

**CANADIAN FOOTBALL LEAGUE
OFFICIAL PLAYING RULES
2026**



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TABLE OF CONTENTS

CFL Rules Committee -----4
CFL Officiating Department -----5
CFL On-Field Officials -----6
CFL Tie-Breaking Procedure -----7
Legend Of Abbreviations -----7
Plan Of the Playing Field -----8
Summary Of Penalties -----9
2026 CFL Rule Changes ----- 10

RULE 1 CONDUCT OF THE GAME----- 12-27

Section 1 The Field----- 12
Section 2 The Ball ----- 12
Section 3 Possession ----- 13
Section 4 Dead Ball ----- 14
Section 5 Teams ----- 14
Section 6 Team Captains----- 14
Section 7 Starting & Timing ----- 15
Section 8 Tie Game ----- 19
Section 9 Out of Bounds ----- 19
Section 10 Playing Uniforms----- 22
Section 11 Team Personnel ----- 24
Section 12 Other Personnel ----- 26
Section 13 Replay Overview----- 27

RULE 2 OFFICIALS ----- 28-29

Section 1 Designation of Officials----- 28
Section 2 Jurisdiction & Duties of Officials ----- 28

RULE 3 SCORING ----- 30-32

Section 1 Table of Scores ----- 30
Section 2 Definitions ----- 30
Section 3 Terminating a Play in Goal----- 32
Section 4 Ball in Goal----- 32

RULE 4 SCRIMMAGE----- 33-39

Section 1 Definitions ----- 33
Section 2 Method of Scrimmage----- 33
Section 3 Interference ----- 35
Section 4 Placement of the Ball----- 36
Section 5 Player Restrictions ----- 37
Section 6 Series of Downs ----- 39

RULE 5 KICKING----- 40-47

Section 1 Definitions ----- 40
Section 2 Kickoff ----- 41
Section 3 Blocked Kick ----- 43
Section 4 Kick from Scrimmage & Open-Field Kick----- 43

RULE 6	PASSING -----	48-53
Section 1	Lateral or Onside Pass-----	48
Section 2	Handoff Pass-----	48
Section 3	Offside Pass-----	48
Section 4	Forward Pass-----	49
RULE 7	FOULS & PENALTIES -----	54-60
Section 1	Illegal Tactics-----	54
Section 2	Major Fouls-----	54
Section 3	Disqualification-----	59
Section 4	Objectionable Conduct-----	59
Section 5	Player Misconduct Fouls-----	60
RULE 8	APPLICATION OF PENALTIES -----	61-66
Section 1	Definitions-----	61
Section 2	Fouls After Legal Gains-----	61
Section 3	Double & Dual Fouls-----	61
Section 4	Restrictions Near a Goal Line-----	63
Section 5	Fouls on Convert-----	64
Section 6	Fouls in Goal-----	65
Section 7	Fouls Which Occur on the Last Play of a Quarter-----	66
Section 8	Manipulating the Clock-----	66
Section 9	Fouls in Overtime-----	66
RULE 9	INTERFERENCE -----	67-68
Section 1	Definition-----	67
Section 2	Interference on Scrimmage Plays-----	67
Section 3	Interference after Gaining Possession without Scrimmage-----	68
Section 4	Interference on Loose Ball-----	68
RULE 10	Replay -----	69-80
Section 1	Replay Process-----	69
Section 2	The Replay Centre Areas of Coverage-----	69
Section 3	Coach Challenges-----	73
Section 4	Standard Reviewable Aspects-----	74
Section 5	Limits of Replay-----	74
Section 6	Miscellaneous-----	74
Section 7	The Clock-----	74
Section 8	Approved Rulings-----	76
REFEREE'S SIGNALS -----		81-85
STATISTICAL SCORING RULES -----		86-99
INDEX -----		100-105

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RETIRED NUMBERS FOR OFFICIALS

16 - Ross Perrier

20 - Jacques Decarie

26 - Don Barker

38 - Lorne Woods

62 - Jake Ireland

80 - Ken Picot

CFL ON-FIELD OFFICIALS

NAME -----	NO -----	POSITION
Sharon Airey -----	95 -----	Line Judge
Taylor Anderson-----	82 -----	Side Judge
Ron Barss-----	25 -----	Down Judge
Blair Brown -----	44 -----	Field Judge
James Carlisle-----	23 -----	Field Judge
Thomas Cesari -----	36 -----	Down Judge
Ben Chapdelaine -----	70 -----	Side Judge
JP Chorney-----	90 -----	Umpire
Brian Chrupalo-----	73 -----	Field Judge
Mike Ciona-----	92 -----	Umpire
Emily Clarke-----	39 -----	Side Judge
Murray Clarke-----	22 -----	Back Judge
Marc Cobb-----	89 -----	Line Judge
Kevin Collins -----	85 -----	Field Judge
Iain Cropper -----	65 -----	Back Judge
Daniel Doerksen -----	97 -----	Line Judge
Chris Donaldson -----	93 -----	Field Judge
Laurent Dubreuil -----	35 -----	Line Judge
Dan Fleischhaker -----	94 -----	Side Judge
Dave Gatza-----	75 -----	Back Judge
Rob Hand -----	68 -----	Back Judge
Walt Hawrysh -----	81 -----	Line Judge
Rob Hill-----	63 -----	Down Judge
Romeo Kabongo -----	87 -----	Side Judge
Tim Kroeker -----	74 -----	Referee
Ryan Lange -----	29 -----	Side Judge
Pierre Laporte-----	18 -----	Side Judge
Eric LeBlanc -----	98 -----	Line Judge
Andre Leduc-----	84 -----	Side Judge
Tim Louman-Gardiner ---	99 -----	Line Judge
Jason Maggio-----	37 -----	Field Judge
Ben Major -----	31 -----	Referee
Justin McInnes-----	67 -----	Referee
Kyle Mikulik-----	58 -----	Umpire
Ritchie Miller -----	34 -----	Umpire
Dan Mulvihill-----	83 -----	Line Judge
Adam Paradowski -----	45 -----	Umpire
Georgina Paull-----	33 -----	Line Judge
Andre Proulx -----	28 -----	Referee
Kevin Riopel-----	40 -----	Side Judge
Troy Semenchuk-----	24 -----	Umpire
Chris Shapka-----	19 -----	Down Judge
Rob Skaggs -----	46 -----	Back Judge
Ryan Stark-----	52 -----	Side Judge
Jordan Titosky -----	49 -----	Down Judge
Tom Vallesi-----	60 -----	Referee
Andrew Wakefield -----	27 -----	Down Judge
Anthony Williams-----	96 -----	Side Judge

CFL TIE-BREAKING PROCEDURE

When two or more member Clubs are tied in the final Division standings at the conclusion of the regular season schedule, preferential ranking for playoff purposes shall be determined on the basis of the following descending-order priorities and shall be awarded to the Club that:

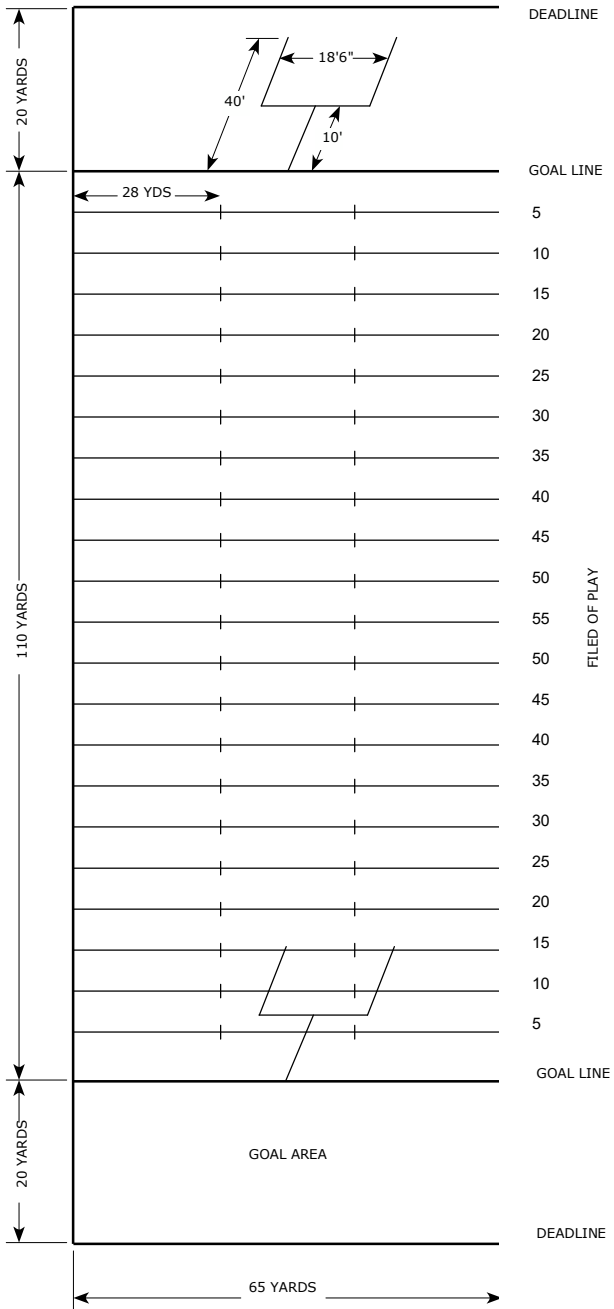
- a) has won the greater number of games played against all member Clubs of the League, then
- b) has the higher winning percentage in all games played against all of the other tied Club(s), then
- c) has scored the higher net aggregate of points (i.e. points scored for less points scored against) in all games played against all of the other tied Club(s), then
- d) has scored the higher net quotient of points (i.e. points scored for divided by points scored against) in all games played against all of the other tied Club(s), then
- e) has the higher winning percentage in all games played against all member Clubs of the Division, then
- f) has scored the higher net aggregate of points in games played against all member Clubs of the Division, then
- g) has scored the higher quotient of points in games played against all member Clubs of the Division, then
- h) has scored the higher net aggregate of points in games played against all member Clubs of the League, then
- i) has scored the higher net quotient of points in games played against all member Clubs of the League, then
- j) has won a coin toss against the other tied Club.

Note: If two Clubs remain tied after other Club(s) are eliminated during any step, tie breaker reverts to step a).

