



2014 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 2014.

CHANGES

RULE 1 SECTION 1 ARTICLE 8 page 1

Replace:

The two intersections of the goal lines and sidelines, and the two intersections of the dead line and the end zone sidelines, shall be marked only by flexible markers which must be placed at the intersection of the lines and are considered inbounds.

No rigid or wooden object shall be used in order to preclude injury to players. If any rigid object is present, it shall be removed before the start of the game.

Only flexible markers shall be used to prevent injury. The markers shall be soft, flexible, four sided pylons, 4" x 4" (10 cm x 10 cm) with an overall height of 18 inches (46 cm) which may include a two inch (5 cm) space between the bottom of the pylon and the ground, and be orange or red in colour.

RULE 1 SECTION 11 ARTICLE 2 page 11

Add

f) ***No player is allowed to have a helmet communication device of any sort installed in their helmet or on their person.***

Penalty: Offending player shall be removed from game until communication device is removed. Offending team is also assessed a 10 yard penalty PBD

RULE 1 SECTION 13 ARTICLE 5 page 14

Replace:

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.

The Referee need not permit the attendants of both teams to enter the field in case of injury to a player of 1 team only. He shall indicate his permission to attendants of one or both teams.

When time has been stopped for a player injury or for equipment repair, that player shall be required to leave the game for at least three plays for the case of an injury or at least one play for equipment.

Penalty: L10 no option

RULE 4 SECTION 2 ARTICLE 4 page 22

Replace:

The Referee shall allow 20 seconds for the ball to be put into play. He shall be the sole judge as to when the time count shall start and end, allowing the team reasonable time to line up after each play before starting the count.

If after beginning the 20 second count, the game is stopped because of:

-a reason associated with Team A (substitution of 3 or more players, player injury, player equipment, etc.) then Team A will only have the amount of time for the 20 second period that was remaining when the game was stopped.

-a time out request by either team, a foul by either team or a reason associated with Team B (substitution of 3 or more players, player injury, player equipment, etc.) then Team A will receive a full 20 seconds to snap the ball.

-a reason not associated with either team (clock malfunction, lighting issue, etc.):

- if it is BEFORE the 3 minute warning in either half, then Team A will receive a new 20 seconds to snap the ball.

- if it is AFTER the 3 minute warning in either half, then the game clock will be reset to the time remaining when the 20 second play clock began and the Team A will receive a full 20 seconds to snap the ball.

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.

RULE 5 SECTION 4 ARTICLE 2 page 31

Add:

i) On any kick from scrimmage, where the ball does not cross the line of scrimmage and is not the result of being blocked, rule the same as for a dribbled ball

Delete:

Paragraph e) and re-index

RULE 6 SECTION 4 ARTICLE 6 page 38

Delete: Note

Add:

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.

RULE 7 SECTION 2 ARTICLE 3 page 41

Replace:

Article 3 – Head Leading Blocking, Head Leading Tackling or Spearing

Head leading blocking, head leading tackling or spearing, if done deliberately in such a way as to cause calculated injury may be penalized under this section

RULE 7 SECTION 2 ARTICLE 4 page 42

Replace:

Article 4 – Face Mask / Helmet

Grasping the helmet as covered in Section 3, Article 5, may be penalized under this section, if in the opinion of the Official it was a deliberate attempt to injure an opponent.

RULE 7 SECTION 3 ARTICLE 2 page 42

Replace:

Because the act of passing puts the passer in a particularly vulnerable position to injury, special rules against roughing the passer apply. A player shall be penalized for any act of Unnecessary Roughness to the passer, including but not limited to:

- a) **A defender is prohibited from forcibly hitting in the knee area or below a passer who has one or both feet on the ground, even if the initial contact is above the knee. It is not a foul if the defender is blocked (or fouled) into the passer and has no opportunity to avoid him;**

Note 1: A defender cannot initiate a roll or lunge and forcibly hit the passer in the knee area or below, even if he is being contacted by another player.

