



2019 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 2020.

CHANGES

Rule 1 Section 11` article 1 page 11

Add new

g) **It is illegal to tie or knot team jerseys**

Penalty (a) (b) (f) **(g)**: the offending player shall be removed from the game until the illegal equipment is replaced or the score sheet is corrected

Reason for change: Safety.

Rule 1 section 12 article 2d page 13

d) The use of substitution proceedings, or alleged substitution proceedings to deceive the opponent is illegal. If one or more Team A players or substitutes legally enter the field or leave the field, a sleeper play is illegal on the subsequent play. A “sleeper play” is defined as a pass play designed to deceive the opponent.

i) Occurs when an A player remains at the sideline adjacent to their team bench area,

ii) Often occurs with the ball on the opposite side of the field, Team A lines up quickly, snaps the ball, and throws a forward pass to a remote A player.

iii) On the play following a Team A substitution, or alleged substitution, a sleeper play pass is illegal.

iv) Running plays, or a pass play to another eligible A player, not in a remote area near their team bench sideline, are legal.

Penalty: Team A 1.2D –L10 DR, 3D DG –L10 DR, 3D DNG-LB, PBD

Replace with

d) The use of substitution proceedings, or alleged substitution proceedings to deceive the opponent is illegal. If one or more Team A players or substitutes legally enter the field or leave the field, a sleeper play is illegal on the subsequent play. A “sleeper play” is defined as a pass play **or kick play** designed to deceive the opponent.

i) Occurs when an A player remains at the sideline adjacent to their team bench area,

ii) Often occurs with the ball on the opposite side of the field, Team A lines up quickly, snaps the ball, and throws a forward pass **or lateral** to a remote A player.

iii) Running plays, a pass plays or kick plays to another eligible A player, not in a remote area near their team bench sideline, are legal.

Penalty: Team A 1.2D –L10 DR, 3D DG –L10 DR, 3D DNG-LB, PBD

Reason for change: Provide clarity to cover all possible plays.

Rule 4 section 1 article 4 page 21

Article 4 – Line and Backfield

Line players of team A are those players whose head and shoulders are within 1 yard (1 metre) and on their own side of the line of scrimmage and are formed in a single line when the ball is snapped.

Any Team A player(s) in the backfield, while moving forward, anywhere between the eligible end(s) and tackle(s), shall also be considered eligible receiver(s) as long as they remain onside at the time the ball is snapped.

This will include the player occupying the position of quarterback.

No stationary player of Team A shall be in a position that will create doubt as to whether he is on the line or in the backfield when the ball is snapped.

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

Note: A player in a doubtful position may be penalized under this rule as an ineligible pass receiver – as applicable.

Replace with

Article 4 – Line and Backfield

Line players of team A are those players whose head and shoulders are within 1 yard (1 metre) and on their own side of the line of scrimmage and are formed in a single line when the ball is snapped.

Line players include the 5 ineligible receivers and the two illegible receivers at each end.

Any Team A player(s) in the backfield, while moving forward, anywhere between the eligible end(s) and tackle(s), shall also be considered eligible receiver(s) as long as they remain onside at the time the ball is snapped.

This will include the player occupying the position of quarterback.

No stationary player of Team A shall be in a position that will create doubt as to whether he is on the line or in the backfield when the ball is snapped.

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

Note: A player in a doubtful position may be penalized under this rule as an ineligible pass receiver – as applicable.

Reason for changes: Provide a clear definition

Rule 4 section 5 article 1 page 24

DELETE paragraph 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.

and sentence Rule modification please refer to page 55.

Reason for change: Standardization

Rule 4 section 5 article 2d page 24

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.

Note: Only applies to U18 levels of football

Replace with

d) On any play, it shall be illegal for a player of either team to block an opponent below the waist except when the block occurs in an area between the tight ends or tight end position, within 2 yards of the defensive side of the line of scrimmage extending back to the initial position of the quarterback or kicker. A player initiating a block below the waist in this area must be positioned in this zone at the snap of the ball for the block to be legal.

Reason for change: Standardization

Rule 7 section 3 article 1 page 42

Article 1 – Piling on, Tackling Out of Bounds

Piling on occurs when a player runs into, throws his body against, or falls upon a ball carrier, after the play has been terminated by the official's whistle, or even before the whistle, where the ball is clearly dead (Rule 1, Section 8, Article 1h). Tackling a player when he is clearly out of bounds or throwing the ball carrier to the ground after the ball is dead, is illegal. These fouls are considered to be committed after the ball is dead (Rule 8, Section 5, Article 11).

Replace with

Article 1 – Piling on, Tackling Out of Bounds

Piling on occurs when a player runs into, throws his body against, or falls upon a ball carrier, after the play has been terminated by the official's whistle, or even before the whistle, where the ball is clearly dead (Rule 1, Section 8, Article 1h).

Tackling a player when he is clearly out of bounds or throwing the ball carrier to the ground after the ball is dead, is illegal.

When a player in possession of the ball is giving himself up by sliding, all unnecessary contact must be avoided. The slide must be done in a timely manner to allow defense to avoid such contact.

These fouls are considered to be committed after the ball is dead (Rule 8, Section 5, Article 11).

Reason for change: Player safety

Rule 7 section 3 article 14 page 44

Article 14 – Illegal Block, Hands to Face

No player of either team may thrust his hands forward above the frame to contact the opponent on the neck, face head or facemask. This does not apply to a ball carrier using a “stiff arm” tactic where there is no grasping of the face mask

Replace with

Article 14 – Illegal Block, Hands to Face

No player of either team may thrust his hands forward above the frame to contact the opponent on the neck, face head or facemask.

Reason for change: Player safety Removing stiff arm to head or neck area from being legal.

Rule 7 section 3 article 17 page 45

Article 17 – 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.

Replace with

Article 17 – Blindside Block

It shall be illegal for any player to deliver a forcible block on an opponent while moving back towards their own dead ball line anywhere on the field.

Reason for change: Standardization

Rule 7 section 3 article 18 page 45

Add new

Article 18- Tourist Hits

A player shall be penalized for unnecessary roughness when he commits, Unnecessary physical contact, including but not limited to, running into, diving into, cut blocking or throwing body on a player who is

i) Out of the play or

ii) would not have reasonably anticipated such by an opponent, before or after the ball is dead.

It is incumbent upon players to know when the play is dead and whether their actions will be deemed reasonable under this rule. If a player is many yards away from ball carrier and has stopped playing, or the play is clearly going dead and he is not participating in the play, he should not reasonably expect to be hit.

Special attention should be provided to kickers and quarterbacks who have given up on the play. An opponent should not see this as an opportunity for a “free shot”.

EDITORIAL CHANGES (type o's)