LEGEND OF ABBREVIATIONS

AFD	Automatic First Down	L25	Loss of 25 yards
AR	Approved Ruling	LB	Loss of Ball
1D	First Down	LD	Loss of Down
12D	First or Second Down	LS	Line of Scrimmage
3D	Third Down	PBD	Point Ball Dead
Team A	Team putting ball into play	PBH	Point Ball Held
Team B	Other Team	PF	Point of Foul
DR	Down Repeated	PLS	Point of Last Scrimmage
L5	Loss of 5 yards	PPG	Point Possession Gained
L10	Loss of 10 yards	YG	Yards Gained
L15	Loss of 15 yards	YNG	Yards Not Gained

PLAN OF THE PLAYING FIELD



SUMMARY OF PENALTIES

5-YARD PENALTIES

Illegal Handoff Pass	Illegal Procedure
No Yards	Offside
Time Count	Too Many Players in the Formation

10-YARD PENALTIES

Contacting the Kicker	Delay of Game
Holding	Illegal Block
Illegal Contact on a Receiver	Illegal Participation
Illegal Substitution	Illegally Downfield on Kick
Ineligible Receiver	Late Start
Objectionable Conduct	Pass Interference
Punt Out of Bounds in Flight	Pyramiding
Second Forward Pass on a Play	Sleeper Play
Taunting	Time Count – Last 3 Minutes
Too Many Players	Tripping
Unauthorized Person on Field	Use of an Illegal Substance

15-YARD PENALTIES

Blindside Blocking	Blocking Below the Waist
Chop Blocking	Clipping
Crackback Blocking	Cut Blocking
Face Masking	Hazardous Equipment
Leg Whips	No Yards
Peel Back Block	Piling On
Push Blocking	Roughing the Passer
Roughing the Kicker	Spearing
Unnecessary Roughness	

25-YARD PENALTIES

Illegal Deployment of Designated Quarterback or Designated Import	
Grade 2 Roughing the Passer	Grade 2 Spearing
Physical Abuse of Official	Rough Play
Spitting	

DISQUALIFICATION

Excessive Objectionable Conduct	Hazardous Equipment
Physical Abuse of Official	Rough Play
Spitting	Two Grade 2 Fouls
Two Player Misconduct Fouls	

AUTOMATIC FIRST DOWN

Illegal Interference on a Loose Ball	Pass Interference
Rough Play	Unnecessary Roughness

LOSS OF DOWN

Time Count – Last 3 Minutes	Intentional Grounding
-----------------------------	-----------------------

2026 CFL RULE CHANGES

The following is a summary of rule changes for the 2026 season.

Change the rouge rule to eliminate a single point being scored when a ball is kicked directly out of bounds in an opponent's goal area either in flight or after hitting the ground.

- Rule 4.2.4 (page 31) – Single Point or Rouge

Another change associated with this rule change is when a kicked ball goes through the opponent's goal area without being touched or hits the opponent's goal post in flight, it will be next scrimmaged from the opponent's 40-yard line.

- Rule 1.9.2 (page 20) – Kicked Ball Out of Bounds
- Rule 5.4.13 (page 47) – Kicked Ball Striking Goal Post Assembly

To create consistency between plays, initiate the use of an automatically starting 35 second play clock to be used in most situations.

- Rule 1.7.4 (page 17) – Play Clock

Other rule changes and clarifications associated with this rule change are the following:

If the game clock is running and the ball is not snapped prior to 3:00 remaining in each half, the clock will stop at 3:00 and the 3-minute warning given.

The variable 20-second play clock will continue to be used in the last 3 minutes of each half.

The game clock will start on the snap on the first play following the 3-minute warning in each half.

On a kickoff following a convert or field goal with no commercial break, the timer will run back-to-back 35-second play clocks.

- Rule 1.7.3 (page 15) – Game Clock
- Rule 1.7.4 (page 17) – Play Clock

To eliminate tie games during the regular season. If the game is still tied after playing two mini-games, the teams will play an unlimited series of 2-point convert attempts until a winner is determined.

- Rule 1.8 (page 19) – Tie Game

Give each team one 15 second timeout in overtime.

- Rule 1.7.7 (page 18) – Team Time Out

Adjust the ineligible player rules.

Allow teams to designate a maximum of three players wearing an ineligible number to play an eligible position.

- Rule 4.5.3 (page 37) – Exceptions to the Numbering Requirements

Add the option of an incomplete pass when an ineligible receiver catches a pass.

- Rule 6.4.4 (page 50) – Eligibility of Receiver

Modify the Replay Rules by adding turnover on downs to the list of plays automatically reviewed by the Replay Centre

- Rule 10.2.2 (page 70) – Automatic Review Triggers

To eliminate multiple kneel downs to end a half, the offense can “kneel out” a half by taking a knee when they have a first down and there are 40 or fewer seconds left.

- Rule 1.7.3 (page 17) – Game Clock

To prevent a player from creating an illegal kick off foul by going out of bounds and reaching back in and touching a ball on the ground, the foul is changed to an illegal participation foul on that player.

- Rule 1.9.8 (page 21) – Illegal Participation

NOTE: In addition to these rules changes, minor standard and wording changes have also been made in several areas. All changes are printed in bold.

RULE 1 – CONDUCT OF THE GAME

SECTION 1 – THE FIELD

Article 1 – Regulation Fields

The field is 110 yards long by 65 yards wide. It shall be distinctly marked as indicated herein:

- The Sidelines mark the sides of the field.
- The Goal Lines mark the ends of the field.
- The Field of Play is the area bounded by these two sets of lines.
- The Dead Ball Line is parallel to and twenty yards behind each Goal Line.
- The Sidelines in Goal are the Sidelines extended from Goal Line to Dead Ball Line.
- The Goal Area is the area bounded by the Goal Line, the Dead Line and the Sidelines in Goal.
- The bounds shall be defined as the inside of the Sidelines, Sidelines in Goal and Dead Lines.
- The Field of Play shall be marked every 5 yards with lines extending from Sideline to Sideline and parallel to the Goal Lines.
- Twenty-eight yards in from each Sideline each 5-yard stripe shall be marked by a short cross stripe parallel to the Sidelines (Hash Marks).
- Markers shall be placed opposite each 5-yard line from the Goal Line, indicating the distance of each such line from the Goal Line toward the centre of the field.
- The four intersections of Goal Lines and Sidelines and the four intersections of Dead Ball Lines and Sidelines in Goal shall be indicated by flexible markers.
- Vertical posts (goal posts) shall be placed and centred on each Goal Line. The distance between the posts shall be 18 feet 6 inches. The goal posts shall extend 40 feet above ground level and shall be joined by a crossbar parallel to the ground at a height of 10 feet. The diameter of each post above the crossbar shall be not less than 3 inches or greater than 4 inches.
- At the extreme top of each post, there shall be attached a coloured ribbon 4 inches wide and 42 inches long.
- A wishbone type or single-shaft goal post assembly may be used, provided that it complies with the above standards and the base of the assembly is not further than 75 inches from the Goal Line.

Article 2 – Fields Less Than Regulation Size

If the regulation length of a field is not available because of a running track or any other object, a clear line of demarcation shall be established at least one foot toward the playing surface from such track, or object.

A line shall be painted on the playing surface and shall be considered as the boundary line. A player who touches this line, the surface outside the line or any object outside the line shall be ruled as having gone Out of Bounds.

SECTION 2 – THE BALL

The official football for a Canadian Football League game is the Wilson CFL Official Game Ball, which shall be inscribed with the signature of the Commissioner.

The game is played with a ball made of Wilson Exclusive Game ball Leather in four panels. The circumference of the long axis shall be not less than 28 inches nor

greater than 28 1/2 inches. The circumference of the girth or short axis shall be not less than 21 inches nor greater than 21 1/4 inches. The length of the long axis shall be not less than 11 inches nor greater than 11 1/4 inches. The total weight of the ball shall not be less than 14 ounces nor greater than 15 ounces. The exposed laces shall be not more than 4 3/8 inches in length and 1 1/8 inches in width.

The ball shall be painted with 1-inch white stripes around the short axis, commencing 3 inches away from the point of greatest circumference of the short axis.

A minimum of 36 footballs are supplied for each game. Each team will supply to the Game Officials, no later than 90 minutes prior to the scheduled start time, a minimum of twelve balls stamped with their team name to be used exclusively by their team when they are on regular offence (“Offensive Balls”) and a minimum of six balls stamped with their team name to be used for kicking plays (“Kicking Balls”). The Game Balls may have been used in practice prior to game day and may have been used in previous games. They must however meet a new ball standard at the discretion of the Referee to be used during a game.

Each team shall inflate their Offensive Balls to a pressure between 10 ½ and 13 psi. Each team shall inflate their Kicking Balls to a pressure between 12 ½ and 13 ½ psi. The game officials will measure and, if necessary, adjust any ball that does not fall into the proper range so that it does.

Once the balls are under the control of the Game Officials 90 minutes prior to the game, no team may alter the footballs in any way.

The home team must also have on hand a sufficient supply of additional Kicking Balls and make them available to the Game Officials should they be required due to weather or other circumstances. If the visiting team runs out of Offensive Balls, they will use Kicking Balls for the remainder of the game while on regular offense.

Any team that uses an illegal football or alters a ball during a game will be subject to a fine or suspension by the Commissioner.

SECTION 3 – POSSESSION

Possession means having the ball firmly held in hand or hands, arm or arms, leg or legs, or under the body.

When players of the opposite teams have possession of the ball, it shall belong to the player who first gained possession and who has not lost possession.

If players of both teams legally gain possession of the ball simultaneously, it shall belong to the team that last previously had possession.

A ball not in possession of a player is still in play. A ball is considered to have been fumbled if the player last in possession has lost control of it.

If a kicked ball other than a kickoff is legally touched by a player of either team, such touching shall be deemed to be possession.

SECTION 4 – DEAD BALL

The ball is dead when:

- An official blows their whistle
- An official has signalled a score
- It goes Out of Bounds
- A forward pass is declared incomplete
- A forward pass hits an official
- A kicked ball strikes the opponent's goal post assembly in flight, without first touching the ground, a player or an official
- The ball carrier is tackled and the forward progress has been halted (tackling is defined as the act of grasping or encircling a ball carrier with hands and arms)
- The ball carrier behind the line of scrimmage is firmly in the grasp and control of a tackler to the extent that the ball cannot be thrown
- The ball carrier is tackled and driven back towards the ball carrier's own Dead Ball Line. An official must assume that an attempt was being made to advance the ball and that only the contact with an opponent prevented such advance. Therefore, the most forward point of advance shall be considered the point where the ball became dead
- The ball carrier is contacted by an opponent and loses balance so that a portion of their body, other than feet or hands touches the ground. The ball is dead at the point where it was held when touching the ground, or the point where the ball was held when contacted, whichever is the furthest point of advance
- The quarterback, in possession of the ball, intentionally kneels on the ground during the last 3 minutes of a half
- The quarterback or punter or kicker, in possession of the ball, gives themselves up by sliding in any manner or diving. The ball is dead at the point it was held when another part of their body, other than feet or hands, touch the ground
- When the quarterback or punter or kicker fakes a slide. The ball is dead at the point it was held when the fake slide originated
- When a player, having possession of the ball in their own Goal Area, intentionally kneels on or goes to the ground
- The ball carrier is on the ground and, in the judgment of the official, is not attempting to advance the ball, the official shall immediately declare the ball dead
- The ball carrier's helmet comes off.

NOTE: A ball lying on the ground and not in possession of a player is not dead. A ball striking an official is not dead except on a forward pass.

SECTION 5 – TEAMS

For reference, the team that puts the ball in play shall be identified as Team A and the other team shall be named Team B. The game is played by teams of 12 players.

SECTION 6 – TEAM CAPTAINS

At all times, each team must have on the field a player designated as Captain, and so identified to the Referee.

The Captain shall be the sole communicator between the team and the officials (through the Referee) and may appeal to the Referee only on questions of interpretation and application of rules. Such consultations should be held apart from other players on the field.

A Captain is entitled to an explanation of any Referee's decision but no prolonged argument is to be allowed. When the yardsticks are called in from the Sidelines to determine whether a first down has been gained, the on-field Captain for each team shall be the only players permitted in the vicinity of the measurement.