Note 2: It is not a foul if the defender swipes, wraps, or grabs a passer in the knee area or below in an attempt to tackle him

- b) **A defender is prohibited from committing such intimidating and punishing acts as —stuffing a passer to the ground or unnecessarily wrestling or driving him down after the passer has thrown the ball, even if the rusher makes his initial contact with the passer, a defensive player must not unnecessarily or violently throw him down and land on top of him with all or most of the defender's weight. Instead, the defensive player must strive to wrap up the passer with the defensive player's arms.**
- c) **A defender is prohibited from use the helmet and/or facemask to hit the passer, or use hands, arms, or other parts of the body forcibly in the head or neck area**

RULE 7 SECTION 3 ARTICLE 5 page 42

Replace:

Article 5 – Face Mask / Helmet

It shall be illegal to grasp the helmet of an opponent by closing the fingers on the face mask, chin strap and other helmet opening (ear holes).

RULE 7 SECTION 3 ARTICLE 7 page 42

Replace:

Spearing is driving of the helmet into a player who is down, or is held so that he is going down, or whose forward progress has been stopped, or who is in a position unable to protect himself. A player shall be called for Spearing even if he commits himself before the ball is dead, if he uses the head and helmet as the primary or main point of force.

RULE 7 SECTION 3 ARTICLE 8 page 43

Replace:

Article 8 – Head Leading Block or Tackle

- a) Head Leading Block – no player, including the ball carrier, shall use his helmet to butt or ram an opponent.
- b) Head Leading Tackle – no player shall strike the runner with the crown or top of his helmet.

Delete:

Note

RULE 7 SECTION 3 ARTICLE 16 page 44

Add:

Article 16 – Player in defenseless posture

It is a foul if a player initiates unnecessary contact against a player who is in a defenseless posture.

A) Players in a defenseless posture are:

- 1) A player in the act of or just after throwing a pass;
- 2) A receiver attempting to catch a pass; or who has completed a catch and has not had time to protect himself or has not clearly become a runner. If the receiver/runner is capable of avoiding or warding off the impending contact of an opponent, he is no longer a defenseless player;
- 3) A runner already in the grasp of a tackler and whose forward progress has been stopped;
- 4) A runner or punt returner attempting to field a kick in the air;
- 5) A player on the ground;
- 6) A kicker/punter during the kick or during the return
- 7) A quarterback at any time after a change of possession
- 8) A players who receives a “blindside” block when the blocker is moving toward or parallel to his own end line and approaches the opponent from behind or from the side, and
- 9) A player who is protected from an illegal crack block

B) Prohibited contact against a player who is in a defenseless posture is:

- 1) Forcibly hitting the defenseless player's head or neck area with the helmet, facemask, forearm, or shoulder regardless of whether the defensive player also uses his arms to tackle the defenseless player by encircling or grasping him; or**
- 2) Lowering the head and making forcible contact with the top/crown or forehead/"hairline" parts of the helmet against any part of the defenseless player's body; or**
- 3) Illegally launching into a defenseless opponent. It is an illegal launch if a player (1) leaves both feet prior to contact to spring forward and upward into his opponent, and (2) uses any part of his helmet (including the top/crown or forehead parts) to initiate forcible contact against any part of his opponent's body. Note: This does not apply to contact against a runner, unless the runner is still considered to be a defenseless players.**

Note 1: The provision of (2) do not prohibit incidental contact by the mask or helmet in the course of a conventional tackle or block on an opponent.

Note 2: A player who initiates contact against a defenseless opponent is responsible for avoiding an illegal act. This includes illegal contact that may occur during the process of attempting to dislodge the ball from an opponent. A standard of strict liability applies for any contact against a defenseless opponent, even if the opponent is an airborne player who is returning to the ground or whose body position is otherwise in motion, and irrespective of any acts by the defenseless opponent, such as ducking his head or curling up his body in anticipation on contact.

PENALTY: For unnecessary roughness: Loss of 15 yards and an automatic first down. The player may be disqualified if the action is judged by the official(s) to be flagrant

RULE 8 SECTION 3 ARTICLE 2 page 46

Delete

RULE MODIFICATIONS 10 OR 12 A SIDE FOOTBALL Page 56

Delete

The following rule modifications are recommended for implementation in the 2013 season. After the 2013 season a review to ensure clarity of the modifications will be undertaken with an anticipated full implementation of the modifications for the 2014 season.

