repeated: no option to apply the penalty on the kick-off. - On kick-off: L5.

Reason for change: Removes the advantage to Team A.

Example: 22 seconds remain in the game. Team A, down by 2 points with second down at the B35, line up for a field goal to win. They can have 20 seconds run off the clock, now making it third down at B35 with 2 seconds remaining. By team B having option of ten-yard penalty, this may take team A out of field goal range. Team A may not take the penalty and thus team B would be able to get ball back and have the ability to score.

#### Rule 4 section 3 article 3 page 22

On all plays from scrimmage (running, passing, and kicking plays), Team A shall have at least 5 interior line players identified as ineligible pass receivers, who must be positioned in a continuous, unbroken line. In addition, one player at each end of the line shall be identified as an eligible receiver.

Replace with

On all plays from scrimmage (running, passing, and kicking plays), Team A shall have at least 5 interior line players identified as ineligible pass receivers, who must be positioned in a continuous, unbroken line. In addition, one player at each end of the line shall be identified as an eligible receiver. **Exception 4-3-2**

Reason for change: Clarity.

#### Rule 4 section 5 article 1e page 24

e) On any play, blocking below the waist is illegal except in the close line play area by a player who is occupying a position in this area at the snap of the ball.

Replace with

**e) Blocking at or below the knee is defined as making the initial contact at or below the knee against an opponent, other than the ball carrier, with any part of the blocker's body.**

#### Rule 4 section 5 article 2 page 24

Add

**d) On any play, blocking at or below the knee is illegal except in the close line play area by a player who is occupying a position in this area at the snap of the ball.**

Reason for change: Player safety. To allow a player who is blocking in the field the ability to block a bigger rushing defensive player by blocking below the waist but not at or below the knees. Also, moving the penalty out of definitions section.

**Rule 5 section 3 article 4b (1) page 30**

b) When a kick is blocked on the field of play, and after being blocked, is directed (not kicked) into the end zone from the field of play by a B player.

1) Goes dead in A possession in the end zone, or is touched last by an A player in the end zone before the ball goes out of bounds in the end zone

1.2D – A 1D at the 20-yard line (no score).

3D – B 1D at the point where B last touched the ball on the field of play.

Replace with

b) When a kick is blocked on the field of play, and after being blocked, is directed (not kicked) into the end zone from the field of play by a B player.

1) Goes dead in A possession in the end zone, or is touched last by an A player in the end zone before the ball goes out of bounds in the end zone

**1.2, 3D – A 1D at the 20-yard line (no score).**

Reason for change: Consistency.

**Rule 5 section 3 article 5 page 30**

A player may not use the body of another player anywhere in bounds in any way to elevate himself in an attempt to block a punt, field goal, or convert attempt.

Penalty: L5 PLS.

Replace with

A player may not use the body of another player anywhere in bounds in any way to elevate himself **on any play.**

**A player cannot elevate a teammate in any way on any play.**

Penalty: L5 PLS.

Reason for change: To correctly standardize the definition of Pyramiding.

**Rule 5 section 4 article 1b page 30**

b) Shall allow 5 yards to an opponent attempting to gain possession of the kicked ball. The five-yard zone is determined by a circle with a five-yard radius, with the centre point being the ball at the instant it is first touched.

Penalty: – in field of play – L15 from PBT  
– in goal area – L15, penalty applied at 10-yard line

If the ball strikes the ground before being touched by the receiving team:

Penalty: – in field of play – L 5 PBT  
– in goal area – L5 penalty applied at 10-yard line.

Replace with

b) Shall allow 5 yards to an opponent attempting to gain possession of the kicked ball. The five-yard zone is determined by a circle with a five-yard radius, with the centre point being the ball at the instant it is first touched.

Penalty: – in field of play – L15 from PBT  
– in goal area – L15, penalty applied at 10-yard line

If the ball strikes the ground before being touched by the receiving team:

Penalty: – in field of play – L 5 PBT **or PBD**  
– in goal area – L5 penalty applied at 10-yard line **or PBD.**

Reason for change: To discourage the kicking team from not giving yards.

**Rule 5 section 4 article 2G page 31**

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.

Note: When the ball has been legally advanced out of the end zone the point ball held will be classed the B 20 yard (20 metre) line until the ball is carried beyond the B20, for any penalties to be applied at PBH.

Replace with

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 **without returning the ball into the end zone,** may choose to scrimmage at their own 20 yard (20 metre) line on or between the hash marks or where the ball becomes dead.

Note: When the ball has been legally advanced out of the end zone, the point ball held will be classed the B 20 yard (20 metre) line until the ball is carried beyond the B20, for any penalties to be applied at PBH.

Reason for change: To standardize how the ball got into the end zone. If the player runs back into the end zone, he will to lose the ability to be given the 20-yard line. Thus making the rule consistent with the ball carrier being tackled in the end zone. The opponent would be awarded a safety touch, as the ball was carried back into the end and no longer kicked into the end zone.

**Rule 6 section 4 article 5 page 37**

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

Replace with

Players of Team A wearing numbers 50-79 are ineligible receivers, regardless of what position they take in the line or behind the line. **Exception, unless declared as eligible as indicated by rule 4-3-1**

Reason for change: Clarity

**Rule 7 section 1 article 1 page 41**

Holding is defined as the use of the hands and/or arms to grasp or encircle an opponent, except when a player tackles the ball carrier, and is illegal at all times.

Replace with

Holding is defined as the use of the hands and/or arms to grasp or encircle an opponent, except when a player tackles the ball carrier, and is illegal **if the hold has an impact on the play.**

Reason for change: To have rule reflect how penalty is being applied.

**Rule 7 section 3 article 13 page 44**

Horse Collar Tackle

Change to

**Horse Collar**

Reason for change: Housekeeping, as penalty can be called without the need to tackle.

**Rule 7 section 3 article 15 page 44**

Penalty: Team A – 1.2D – L15 DR, 3D DG – L15 DR, 3D DNG – LB PBD. Team B – DG-L15 PBH, DNG -L15 PLS.

Delete

Reason for change: To correct error. Needs to be applied the same as all UR penalties!

**Rule 7 section 3 article 17 page 45**

Add new

***Blindside Block***

***For a “blindside” block to be legal, an opponent MUST lead with his hands, and initiate contact with his hands, which are to be extended in front of him.***

Reason for change: Player safety.

**Rule 9 section 1 article 3 page 53**

An offside player is put onside when (a) the ball touches an opponent or (b) a ball carrier of his team with the ball in his possession runs in advance of such offside player.

Replace paragraph with

An offside player is put onside when (a) the ball touches an opponent or (b) ***the ball is touched by kicker or onside player, except for a dribbled ball.***

Reason for change: To bring rule in line with change of last year.

**Rule 9 section 4 article 2d page 53**

d) When there is a loose ball on a play from scrimmages, (e.g., fumble, blocked kick, etc.) and Team B dribble the ball, 1st down is awarded to the team which ultimately recovers the ball after the B dribble.

Replace with

d) When there is a loose ball on a play from scrimmages, (e.g., fumble, blocked kick, etc.) and Team B dribbles the ball.

Reason for change: Consistency.

**Signals page 63**

Update signals as per attached

Reason for change: To correct errors in signals, correct missing signals and to logically organize the signals.