In case of a foul, the Captain or Head Coach of the non-offending team is given the choice of the penalty or the option provided.

SECTION 7 – STARTING & TIMING

Article 1 – Starting

The game shall start promptly at the time prescribed by the Commissioner. If a team is late appearing on the field at the start of the first or third periods, they will be penalized.

PENALTY: L10

At the start of the game, the captains of both teams shall meet the Referee at centre field. The Referee shall toss a coin with the visiting team captain making the call. The captain of the team winning the coin toss shall declare whether to have first choice at the start of the first or second half.

The captain of the team having first choice at the start of the first half shall choose between:

- (a) kicking off or receiving the kickoff or,
- (b) which end of the field to defend.

The captain of the other team shall have first choice at the start of the second half, when both captains shall again meet the Referee at centre field to make their choices.

Article 2 – Playing & Rest Periods

The length of game is 60 minutes of actual playing time, divided into four quarters of 15 minutes each. The scoreboard clock is the official time for the game and shall be operated under the direction and control of the Timekeeper. (See Rule 2, Section 2, Article 10).

Goals shall be changed at the end of the first and third periods. At the start of the second and fourth periods, the ball is put into play at a point corresponding exactly to the point at the other end of the field where the ball became dead at the end of the previous period. It will be put into play in exactly the same manner as if play had not been interrupted.

The kickoff to start the second half shall take place 16 minutes after the conclusion of the first half and a team shall be subject to penalty if the players are not lined up on the field ready to start the second half at that time.

PENALTY: L10

Article 3 – Game Clock

The game clock times the 60 minutes of the game.

The game clock starts when the ball is touched following the kickoff at the start of a half and stops when the ball is ruled dead and an official signals to the timekeeper to stop the clock.

When the game clock is stopped, time starts on the signal from the Referee in these situations:

- When the ball is touched on a kickoff

- When it is ready to be scrimmaged

When the game clock is stopped, time starts when the ball is snapped on the play immediately following these situations:

- Team A committing a Time Count foul
- A team time out
- Team A committing a foul prior to the snap while scrimmaging from inside their own 25-yard line
- Team A committing a foul prior to the snap on any convert attempt
- Team A committing two consecutive fouls prior to the snap before the 3-minute warning of either half

After the 3-minute warning has been given in each half, the game clock starts when the ball is snapped on the play immediately following these situations:

- **The 3-minute warning is given**
- A kickoff or a kick from scrimmage or an open-field kick
- A change of possession
- An incomplete forward pass, an incomplete illegal forward pass
- The ball is carried Out of Bounds
- A score has been made
- A penalty application, however the non-offending team may decline the penalty and permit time to resume as though a foul had not occurred
- The application of dual penalties

When an infraction is committed before the ball is snapped after the 3-minute warning in either half, the non-offending team may:

- (a) accept the penalty yardage, in which case time shall resume on the snap or,
- (b) decline the penalty yardage and elect whether time shall resume on the snap or when the Referee declares the ball in play.

When the game clock is running it will stop when the ball is ruled dead and an official signals to the timekeeper to stop the clock for any of the following reasons:

- A score has been made
- The ball goes Out of Bounds
- A forward pass is incomplete
- A change of possession has occurred
- To apply penalties
- For a delay caused by player injury
- Time expires at the end of each period
- Each time the ball goes dead after the 3-minute warning has been given
- A player or head coach requests a team timeout
- The Referee deems it necessary to suspend play.

The game clock shall not be stopped because of player injury or to adjudicate a penalty until the ball is dead.

After a touchdown, time shall stop and resume when the Referee declares the ball in play for a convert attempt. Except during the last three minutes of a half, when the clock does not run during a convert attempt.

When the game clock is running and the ball is not snapped prior to 3:00 remaining in the half, the clock will stop at 3:00 and the 3-minute warning given.

If in any period the ball becomes dead with only a short period of time remaining, the team in possession has one more complete play even though that play may extend beyond the normal termination of that period.

If a touchdown is scored on the last play of a period, the period shall be extended to include the convert attempt.

Team A may end either half before time expires by declaring to the Referee that they will “kneel out”. They can do this when they have a 1D and there are 40 or fewer seconds left on the clock and Team B does not have a timeout. The player taking the snap will kneel down promptly and the Referee will declare the half over regardless of the time left on the clock.

Article 4 – Play Clock

The play clock will start before every play. Team A must put the ball into play before it reaches 0.

After most plays a 35-second play clock will start automatically upon a signal from the covering official that the play is over and the next play may take place.

In these circumstances the Referee will instead start a 20-second play clock:

- (a) for the play after:**
 - a kick off
 - a touchdown has been scored
 - the application of penalties
 - a change of possession
 - a TV or Team Timeout
 - an injury or equipment delay
 - a Team Challenge or Replay Centre initiated review
 - any other administrative delay
- (b) for every play:**
 - after the 3-minute warning has been given in each half
 - in overtime
- (c) any time they deem it necessary**

On a kickoff following a convert or field goal with no commercial break, the timer will run back-to-back 35-second play clocks. The team must kick the ball before the second 35-second play clock reaches 0.

Article 5 – Time Count Foul

Team A must put the ball in play before the play clock expires.

PENALTY: L5 DR – Yardage penalty may be declined.

After the 3-minute warning has been given in a half the penalty is 1D or 2D – LD or L10 DR, 3D – L10 DR.

The penalty for a time count violation on a convert attempt is L5 DR at any time during the game including overtime.

NOTE: If in the opinion of the Referee, Team A is taking a deliberate third down time count penalty, the Referee may order Team A to put the ball in play legally before the play clock expires or forfeit possession to Team B.

NOTE: If the stadium play clock is not in operation, the Referee is the sole judge as to when the play clock starts and ends, after allowing both teams reasonable time in which to line up after the preceding play.

Article 6 – Delay of Game

The game shall not be delayed except by permission of the Referee.

(a) If the Referee finds it necessary to suspend play while a player in the game has equipment repairs, that player is required to leave the game for a minimum of three plays.

(b) If the Referee finds it necessary to suspend play while an injured player receives medical attention on the field (an “Injury Timeout”), that player is required to leave the game for a minimum of three plays. If the reason the game was stopped is for a TV Timeout or a Team Timeout, a player may receive medical attention on the field during the TV Timeout or Team Timeout and shall be able to return to play immediately after the TV Timeout or Team Timeout provided that the game is not further delayed due to the injury. If the game is further delayed, an Injury Timeout shall be called and the player is required to leave the game for a minimum of three plays.

The following delays shall be subject to penalty.

(c) On a kickoff, Team A is required to kick the ball before the play clock expires after notification from the Referee that play is to commence.

(d) If a Team B player interferes with the placement of the ball after it has been declared in play by the Referee, that team shall be penalized.

PENALTY: L10

Article 7 – Team Time Out

Each team is granted two time outs and will be permitted to use them at any point during regulation time, subject to the following:

(a) the time out must be requested by any player on the field, or the Head Coach, and may be directed to any official on the field,

(b) the time out shall be 30 seconds in duration,

(c) a team shall not be permitted to request or use a second time out in the same dead ball period in which they have used a time out,

(d) a team may use only one time out in the last three minutes of the fourth quarter,

(e) the game clock will resume on the snap.

In addition, each team is granted one 15 second timeout in overtime.

Article 8 – Electronic Noise

In the event that the home team permits in its stadium the use of either electronic equipment or high-volume loudspeakers when the visiting team is attempting to put the ball in play, with the result that the game is delayed, the home team shall be subject to penalty for delay of game.

PENALTY: L10

SECTION 8 – TIE GAME

If the score is tied at the end of regulation time, an overtime mini-game will be played to determine a winner:

- The first team, as determined by coin toss, shall scrimmage the ball at the opponent's 35-yard line and may advance by consecutive series of downs until it makes a score or loses possession. If the score is a touchdown, the convert attempt must be a 2-point attempt scrimmaged from the 3-yard line.

- The second team will then scrimmage at the same 35-yard line and proceed as above.

- If the score is still tied, a second mini-game will be played at the opposite end of the field with both teams scrimmaging from the 35-yard line.

If the game is a playoff or Grey Cup game and the score is still tied:

- Additional mini-games will be played, alternating the end of the field used, until a winner is determined.

If the game is a regular season game and the score is still tied, a series of 2-point converts will take place:

- **The teams will stay at the same end of the field and the first team will attempt to score a 2-point convert from the 3-yard line.**

- **The second team will then attempt to score a 2-point convert from the 3-yard line.**

- **If the score is still tied, this series of 2-point convert attempts will continue, at the same end of the field, until a winner is determined.**

A winner is determined when one team has scored more points after each team has had equal opportunities to score.

There is only one coin toss in overtime. After the first mini-game, the choice between which teams starts on offense shall alternate between the teams.

SECTION 9 – OUT OF BOUNDS**Article 1 – Definitions**

The ball is Out of Bounds when it touches a Sideline, Sideline in Goal, Dead Line or the ground or any other object on or beyond these lines. The ball is Out of Bounds when a player in possession of the ball touches a Sideline, Sideline in Goal, Dead Line or the ground or any other object on or beyond these lines.

NOTE: The ball shall remain in play when it is knocked or batted back into the Field of Play by a player who is off the ground and who has not touched the ground or any object Out of Bounds, see Rule 1, Section 9, Article 3.

NOTE: If a player gains possession of the ball while off the ground in bounds and is contacted by an opponent, that player must still get one foot or other body part in bounds to retain possession.

NOTE: A player who gains possession of the ball near the Sideline and touches the ground in bounds with any part of the foot down, in bounds prior to touching out of bounds shall retain possession even if the next step is Out of Bounds.

Article 2 – Ball Kicked Out Of Bounds

When the ball is kicked Out of Bounds in the Field of Play, it shall belong to the opposite team, subject to the penalty applicable on a kickoff.

When the ball is kicked Out of Bounds through the opponent’s Goal Area without being touched by a player of either team, the ball will be scrimmaged by the Opponent at their 40-yard line. This is regardless of whether the ball goes Out of Bounds in flight or touches the ground in bounds before going Out of Bounds.

Article 3 – Ball Fumbled Out Of Bounds

When, on any play, the ball is fumbled Out of Bounds, or touches a player in the Field of Play and then goes Out of Bounds, it shall belong to the team that last touched the ball in the Field of Play.

A team maintains or gains possession when a player of the team, while off the ground, knocks or bats the ball directly Out of Bounds, provided that player lands in bounds.

The ball shall next be scrimmaged:

- (a) at the point where the ball went Out of Bounds or,
- (b) at the point where the ball was last touched in the Field of Play, whichever point is closer to the Goal Line of the team entitled to possession.

Article 4 – Ball Going into Opponent’s Goal Area

When a player directs the ball, other than by kicking, from the Field of Play over the opponent’s Goal Line and hence Out of Bounds in the Goal Area without the ball touching an opponent, it is ruled as a fumble Out of Bounds in the Field of Play, with the ball declared dead at the point where it was last touched in the Field of Play.

Article 5 – Ball Going into Own Goal Area

When a player fumbles or directs the ball from the Field of Play into their own Goal Area, where the ball goes Out of Bounds without possession being gained by either team, a Safety Touch score shall be awarded.