Replace:

These rule modifications are **implemented** to enhance age appropriate football skills development and safety. The modifications support Football Canada's Long Term Athlete Development Model and Skill Development Progression. The Skill Development Progression was developed by coach experts as part of Football Canada's National Coaching Certification Program

Add:

Penalty: L5-PLS

SIGNALS PAGES 63-66

Replace with new pictures

Football Stadium Guidelines

A) Field and Access

- Fully marked and lined Imperial Canadian Football Field (see Canadian Amateur Tackle Rule Book)
- Field Turf or comparable artificial surface preferred for elite Provincial competition and required for National competition. Grass is suitable for all other levels of play.
- Light towers capable of lighting the field for night games placed no closer than 15 feet from the sidelines and preferably 30 feet.
- No obstacles or hazards within 5 yards of the sideline in any direction. Note: this would not include an athletic track that surrounds the field however the border used by the track events separating the inside lane from the field would have to be removed prior to use for football.
- Fencing to surround the stadium at least eight feet high with access points that meet the local Fire Marshall standards. One point of access would feature a "gate" or way to sell and take tickets for events.
- Score clock with the ability to show the scores for both teams, time, and which quarter. An upgraded score clock with the ability to show down and distance plus timeouts is a nice upgrade but not a necessity. The score clock should be located in the south end of the stadium whenever possible to reduce glare from the sun affecting daytime games in late fall.

B) Support Structures

- Four heated dressing/change rooms that can accommodate 50 players comfortably (2 ½ to 3 feet of space for each player)
- A heated officials dressing/change room that can accommodate 12 officials comfortably (same parameters as above).
- A heated first aid/athletic therapy room complete with at least two trainer tables. If this is not possible then a training table should be placed outside each dressing/change room.
- Heated washroom access for all of the dressing/change rooms listed above.
- Heated washroom access for the spectator area.
- If possible, a heated event organizers room that can accommodate a board room table to seat 12-15 people.

C) Spectator Seating

- Seating for at least 2500 spectators (1000 for stadiums not wishing National level competition).
- In order to accommodate teams on both sides of the field and spectator needs the floor of the first row of seating should be at least four feet off of field level. No fence or other obstruction should interfere with the view of the spectators, however there should be a fence to separate the spectators from access to the field.

D) Spotters Box

- Heated Spotters Box centered at the 55 yard line, recessed back at least 30 feet from the sidelines and the floor of the first level (if there are more than one) of use for the box to be at least 25 feet up from field level and not subject to obstructed views from spectator seating.
- The Spotters Box should be able to accommodate at least 20 personnel, with separate rooms created for at least two coaching staffs that can fit three people who can view the field comfortably. The other personnel would include two timers, two public address, three statisticians, and three more spots for media/press. Another separate area (or spot on the roof) should be created for a videographer and assistant for both teams. In order to accommodate National Events or premier Provincial Events another room would be needed to accommodate at least five radio, webcast or television personnel with an upgrade to the videographer area to accommodate at least another two cameras.

E) Other

- A concession area is optional but if the site has one it needs to be able to accommodate a full house of spectators and be subject to inspection from local food preparation and handling regulators
- A storage room and/or building maintenance room is also required as a part of the dressing/change room area. This room should also contain all field marking and goal post padding plus a full set of sideline sticks (i.e. ten yard markers, a downs box, and pic for opposite sideline)
- Some stadiums may also choose to include an enclosed area for VIP or other hosting requirements. This can run from a covered deck to a separate physical building but it is not a basic requirement for a game stadium.

THE FOLLOWING HAS BEEN APPROVED WITH FULL IMPLEMENTATION TAKING EFFECT 2015 TO ALLOW TEAM'S TIME TO ACQUIRE CORRECT EQUIPMENT

RULE 4 SECTION 3 ARTICLE 1 page 22

Replace:

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.

RULE 6 SECTION 4 ARTICLE 4 page 37

Replace :

The following players are eligible receivers:

- a) The player at each end of the scrimmage line at the snap, wearing numbers **1-49 or 80-99**
- b) Players clearly back of the scrimmage line at the snap, wearing numbers **1-49 or 80-99**
- c) A Team A player wearing numbers **1-49 or 80-99** who is in forward motion from a backfield position and within one yard of the line of scrimmage when the ball is snapped.
- d) All players of Team B, whether or not the pass is legally thrown.
- e) All players of Team A, if the ball is touches by a B player AFTER the forward pas has crossed the line of scrimmage or is touched by a Team A eligible receiver (may be subject to an offside pass). The touching of the forward pass by a B player BEFORE it crosses the line of scrimmage does not change the eligibility of Team A players to legally complete the pass.

RULE 6 SECTION 4 ARTICLE 5 page 37

Replace first sentence 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