Article 6 – Ball Touched in Goal Area

When a player directs the ball other than by kicking, from the Field of Play over the opponent’s Goal Line where it is recovered by an opponent, or is touched by an opponent before going Out of Bounds in the Goal Area, there shall be no score and the ball is awarded to the opponent’s team at its 30-yard line. If in attempting to run the ball out of the Goal Area, the opponent’s team commits an infraction the penalty is applied from the 15-yard line.

Article 7 – Ball Fumbled out of Goal Area

When a team in its own Goal Area fumbles or directs the ball, other than by kicking, across the Goal Line and Out of Bounds in the Field of Play without touching an opponent, the non-offending team may:

- (a) accept a 2-point score if the offending team had previously directed the ball into its own Goal Area or,
- (b) accept a 1-point score if the non-offending team had kicked the ball into the Goal Area or,

(c) decline the score and require the team entitled to possession to scrimmage on the closest hash mark to where the ball went Out of Bounds or,

(d) if prior to the fumble or offside pass Out of Bounds, the player's team had gained possession in its Goal Area by intercepting a forward pass or recovering an opponent's fumble from the Field of Play, it is awarded the ball at its 30-yard line without option.

Article 8 – Illegal Participation

It is illegal for a player of either team to go Out of Bounds, without contact with an opponent, and return to the field and participate in that play.

PENALTY: L10

It is illegal for a receiver to go out of bounds, without contact with an opponent, and return to the field to touch or catch a forward pass.

PENALTY: L10 or Incomplete Pass

It is illegal for a player of either team to go out of bounds, without contact with an opponent, and to reach back into or re-enter the field of play to touch or recover a loose ball.

PENALTY: LB PF

It is illegal on kick plays, for a player on the receiving team who is out of bounds to reach in and touch a ball that has previously touched the ground.

PENALTY: L10

A player who goes out of bounds after bodily contact with an opponent, or contact with a teammate that was initiated by an opponent, is allowed to return to the field and participate in the play. Before participating the player must re-establish them self in the field of play with at least one foot in bounds and no contact with out of bounds.

It is illegal for a player who goes out of bounds due to contact to participate in the play before re-establishing position in bounds.

PENALTY: L10

It is illegal for a player who goes out of bounds due to contact to reach back into the field before re-establishing position in bounds to touch or recover a loose ball.

PENALTY: LB PF

Note: When the ball hits a player who is out of bounds and not attempting to touch or recover it, the ball is considered out of bounds at that point regardless of how the player got out of bounds.

It is illegal for a player who loses their helmet to continue to participate in the play.

PENALTY: L10

Article 9 – Ball Kicked out of Bounds in Own Goal Area

When a team in its own Goal Area kicks the ball Out of Bounds in its own Goal Area, the ball shall be deemed to have become dead in the Goal Area and the opponent shall be awarded:

- (a) a single point if the ball had been kicked into the Goal Area by the opponent or,
- (b) a safety touch score if the ball had been kicked, passed or carried into the Goal Area by the team scored against.

If the team in its own Goal Area had gained possession through interception of a forward pass or recovery of an opponent's fumble, there shall be no score and the team shall take possession at its 30-yard line.

If, under similar circumstances, a team should kick the ball Out of Bounds in the opponent's Goal Area without gaining possession, the play shall be ruled as though the opponent had kicked the ball out of its own Goal Area.

SECTION 10: PLAYING UNIFORMS

Article 1 – Equipment

Equipment or apparel that, in the judgment of the Referee, may endanger or confuse opponents is illegal.

The use of metal or other hard objects – including casts, guards and braces – to protect body parts, is permitted provided that such are appropriately covered on all edges and surfaces by foam rubber or similar material.

PENALTY: L10 PBD. The offending player is required to leave the game for a minimum of three plays and is not permitted to return until the illegal equipment has been removed. Substitution for the player is allowed.

Article 2 – Helmets

A player is required to wear a helmet when on the Field of Play and shall not voluntarily remove it while the play is in progress.

PENALTY: L10 PBD

NOTE: If a ball carriers helmet comes off, the play shall be blown dead immediately.

Any player's chinstrap must be completely fastened prior to the snap.

PENALTY: L10 PBD. The offending player is required to leave the game for three plays.

The use of helmets or other objects to deceive opponents as to the whereabouts of the ball is prohibited.

PENALTY: L5

NOTE: See Rule 7, Section 4.

Article 3 – Numbering of Players

Each player shall be conspicuously numbered on the front and back of the jersey, and on the upper arms or shoulders. Legal numbers are from 0 to 99 inclusive. Such number must correspond with that listed with the scorer. A player shall retain the same number throughout the game except when permission to change is given by the Referee. Such change shall be reported to the scorer.

In the event that a Team A player is required to wear a different jersey number in order to play at a different position, the jersey must be changed in the team bench area. Under no circumstances shall the jersey be changed while the player is on the playing field.

PENALTY: The offending player is removed from the game until the proper playing number is determined. Substitution is allowed.

Article 4 – Illegal Substance

A player shall not be permitted to wear or apply or have applied on the uniform, equipment or body:

(a) an adhesive substance, a rosin bag or tacky cloth that, in the sole judgment of the Referee, has made the game ball unsuitable for play as a result of direct or indirect contact with that player, and/or,

(b) a greasy substance that, in the sole judgment of the Referee, has the potential to give that player an unfair advantage.

PENALTY: L10 PBD. The offending player is required to leave the game for a minimum of three plays and shall not be permitted to return until the illegal substance has been removed. Substitution for the player is allowed.

Article 5 – Blood Hazards From Open Wounds

If a player has an open wound that, in the opinion of the Referee, is bleeding significantly, then that player will be required to leave the Field of Play to have the wound properly dressed by club medical staff. The player would be permitted to re-enter the Field of Play after receiving clearance from the Referee.

Article 6 – Hazardous Equipment

A player shall not be permitted to wear unauthorized equipment (ex. baseball cleats, track spikes or golf shoes) or equipment that has been deliberately altered so that, in the sole judgment of the Referee, it has the potential to cause injury to an opponent.

PENALTY: L15 The offending player shall be disqualified from the game.

NOTE: If the infraction is detected during or following a play in which that player participated, the penalty may be applied at PLS or PBD.

Article 7 – Dress Code

A team is required to dress in a professional manner and shall be subject to penalty if a player fails to comply with the following requirements:

(a) The team jersey shall be tucked inside the top of the pants and shall remain tucked in throughout the game. If the jersey is pulled out during the game, the player shall be required to tuck it in during a break in the play.

CFL OFFICIAL PLAYING RULES

(b) Uniform stockings shall be worn in such manner that no part of the player's knee or leg is exposed.

(c) Protective gear shall be worn underneath the team jersey, pants and stockings. When a short-sleeved jersey is worn, the color of protective gear on the elbow or lower arm shall be the same as one of the basic colors of the team.

(d) The team uniform shall not be cut away or altered in any manner whatsoever.

(e) White tape may be used on wrists and hands, but tape used on stockings or any part of the uniform shall be the same color as the uniform or equipment it covers.

(f) Shoes of a standard football design, with appropriate football cleating, that have not been altered, deliberately or otherwise, in any manner and judged suitable by the Referee for the playing surface, may be used. Sneaker type shoes with no cleating may also be used.

PENALTY: L10 PBD The offending player is required to leave the game for a minimum of three plays and shall not be permitted to return until the dress code violation has been remedied. Substitution for the player is allowed.

SECTION 11 – TEAM PERSONNEL**Article 1 – Bench Area**

The team bench area is a rectangular area situated not closer to the Sideline than 6 feet and extending for a distance of 30 yards parallel to the Sideline. During a game, the area may be occupied only by substitute players in uniform and other accredited persons including coaches, doctors, trainers, equipment assistants and water carriers. All such personnel are required to remain within the rectangular area with the exception of the coaches, who may take positions between the bench area and the Sideline. The coaches shall not be permitted on the playing field at any time during the game, except with the permission of the Referee.

PENALTY: L10

Article 2 – Official Time Out

When the Referee has called an official time out, not more than one player of each team may proceed to the Sideline to talk with the coach.

PENALTY: L10

Article 3 – Trainers & Injured Players

During a stoppage in play for injury or other reason, not more than two representatives of each team, other than medical personnel, shall be allowed to enter the field.

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

When time out has been called for player injury or equipment repair, that player is required to leave the game for a minimum of three plays.

PENALTY: L10 PLS DR or L10 PBD or option.

Article 4 – Substitution Procedure

A substitute may enter the Field of Play at any time the ball is dead and only at that time.

A substitute who enters the game and communicates with a team mate on the field must remain in the game for at least one play.

A player leaving the game shall proceed directly to the Sideline on which the team bench is located and, thence, outside the Field of Play to the team bench.

A team shall not be permitted to use player substitution as a means of deceiving the opponents.

If the offense substitutes after a play, the Referee will give the defense a reasonable opportunity to substitute and match personnel before starting the play. Once the offense substitutes, the Referee shall wait no longer than a 3 count for the defense to begin substituting. If after a 3 count, there is no indication that the defense wants to substitute, the Referee shall declare the ball ready for play. The defense may still substitute after this until the snap of the ball, but they do so at their own peril.

When, on a kicking play, Team A has 11 or fewer players on the field and the “gates” have gone up, ONE player may enter the field and participate in the play without being penalized for Illegal Substitution, if that player is able to enter the “Close Line Play Area” prior to the snap.

PENALTY: L10

Article 5 – Too Many Players in the Formation

It is illegal for Team A to have more than 12 players in its huddle or formation. When this occurs the play is whistled dead before the ball is snapped and Team A shall be penalized for Illegal Substitution.

PENALTY: L5

Article 6 – Too Many Players

It is illegal for Team B to have more than 12 players on the field during a play.

PENALTY: L10

Article 7 – Sleeper Play

A sleeper play is one in which a team uses substitution procedures to disguise a player’s presence on the field and throws a forward pass, lateral pass or kicks the ball to that player.

Team A shall not use player substitution as a means of disguising a sleeper play. If following a substitution, a Team A player does not participate in the team huddle and takes a position within 11 yards of the Sideline adjacent to the Team A bench area when the ball is put into play, that player shall not be able to receive the ball in any manner including a forward pass, lateral pass and kicked ball. That player will be deemed to have committed Illegal Substitution.

PENALTY: L10

Article 8 – Team B Substitution on Kick Plays

It is illegal, after substitution on a kicking play, for a Team B player who has never taken position inside the numbers (11 yards from the sideline) and is adjacent to the Team B bench area to receive a lateral or kicked ball from a teammate.

PENALTY: L10 PBH

SECTION 12 – OTHER PERSONNEL

Article 1 – Team Personnel

If a person entitled to be in a team bench area (i.e. a substitute player in uniform or one of the other accredited persons) interferes with the play in progress, that team shall be subject to penalty as follows:

(a) If the opponent had possession of the ball, the Referee shall award an automatic touchdown to the opponent.

(b) If the offending person's team had possession, it shall be penalized for illegal interference (L10 PBH or PBD) while the downs shall continue without interruption.

(c) If neither team had possession, the ball shall be awarded to the opponent at the point of recovery with a penalty of half the distance to the Goal Line and the opponent shall be permitted a series of three downs regardless of the time remaining in the half.

Furthermore, the offending person shall be disqualified from the game immediately and subject to disciplinary action by the Commissioner. There shall not be any additional yardage penalty by reason of the disqualification.

Article 2 – Other Than Team Personnel

If a person other than one described in Article 1 should interfere with the play in progress, the penalty shall be:

(a) If such person interfered to the advantage of the team in possession, that team shall be penalized for illegal interference at the point where the ball was held when the interference occurred.

(b) If such person interfered to the advantage of the team not in possession, the team in possession shall be awarded:

(i) a touchdown score if, in the judgment of the Referee, a touchdown would have been scored on the play or,

(ii) a penalty of half the distance to the Goal Line from:

1. the point where the ball was held when the interference occurred or,

2. the point where the ball became dead or,

3. the point where the ball was put into play or the team gained possession, whichever is the greater advantage to the team in possession, plus a series of three downs regardless of the time remaining in the half.

(c) If such person interferes with the play when the ball is not in possession of either team, the Referee shall whistle the play dead immediately. The entire play shall be repeated at the point the ball was previously put into play, with the down, yardage, score and time remaining the same.

(d) If such person interferes with a forward pass play in the Goal Area, the ball shall be awarded to:

(i) Team A at the 1-yard line if the interference was to the advantage of Team B or,

(ii) Team B at the 15-yard line if the interference was to the advantage of Team A.

NOTE: If the non-offending team is awarded a series of three downs with insufficient time remaining, it shall be permitted a maximum of three plays from scrimmage. If that team should score or lose possession, the game will be terminated at the conclusion of that play.

SECTION 13 – REPLAY OVERVIEW

A Replay Review must be initiated by the Head Coach by throwing a challenge flag prior to the next legal snap. It is the responsibility of the coach to get the attention of the nearest official and to throw the challenge flag.

Each team will start with one challenge per game. A team must have a time-out remaining to challenge a play.

If that challenge is successful, the team will be granted a second challenge. If either challenge is unsuccessful, the team will lose a time-out.

In overtime, a team does not need a time-out to challenge and it **does not lose its 15 second timeout if unsuccessful.**

The Replay Centre will automatically review plays in certain game situations.

The team can challenge any challengeable ruling at any time during the game. See Rule 10, Replay for complete details on this rule.

RULE 2 - OFFICIALS

SECTION 1 – DESIGNATION OF OFFICIALS

Article 1 – Field Officials

1. Referee
2. Umpire
3. Down Judge
4. Line Judge
5. Side Judge
6. Back Judge
7. Field Judge

Article 2 – Support Officials

- Downsbox Operator
- Yardstick Operators
- Timekeeper
- Communication Coordinator
- Countdown Operator
- Scorer
- Statistician

SECTION 2 – JURISDICTION & DUTIES OF OFFICIALS

Article 1 – General

All field officials are equally responsible for the conduct of the game and no agreement shall be undertaken that would prevent the calling of any foul, against either team, by an official.

Each field official shall be equipped with a whistle and a coloured flag to be used to indicate a foul.

The sounding of the whistle shall stop the game.

The throwing of a flag indicates that a foul has been committed, but play shall continue until its termination.

The signal of “time in” shall be a clockwise sweep of the Referee’s arm from the overhead position and the sounding of the Referee’s whistle.

Article 2 – The Referee

The Referee shall take primary charge of the game and shall:

- Guide and direct the efforts of the other officials
- Enforce the rules and apply penalties
- Adjudicate upon disputes or matters not provided for in the rules
- Cover the actions by and against the passers and kickers
- In co-operation with the Down Judge keep count of the downs
- Notify each team captain when 3 minutes remain in each half

The Referee, if necessary, may:

- Overrule any other official
- Remove and replace any Sideline official

NOTE: The Referee will have sole authority to judge when a measurement is required to determine if first down yardage has been gained.

Article 3 – The Umpire

The Umpire shall have jurisdiction over the conduct and actions of players on the scrimmage lines of both teams. The Umpire shall assist the Referee’s coverage of the passer should a defensive player break free on route to the Quarterback on the Umpire’s side of the centre.

Article 4 – The Down Judge

The Down Judge shall supervise and control the Stick Crew and their actions in the placement and movement of the yardsticks, under the direction of the Referee. The Down Judge shall record the number of each down and assist the Referee in

this respect and shall systematically check the Sideline for player substitutions and ensure that only approved substitution procedures are used.

Article 5 – The Line Judge

With the exception of:

- (a) the supervision and control of the Stick Crew and,
- (b) the recording of downs,

the jurisdiction and duties of the Line Judge are identical to those of the Down Judge.

Article 6 – The Side Judge

The Side Judge shall have jurisdiction over the conduct and actions of players of both teams on Team B's side of the line of scrimmage and shall be responsible for Sideline violations downfield.

Article 7 – The Back Judge

The duties of the Back Judge are identical to those of the Side Judge.

Article 8 – The Field Judge

The Field Judge shall have jurisdiction over the conduct and actions of players of both teams on Team B's side of the line of scrimmage and shall take a position downfield between the hash marks.

Article 9 – Downsbox Operator & Yardstick Operators (Stick Crew)

Under the direction of the Down Judge, the Downsbox Operator shall place a marker at the forward point of gain or loss after each play and shall indicate the number of each down on the marker provided.

Two Yardstick Operators shall function on one Sideline under the direction of the Down Judge. They shall remain outside the Field of Play unless called to assist in measuring for a possible first down. They shall be equipped with two pickets, connected near the lower ends by a chain. The distance between these pickets shall measure 10 yards.

A third Yardstick Operator shall be used to hold a single picket on the opposite Sideline to mark the 10-yard objective line. However, such picket shall not be used to determine whether a first down has been gained.

Article 10 – Timekeeper & Scorer

Prior to the game, the Scorer shall be provided with a complete list of the eligible competing players and the starting lineups and shall keep a record of all scoring plays in the game.

The Timekeeper shall keep the time according to Rule 1, Sections 3 and 7, and shall notify the Down Judge or Line Judge when 3 minutes remain in each half.

If the scoreboard clock should fail to operate, the Timekeeper shall, prior to the last minute of play in each quarter, take a position to be clearly visible to the Referee and at the commencement of the last minute of play, shall raise a flag and continue to hold it in a raised position until time has expired in that quarter.

RULE 3 - SCORING

SECTION 1 – TABLE OF SCORES

Touchdown	6 Points
Single Point or Rouge	1 Point
Field Goals	3 Points
Convert	1 Point or 2 Points
Safety Touch	2 Points

The team scoring the majority of points shall be the winner.

SECTION 2 – DEFINITIONS

Article 1 – Touchdown

A touchdown is scored when the ball is in possession of a player in the opponent's Goal Area, or when the ball in the possession of a player crosses or touches the plane of the opponent's Goal Line. Should the ball subsequently be fumbled, or the player in possession forced back into the Field of Play, the touchdown shall score.

After a touchdown, the team scored against may kickoff from its own 30-yard line or require the scoring team to kickoff from its (scoring team's) 30-yard line.

Article 2 – Field Goal

A field goal is scored by a drop kick or place kick (except on a kickoff) when the ball, after being kicked and without again touching the ground, goes over the cross bar and between the goal posts (or goal posts extended) of the opponent's goal.

The ball shall be dead immediately when it crosses the cross bar.

After a field goal, the team scored against may scrimmage from its 40-yard line or kickoff from its own 30-yard line or require the scoring team to kickoff from its 30-yard line.

A team scoring a field goal on a play that started after the 3-minute warning has been given in the 4th quarter will kickoff from their own 30-yard line.

AR: Team A attempts a field goal. After the ball is kicked and before crossing the line of scrimmage, it touches or is touched by a player of either team and then proceeds through the uprights and over the crossbar in flight. **RULING–** Field Goal.

AR: Team A attempts a field goal. After the ball has crossed the line of scrimmage, it touches or is touched by a Team B player before it proceeds through the uprights and above the crossbar in flight. **RULING –** Field Goal.

Article 3 – Safety Touch

A safety touch is scored when the ball becomes dead in the possession of a team in its own Goal Area, or touches or crosses the Dead Line or a Sideline in Goal as a result of the ball having been carried, kicked, fumbled or otherwise directed from

the Field of Play into the Goal Area by the team scored against, or as a direct result of a kick from scrimmage having been blocked in the Field of Play or Goal Area.

After a safety touch, the options to the scoring team are to:

- (a) Scrimmage at their own 40-yard line,
- (b) kickoff from their own 30-yard line or,
- (c) Accept a kickoff from the 20-yard line of the team who conceded the safety touch.

If while in the act of conceding a safety touch, a team deliberately, in the judgment of the official, commits a Holding infraction, the score shall count and the penalty applied at the point where the ball is next put into play.

When a Rough Play or Unnecessary Roughness foul is committed on a play during which a safety touch is scored by the non-offending team, the score shall be allowed and the penalty assessed from the point where the ball is next put in play.

Article 4 – Single Point or Rouge

If the ball is kicked into the Goal Area by an opponent, a rouge is scored:

- (1) when the ball becomes dead in possession of that team in its own Goal Area or,
- (2) when a player possesses or touches the ball in the Goal Area and the ball subsequently touches or crosses the Dead Line or a Sideline in Goal, regardless of how the ball goes out of bounds in the Goal Area.

AR: Team A kicks to Team B. B1 while attempting to catch the ball on Team B's 3-yard line, touches or fumbles the ball which continues into the Team B Goal Area. Team B is then tackled with the ball in possession in the Team B Goal Area or the ball subsequently goes out of bounds in the Goal Area. **RULING** – Rouge (ball deemed to have been kicked into Goal Area by Team A).

AR: Team A kicks to Team B. B1 catches the ball in the Field of Play while moving towards own Goal Line and, in the judgment of the official, the momentum carries B1 into own Goal Area. Team B is then tackled with the ball in possession in the Team B Goal Area or the ball subsequently goes out of bounds in the Goal Area. **RULING** – Rouge (possession deemed to have been gained in the Goal Area).

After a rouge, the team scored against shall next put the ball into play by a scrimmage as first down at any point between the hash marks on its 40-yard line.

If the single point was scored as the result of an unsuccessful field goal attempt, the team scored against may elect to scrimmage the ball at any point between the hash marks on its own 40-yard line or at the previous line of scrimmage.

NOTE: For the purposes of this Article, a drop kick or place kick shall, without exception, be deemed to be a field goal attempt.

Article 5 – Convert

A team scoring a touchdown may attempt to add to its score by means of a scrimmage play from any point on or between the hash marks on either the 3 yard-line or the 25-yard line, as follows:

CFL OFFICIAL PLAYING RULES

1 point – By kicking a field goal on a scrimmage play initially scrimmaged on the 25-yard line.

2 points – By scoring a touchdown by means of a ball carrying or passing play initially scrimmaged from either the 3-yard line or the 25-yard line.

Note: The point of scrimmage may be adjusted for yardage penalties applied prior to the convert or as a result of a penalty that occurs during the convert.

Note: When a convert is re-tried due to a penalty, a team that initially elected to attempt a 2-point convert from the 3-yard line cannot change their election to now attempt a 1-point convert on the re-try. They must continue to attempt a 2-point convert. If the convert was initially scrimmaged from the 25-yard line, on the re-try a team may attempt either to score either 1 or 2 points just as they could have on the original attempt from the 25-yard line.

The ball shall remain in play until a score is made or the play has been terminated.

If Team B legally gains possession during a convert attempt (i.e. interception of forward pass, recovery of a loose ball, or recovery of a short or wide field goal attempt), it may score 2 points by advancing the ball across Team A's Goal Line. If the play terminates with Team B in possession in its own Goal Area or in the Field of Play, there shall be no score.

If the play terminates with Team A legally in possession in Team B's Goal Area, Team A shall be awarded 2 points if the ball had been carried or passed across the line of scrimmage, but no points if the ball had been kicked across the line of scrimmage.

NOTE: There shall be no convert attempt on the winning touchdown scored in overtime or if the scoring team chooses not to attempt a convert after scoring a touchdown on the last play of regulation time.

NOTE: Penalties that occur on convert attempts shall be applied according to Rule 8, Section 5.

SECTION 3 – TERMINATING A PLAY IN GOAL

A player of the team in possession of the ball in its own Goal Area may terminate the play by dropping to the ground on one knee. The official shall immediately declare the play dead.

SECTION 4 – BALL IN GOAL

The ball is in goal if it is on or behind the Goal Line, even in the air.

RULE 4 - SCRIMMAGE

NOTE: Where a violation under this Rule occurs before the ball has been snapped, the officials are empowered to stop the play and apply the penalty. Such penalty shall apply without option; however, the yardage may be declined. For a violation during the last three minutes of a half, see Rule 1, Section 7, Article 4.

SECTION 1 – DEFINITIONS

Article 1 – Line of Scrimmage

The line of scrimmage is an imaginary line, extending from Sideline to Sideline, parallel to the Goal Line, and passing through the point of the ball farthest from Team A's Goal Line.

Article 2 – Line & Backfield

Players of Team A whose facemask is in line with or in advance of the Centre's backside and is on their own side of the line of scrimmage, and are formed in a single line when the ball is put in play, shall be considered scrimmage line, or "Line Players".

A player of Team A is considered to be in the backfield if such player is clearly not a Line Player when the ball is put in play. The player occupying the position of Quarterback shall be considered to be in the backfield and not be a Line Player.

No player of Team A shall be in a position that will create doubt as to being a Line Player or in the backfield, when the ball is put in play.

PENALTY: L5

Article 3 – Scrimmage Zone

The scrimmage zone is the area extending one yard on each side of the line of scrimmage and from Sideline to Sideline.

Article 4 – Defensive Line

On a play from scrimmage, players of Team B must line up at least one yard back of, and on their own side of the line of scrimmage until the ball is put in play. This includes the player giving defensive signals.

PENALTY: L5

SECTION 2 – METHOD OF SCRIMMAGE

Article 1 – The Centre

At the commencement of a scrimmage play, one Team A player (the Centre) shall take position facing the opponent's Goal Line with the ball on the playing surface immediately in front and shall put the ball in play by snapping it back between the legs in one continuous motion to another Team A player behind the line of scrimmage. The ball must leave the hands of the Centre, who shall not touch the ball again until it has been in the possession of another player. The Centre may adjust the ball for the purpose of snapping it, but such adjustment is limited to one time.

Article 2 – Illegal Movement

Team A shall be subject to penalty for attempting to draw an opponent offside if:

- (a) the quarterback makes a quick movement towards the centre position without the ball being snapped immediately or,
- (b) the quarterback, having assumed a stance with hands under the Centre, bobs the head, moves the shoulders or flexes the knees in a jerking motion without the ball being snapped or,
- (c) the quarterback, having assumed a stance with hands under the centre, moves away quickly or suddenly without the ball being snapped.

Team A shall be subject to penalty for attempting to draw an opponent offside if:

- (a) the Centre fakes a snap, without snapping the ball or moves the ball forward.
- (b) the Centre, having assumed a stance holding the ball quickly or suddenly moves the shoulders or flexes the knees without snapping the ball.

PENALTY: L5

Either team shall be subject to penalty for attempting to draw an opponent offside if a player makes a motion or voices a signal that, in the judgment of the official, is intended to draw an opponent offside. This shall include a “snap down” into a 2 or 3-point stance by an offensive line player.

PENALTY: L5

Article 3 – Offside At The Snap

Team A players must be completely behind the line of scrimmage, except that the head, arms and hands of the Centre and Receivers may be in advance of the line of scrimmage.

If a Team A player clearly crosses the line of scrimmage by more than one yard, prior to the snap of the ball, the officials shall stop the play immediately and apply a penalty.

PENALTY: L5

If a Team B player is offside on their own 1-yard line.

PENALTY: Team A shall be awarded a first down or score made.

If a Team B player goes offside and contacts an opponent or breaks the plane of the line of scrimmage before the ball is snapped, the officials shall stop the play immediately and award the penalty, subject to the right of Team A to decline the yardage penalty and order the same down to be repeated as though a foul had not occurred. If the Team B player is within one yard of the line of scrimmage when the ball is snapped, the play shall continue, subject to the penalty against Team B.

If a Team B player enters the neutral zone within one yard of the line of scrimmage causing a Team A Line Player in the immediate proximity to move before the ball is snapped, Team B shall be subject to a penalty for offside.

If players of both teams are offside on the same play, the same down shall be repeated without penalty from the point of last scrimmage.

A player of either team who is offside and contacts an opponent, even though resuming an onside position prior to the snap, shall be penalized for being offside.

Team A may put the ball into play without waiting for Team B players to return to an onside position from the previous play or substitution, but an offside penalty cannot be claimed against Team B. Such an offside player shall not interfere with the play in any manner.

PENALTY: L5

SECTION 3 – INTERFERENCE

Article 1 – General Definition

Interference takes place when a player obstructs, blocks, screens or charges towards an opponent, with or without direct contact, in such a manner that prevents the opponent's approach to the ball carrier, potential ball carrier or the ball. Blocking is identified as the act of creating interference with contact.

Article 2 – By Team A

(a) On a play from scrimmage, a Team A player may interfere with an opponent from Dead Line to Dead Line commencing from the instant the ball is snapped, except in the case of:

(i) a play during which a forward pass is thrown across the line of scrimmage or,

(ii) a play during which the ball is kicked across the line of scrimmage.

(b) For interference on a forward pass play, see Rule 6, Section 4, Article 8.

(c) On a kicking play, a Team A player may interfere with an opponent up to one yard in advance of the line of scrimmage.

(d) A Team A player may use hands, open or closed, and may thrust them forward to contact an opponent, provided that the hands are kept inside the elbows and contact is made from the front or side of the opponent within the frame of the opponent's body that is presented to the blocker.

(e) Hands may not be thrust forward above the frame to contact the opponent on the neck, face or head.

PENALTY: L10

Article 3 – By Team B

(a) On any play from scrimmage, a Team B player may use hands and arms to reach the ball carrier, but shall not hold or encircle any Team A player, other than the ball carrier.

PENALTY: L10

(b) For interference on a forward pass play, see Rule 6, Section 4, Article 8(b).

(c) For interference on a kicking play, see Rule 5, Section 4, Article 5.

Article 4 – Illegal Block

It shall be illegal for a Team A player to block an opponent below the waist.

Except when the block occurs 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.

For this block to be legal, the Team A player initiating the block below the waist must be positioned in this area as an offensive line player (tight end included) or running back at the snap.

Exception: A Team A backfield player (regardless of position at the snap) may cross the offensive formation and block a defensive player who is lined up across from, or outside the offensive tackle at the snap, provided the block occurs in the legal low block zone described above.

It shall be illegal for a Team B player to block an opponent below the waist anywhere on the field.

PENALTY: L10

NOTE: If such an illegal low block also meets the criteria for an Unnecessary Roughness penalty such as but not limited to Clipping, Blocking Below the Waist, Crackback Blocking, Chop Blocking, Cut Blocking or Peel Back Blocking the player shall be penalized only for the Unnecessary Roughness penalty.

Article 5 – Hands to the Face

No player of either team may thrust their 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” or “straight arm” tactic where there is no grasping of the face mask.

PENALTY: L10

SECTION 4 – PLACEMENT OF THE BALL

Article 1 – After a Score

When the ball is placed in play by the Referee after a scoring play, after the ball has been declared dead in the end zone or following the application of a penalty for a foul in goal or a foul on a convert, Team A may elect to scrimmage the ball at any point between the hash marks.

Article 2 – Outside the Hash Marks

If the ball goes dead outside the hash marks or goes out of bounds, it shall next be scrimmaged on the hash mark at the yardage point where it becomes dead.

Article 3 – Within 1 Yard of Goal Line

If Team A has possession of the ball within one yard of either Goal Line, it shall be scrimmaged one yard out from such Goal Line.

Article 4 – Within 15 Yards of Own Goal

When, on third down, Team A scrimmages on or within its own 15-yard line, Team A may position the ball out from the goal posts to the nearest hash mark.

Article 5 – Within 10 Yards of Own Goal

If Team A is scrimmaging within 10 yards of its own Goal Line, it shall be permitted to have the ball moved out to the nearest hash mark.

SECTION 5 – PLAYER RESTRICTIONS**Article 1 – Seven Players on Line**

At the instant the ball is put in play, at least seven players of Team A must be Line Players (as defined in Rule 4, Section 1, Article 2). Conversely, Team A can never have more than five players in backfield positions.

PENALTY: L5

Article 2 – Identification & Positions

On all scrimmage plays at least five Line Players, including the Centre, shall be identified as ineligible pass receivers and must be positioned in a continuous, unbroken line.

PENALTY: L5

Any other Team A player is an eligible pass receiver if identified by playing number and, at the snap of the ball, is not a Line Player and is clearly occupying a backfield position.

Team A Players shall be identified by numbering as follows:

- Eligible receivers will wear numbers 0-49 and 70-99.
- Ineligible receivers will wear numbers 50-69.

Article 3 – Exceptions to the Numbering Requirements

When the Team A Long Snapper is on the field, the Long Snapper and the two players immediately on each side of the Long Snapper and/or the ball can wear any number.

These players are ineligible receivers for that play regardless of which number they wear.

Prior to the game each team will provide the number of their Long Snapper to the Referee. Should a team wish to use a different Long Snapper during the game they must first inform the Referee of the number of the new Long Snapper.

A maximum of **three** players wearing an ineligible number (50 – 69) will be allowed to line up in an eligible position as an end or in the backfield after reporting to the Referee prior to a scrimmage play. The player must report to the Referee before EACH play that that player wishes to play in an eligible position. The Referee will inform the opposing team and all officials of the player number and position the player will be playing. If any of the listed players enter or remain in the game without reporting they must take a position on the line of scrimmage and are ineligible to catch a pass.

PENALTY: L5

Article 4 – Line Players Stance and Motion

Team A Line Players after having assumed a 3-point or 4-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 bob their head any number of times prior to the snap of the ball provided that the Centre pauses for one second between each head bob and remains completely motionless for at least one second immediately prior to the ball being snapped.

No Team A Line Player, shall be moving towards the opponent's Goal Line when the ball is put in play.

PENALTY: L5

EXCEPTIONS: Rule 6, Section 4, Article 4, Note 4

Article 5 – Designated Quarterback

Prior to the game, each team is required to designate two or three Designated Quarterbacks. These players can substitute freely for each other during the game at the Quarterback position. A maximum of two of these players may be in the game at the same time. No Designated Quarterback can enter the game as a member of Team B.

PENALTY: L25 PLS DR or L25 PBD or option

NOTE: For the purposes of this Article 4, the duties of the Quarterback position may include punting, place kicking and kicking off.

NOTE: A team is required to have one designated quarterback or kicker on the field for each of its offensive plays.

Article 6 – Designated American

When a Member Club dresses its full quota of American Players, one (1) shall be a designated American and designated as a special team player who may enter the game at another position only upon the understanding that another American player is required to leave the game for that play. When a Member Club dresses eighteen (18) American players, zero (0) shall be considered designated Americans. The above is based on a Club identifying and using its maximum of three (3) Nationalized Americans who may substitute for specific National players on the roster.

If a designated American participates in the game illegally:

PENALTY: L25 PLS DR or L25 PBD or option.

SECTION 6 – SERIES OF DOWNS**Article 1 – 10 Yards on Three Downs**

Team A shall have three downs in which to gain 10 yards. A down may be repeated following the application of a penalty against either team. If in a series of three downs, Team A does not gain the required 10 yards, the ball shall be awarded to Team B as first down at the point where the ball becomes dead. If the required 10 yards are gained, a new series of downs begins.

Article 2 – Consecutive Downs

“Consecutive” shall mean possession in a continuous series of downs in which the ball is in possession of the one team.

Article 3 – Continuity of Downs

The continuity of downs is interrupted when:

- (a) The ball, having been kicked, other than dribbled, crosses the line of scrimmage.
- (b) On a scrimmage play, the ball is dribbled by Team B.
- (c) The ball definitely passes into possession of Team B. Touching the ball by opponents is not possession.
- (d) The required distance is gained.
- (e) The ball is kicked Out of Bounds.

Article 4 – Position of Ball in Measuring

In measuring for downs, the forward point of the ball, and not its centre, shall be the determining point and the ball, before measuring, shall be rotated so that its long axis is parallel to the Sidelines. A touchdown cannot be awarded as a result of such rotation.

NOTE: When Team A has failed to gain the distance required for a first down and the ball is awarded to Team B, the official shall reverse the ball in order to have the forward point facing in the opposite direction.

RULE 5 - KICKING

SECTION 1 – DEFINITIONS

Article 1 – Kicked Ball

A kicked ball is one (purposely) struck by a player's foot or leg below the knee.

NOTE: If the ball accidentally strikes a player's leg or foot, it shall not be ruled as a kicked ball.

Article 2 – Drop Kick

A drop kick is made by dropping the ball from the hands and kicking it with the foot just as it rises from the ground.

Article 3 – Place Kick

A place kick is made by kicking the ball after it has been placed on the ground and held by a Team A player, who shall be considered offside with reference to the position of the ball.

On a kickoff, the ball may be held, placed on the ground or placed on a tee, provided that the lowest part of the ball shall be raised not more than three inches above the playing surface.

On a field goal or convert attempt, a kicking tee may be used provided that the ball shall be raised not more than one inch above the playing surface.

Article 4 – Punt

A punt is made by letting the ball fall from the hands and kicking it with the foot before it touches the ground.

Article 5 – Dribbled Ball

A dribbled ball occurs when the ball is kicked while not in possession or control of a player, i.e. a loose ball following a fumble, a blocked kick, a kickoff or a kick from scrimmage. Such a dribbled ball may be touched by the kicker or an onside player without penalty.

If touched by an offside player:

PENALTY: Ball awarded to opponent at point ball touched, or option.

If touched by an offside player in the opponent's Goal Area:

PENALTY: Ball awarded to opponent at its 30-yard line, or option.

If touched by an offside player in own Goal Area:

PENALTY: Ball awarded to opponent at 5-yard line, or option.

NOTE: If the touching by an offside player occurs on the last play of a half, the opponent may elect to extend the period for an additional play.

NOTE: A ball dribbled by Team A across the line of scrimmage does not interrupt the continuity of downs.

NOTE: A dribbled ball that strikes a goal post shall remain in play.

NOTE: When a ball is dribbled and recovered by Team A, they may not block below the waist.

Article 6 – Onside & Offside

An onside player is a member of the kicker's team who is behind the ball at the instant it is kicked towards the opponent's Dead Line.

An offside player is a member of the kicker's team who is not onside.

An offside player becomes an onside player when the ball, after being kicked towards the opponent's Dead Line, touches or is touched by an opponent, the kicker or another onside player.

EXCEPTION: On a kick from scrimmage, if a Team B player touches the ball before it crosses the line of scrimmage, such touching does not put an offside player of Team A onside.

Article 7 – Application of Penalties

Under this Rule 5, the penalty for any minor foul that occurs after the ball has been kicked and before possession has been gained by the receiving team shall be applied as follows:

(a) Foul by kicking team (Other than Illegal Interference, Illegally Downfield on Kick, Illegal Kick Out of Bounds (Punt or Kickoff), No Yards, or failure to kickoff 10 yards): at point of last scrimmage (PLS), or point of kickoff, or point of actual kick on an open-field kick, as the case may be. If the open-field kick originates in the Goal Area, the penalty shall be applied at the 15-yard line.

(b) Foul by receiving team (Other than Contacting the Kicker, Roughing the Kicker, or Illegal Interference on the kicker or an onside player): at the point receiving team gains possession (PPG) or is entitled to possession. If the possession was gained in the Goal Area, the penalty shall be applied from the receiving team's 15-yard line.

SECTION 2 – KICKOFF

Article 1 – Points of Kickoff

The ball shall be kicked off by a place kick from any point between the hash marks:

- (a) At the start of the game or half – 30-yard line.
- (b) After a touchdown, the team scored against has the option – receive a kickoff from the opponent's 30-yard line or kickoff from own 30-yard line.
- (c) After a field goal, the team scored against has the option – receive a kickoff from the opponent's 30-yard line or kickoff from own 30-yard line or scrimmage from their own 40-yard line. If the field goal occurs after the 3-minute warning in 4th quarter, there is no option the scoring team must kickoff from its 30-yard line.
- (d) After a safety touch, the scoring team has the option – receive kickoff from the opponent's 20-yard line or kickoff from own 30-yard line or scrimmage from their own 40-yard line.

Article 2 – Legal Kickoff

(a) The ball, unless touched by an opponent, must be kicked more than 10 yards towards the opponent's Goal Line before it may be legally touched by a member of Team A.

PENALTY: L5 kickoff repeated or Team B may take possession at the point the ball was first touched by Team A or option.

(b) The ball, unless touched, shall not go Out of Bounds in the Field of Play.

PENALTY: Team B will take possession either 30 yards in advance of where the ball was kicked or at the point where the ball went out of bounds.

(c) Should the kicked ball strike the goal post assembly in flight, it shall be declared dead immediately and awarded to the receiving team at its **40-yard line**.

(d) If the kicked ball is simultaneously recovered by players of both teams or is simultaneously touched by players of both teams before going Out of Bounds, the kickoff shall be repeated.

NOTE: It is illegal on kick plays, for a player on the receiving to team who is out of bounds to reach in and touch a ball that has previously touched the ground.

Article 3 – Offside on Kickoff - Team A

At the instant the ball is kicked off, no player of the kicking team shall be in advance of the ball except the player who may be holding the ball for such kickoff. The player holding the ball is deemed to be onside and is eligible to recover the kickoff in the same manner as any other Team A player.

PENALTY: L5 – kickoff repeated, or option.

Article 4 – Offside on Kickoff - Team B

Players of the receiving team must stand at least 10 yards on their own side of the line of kickoff when the ball is kicked.

PENALTY: L5 – kickoff repeated, or option.

Article 5 – Interference By Team B

On a kickoff, a player of the receiving team may interfere with an opponent anywhere within bounds, commencing from the moment the ball is kicked, provided that contact is made only above the waist of the opponent.

PENALTY: L25 (Disqualification) PBH or PPG or PBD

Article 6 – Wedge Blocking

It shall be illegal for 3 or more players to align shoulder to shoulder within 2 yards of each other and move forward together in an attempt to block for a ball carrier.

PENALTY: L10 PBH or PPG

Article 7 – Illegal Interference By Team A

(a) Before gaining possession: A player of the kicking team shall not be permitted to interfere with an opponent who is attempting to play or recover the ball until that team has gained possession.

PENALTY: L10 – kickoff repeated

(b) After gaining possession: If a player of the kicking team recovers the ball on the kickoff, that team may then interfere with opponents anywhere within bounds, provided that contact is made only above the waist of the opponent.

PENALTY: L25 (Disqualification) – PBH or PBD

Article 8 – Gaining Possession on a Kickoff

On a kickoff, a player who catches the ball must come down in bounds to gain possession. If the player was the last to touch the ball, either the player or the ball must come down in bounds for possession to be awarded.

SECTION 3 – BLOCKED KICK

Article 1 – Definition

A blocked kick is a kick from scrimmage in which, after being kicked, the ball is prevented from crossing the line of scrimmage because of contact with an opponent or a player of the kicking team who is offside.

It is a deflected kick not a blocked kick if, on a kick from scrimmage, the ball is touched by or touches an opponent or a player of the kicking team who is offside and then crosses the line of scrimmage. Such touching of the ball shall be disregarded, and the Kicking team players must allow 5 yards to an opponent attempting to gain possession.

If the kicked ball, after being touched prior to crossing the line of scrimmage, should strike any part of the receiving team's goal post assembly in flight without touching the ground, an official or a player, it shall be declared dead immediately and awarded to the receiving team on its **40-yard line**.

Article 2 – Recovery of Blocked Kick

If the ball is blocked, without going Out of Bounds, it may legally be recovered by a player of either team. If, however, the ball is recovered by a player of the kicking team, the continuing play shall be considered as any other play from scrimmage.

Article 3 – Blocked Out of Bounds

Where a kick is blocked and the ball goes Out of Bounds:

(a) On first and second down, it shall belong to the team last touching it in the Field of Play, on the nearest hash mark:

(1) at the point where the ball left the Field of Play or,

(2) at the point where the ball was last touched in the Field of Play, whichever point is closer to the Goal Line of the team entitled to possession.

(b) On third down, it shall belong to the non-kicking team at either of the points set out in (a) above.

Article 4 – Blocked into Goal Area

When a kick is blocked in the Field of Play or Goal Area, and is declared dead in the Goal Area in possession of the kicking team, or goes Out of Bounds in the Goal Area without either team taking possession, a safety touch score shall be awarded to the non-kicking team. No Option.

SECTION 4 – KICK FROM SCRIMMAGE & OPEN-FIELD KICK

Article 1 – Formation on Punt Plays

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On plays in which Team A punts the ball, the offensive line must be balanced. That is, there must be two ineligible line players on each side of the Centre (aka the Long Snapper) and one eligible receiver at each end.

PENALTY: L5 PLS

Article 2 – Exceptions to the Numbering Requirements

When the Team A Long Snapper is on the field, the Long Snapper and the two players immediately on each side of the Long Snapper and/or the ball can wear any number.

These players are ineligible receivers for that play regardless of which number they wear.

Prior to the game each team will provide the number of their Long Snapper to the Referee. Should a team wish to use a different Long Snapper during the game they must first inform the Referee of the number of the new Long Snapper.

Article 3 – Defensive Line Up Restrictions

It is illegal to line up directly over the Long Snapper. A defensive player within 2 yards of the line of scrimmage must have their entire body outside the shoulder pads of the Long Snapper when the ball is snapped.

It is illegal to have more than 6 players within 2 yards of the line of scrimmage on either side of the long snapper on field goals and kicked converts when the ball is snapped. This restriction does not apply if Team A shifts players after the initial field goal formation is set or sets up with an unbalanced line.

PENALTY: L5 PLS

Article 4 – Contacting the Kicker

Contacting the kicker when in the act of kicking from scrimmage, subject to the following conditions:

(a) If prior to kicking the ball, the kicker had recovered a loose ball on the ground or made a motion to pass the ball or run with the ball, there shall be no protection under this Article.

(b) An opponent who blocks or touches the ball shall not be penalized for contacting the kicker.

(c) An opponent shall not be penalized when a blocker of the kicker's team causes contact with the kicker.

(d) If, in the Referee's opinion, a defensive player attempting to block the kick makes slight and incidental contact which does not affect the play, there shall be no penalty.

(e) This section does not apply to a quick kick or to an open-field kick.

(f) The act of kicking shall begin when the kicker's kicking foot leaves the ground and shall terminate when the foot returns to the ground after kicking, or attempting to kick, the ball.

PENALTY: L10 PLS

Article 5 – Pyramiding

Using the body of another player or the goal post assembly in any way to gain or maintain elevation or jump over the line in an attempt to block a field goal or a convert attempt.

PENALTY: L10

Article 6 – Interference on Kick From Scrimmage

(a) A player of the receiving team may interfere with any player of the kicking team who has crossed the line of scrimmage, provided that contact is made only above the waist. Such interference shall be permitted from the instant the ball is snapped.

PENALTY: L25 (Disqualification) PBH or PPG or PBD

(b) The kicker or an onside player may not be contacted until reaching the line of scrimmage or until the receiving team has touched the ball.

PENALTY: L10 PLS

Article 7 – Interference on Open-Field Kick

A player of the team receiving an open-field kick may interfere with an opponent the instant the ball is kicked, provided that such contact is made only above the waist of the opponent.

PENALTY: L25 (Disqualification) PBH or PPG or PBD

Article 8 – Illegal Interference By Kicking Team

On a play from scrimmage in which the ball is kicked across the line of scrimmage, a player of the kicking team may interfere with an opponent up to one yard in advance of the line of scrimmage. After the ball is kicked, the player may use hands and arms to ward off a blocker interfering with the approach to the ball carrier.

PENALTY: L10 PLS or PPG

Article 9 – Illegally Downfield on Kick

When Team A punts the ball a player who is one of the interior block of five ineligible line players may not advance beyond the Scrimmage Zone (1 yard in advance of the Line of Scrimmage) until the ball is kicked.

PENALTY: L10 PLS or PPG

Article 10 – No Yards

(This article does not apply to a “dribbled ball”.)

When on a kick from scrimmage (punt, field goal or kicked convert when ball crosses the line of scrimmage), or on an open-field kick, a player who is offside in relation to the kicker must allow 5 yards to an opponent attempting to gain

CFL OFFICIAL PLAYING RULES

possession of the kicked ball. The 5-yard zone is determined by a circle with a 5-yard radius with the centre point being the ball at the instant it is first touch.

- (a) if an offside kicking team player is within 5 yards of an opponent attempting to gain possession of the kicked ball, regardless if the ball is caught in the air or touches the ground first, or,
- (b) if an offside kicking team player interferes with an opponent attempting to gain possession of the kicked ball, with or without contact:

PENALTY - in field of play - L 15 from PBT
- in goal area - L 15, applied at 15-yard line

(c) if an offside kicking team player is inadvertently hit first by the ball, whether in the air or after it has hit the ground, and has made no attempt to “play” the ball in any way or,

(d) if the ball is deflected and an offside kicking team player is within 5 yards but does not interfere with an opponent attempting to gain possession of the kicked ball:

PENALTY - in field of play - L 5 from PBT or PBD
- in goal area - L 5, applied at 15-yard line or PBD

(e) if a kicking team player invades the 5-yard zone, and contacts in an unnecessarily rough manner a receiving team player who is attempting to play the ball, the kicking team player will be subject to 15 yard No Yards penalty and an additional 15-yard UR or 25-yard RP Disqualification penalty, regardless of whether the ball had struck the ground.

Article 11 – Onside Player

(a) The kicker or an onside player may enter the restraining zone and legally recover the kicked ball, but shall not interfere with an opponent attempting to recover the ball.

PENALTY: Ball awarded to receiving team at point of foul or at its 30-yard line, if the foul occurred in the receiving team’s Goal Area. If the kicker or onside player and a Team B player simultaneously recover the ball, possession shall be awarded to the receiving team at the point the ball was touched.

NOTES:

(a) If the kicked ball has not yet been touched and a player of the receiving team fakes an attempt to recover the ball, that player may be tackled without penalty. If an offside player touches the ball, there shall be no penalty and the ball shall be awarded to the receiving team.

(b) If the kicked ball has not yet been touched and, in the judgment of the official, no effort is being made by either team to recover the ball, the ball may be declared dead and possession awarded to the receiving team.

Article 12 – Kick from Scrimmage Going Out-of-Bounds in Flight

It shall be illegal for a kick from scrimmage to go directly out of bounds in flight from the 15-yard line to 15-yard line. This does not apply if the kick is deflected by the receiving team and then goes out of bounds in flight.

PENALTY: L10 PLS or PBD

Article 13 – Kicked Ball Striking Goal Post Assembly

(a) If the ball, after being kicked, should strike the opposing team's goal post assembly in flight, the ball shall be declared dead immediately and awarded to the receiving team as first down at its **40-yard line**.

(b) A kicked ball striking the goal post assembly after having touched an official, the ground or a player, shall remain in play.

(c) A kicked ball striking the kicking team's goal post assembly shall remain in play.

(d) If the kicked ball on a field goal or convert attempt should strike the goal post assembly in flight, and then proceed through the uprights above the crossbar, the score shall count.

Article 14 – Recovery of Own Kick

The kicker or an onside player may recover the kick across the line of scrimmage, in which case the ensuing down shall be first down whether or not the original yardage has been gained.

Following such recovery by the kicker or an onside player, a player of the kicking team may interfere with an opponent provided that contact is made only above the waist of the opponent.

PENALTY: L25 (Disqualification) PBH or PBD

Article 15 – Kick That Fails to Cross Line of Scrimmage

When a ball kicked from scrimmage fails to cross the line of scrimmage and is recovered by an onside player of the kicking team, the series of downs shall not be interrupted unless after recovery, the yardage required for a first down is gained.

If touched by offside player:

PENALTY: Ball awarded to opponent at point ball touched, or option.

If touched by offside player in own Goal Area:

PENALTY: Ball awarded to opponent at 5-yard line, or option.

RULE 6 - PASSING

SECTION 1 – LATERAL OR ONSIDE PASS

A lateral or onside pass is one thrown, handed, knocked, batted or fumbled by a player parallel to or in the direction of own Dead Line.

The point at which the ball is caught, strikes another player, an official or the ground, or goes Out of Bounds, is the factor that determines whether it is a lateral or an offside pass, regardless of the direction in which it goes afterwards. A lateral pass striking the ground is not dead and may be recovered by either team without penalty.

When a lateral pass goes Out of Bounds in the Field of Play, the ball shall be put in play by scrimmage on the nearest hash mark from the point where the ball went Out of Bounds.

SECTION 2 – HANDOFF PASS

A handoff pass is made on a scrimmage play when the ball is handed, but not thrown, by one Team A player to another behind the line of scrimmage. There is no restriction on the number of handoff passes on any one play.

The player receiving the handoff pass must not be occupying the position of an interior line player at the instant of receiving the ball.

PENALTY: L5 PLS DR

SECTION 3 – OFFSIDE PASS

Article 1 – Definition

An offside pass is made when the ball is directed towards the opponent's Dead Line (by a player who is in possession of the ball) in any manner other than by being kicked.

A team making an offside pass shall not be permitted to advance the ball or retain possession beyond the point of origin of the pass.

RULING: Next scrimmage at point of origin of pass, or option.

EXCEPTIONS: Handoff Pass (Rule 6, Section 2)
Forward Pass (Rule 6, Section 4)

Article 2 – Offside Pass in Field of Play

An offside pass shall be ruled as having occurred in the following situations:

(a) On a scrimmage play, a Team A player makes an offside pass after crossing the line of scrimmage.

(b) On a play, other than from scrimmage (e.g. kick return, kickoff return, interception return, fumble return, recovery of onside kick or kickoff), a player makes an offside pass.

RULING: Ball to team making offside pass, at point of origin of pass (downs continue unless yards gained at that point, or option).

Article 3 – Not an Offside Pass

An offside pass shall be ruled not to have occurred in the following situations:

(a) On a scrimmage play, before the ball crosses the line of scrimmage, a Team A player in possession of the ball makes an offside pass – rule as a forward pass.

(b) On a forward pass play, an eligible Team A receiver, in attempting to catch the ball, tips, deflects, knocks or bats the ball in an offside direction, where it is caught by another Team A player.

(c) In attempting to intercept or knock down a forward pass, a Team B player directs the ball in an offside direction, where it is caught by another Team B player.

(d) On any play where the ball carrier or a player attempting to catch a kicked ball, unintentionally drops or fumbles the ball forward and it is recovered by a player of the same team.

Article 4 – Offside Pass in Goal Area

(a) If Team A makes an offside pass in its own Goal Area and retains possession of the ball, Team B shall be awarded 2 points or option.

(b) If Team B makes an offside pass in its own Goal Area after gaining possession from a Team A kick, Team A shall be awarded 1 point, or option.

(c) If Team B makes an offside pass in its own Goal Area after gaining possession by interception of a Team A forward pass, or by recovery of a Team A fumble, it will scrimmage at its own 30-yard line, or option.

(d) If a player deliberately throws the ball out of own Goal Area and it is touched or goes Out of Bounds in the Field of Play, the play shall be ruled as an offside pass in the Goal Area and the opponent shall have the option to accept a 1-point or 2-point score, as applicable, or to accept the play as it terminated.

NOTE: An Offside Pass is not considered to be a foul when applying the above rulings. There is no additional play after making an Offside Pass ruling.

NOTE: This article applies to a ball fumbled from the Goal Area, into the Field of Play and Out of Bounds without touching an opponent.

SECTION 4 – FORWARD PASS**Article 1 – Definition & Possession**

A legal forward pass is thrown by any Team A player from a point behind the scrimmage line, towards the opponent's Dead Line, to any eligible receiver or receivers. The ball shall not touch the ground, any part of the goal post assembly, an official or any other object. The ball is considered to be in the possession of Team A until the pass is ruled completed or incomplete. The passing motion begins when the passer's hand, with the ball in possession, begins moving forward.

A screen pass is a forward pass thrown to a receiver at a point behind the line of scrimmage. Should the ball be touched by an eligible receiver in the offensive backfield then proceed across the line of scrimmage, it shall continue to be considered a screen pass. Unless otherwise stated, rules governing forward passes shall apply to screen passes.

Article 2 – One Forward Pass on any Down

Only one forward pass shall be thrown on any down. If a second pass is thrown:

PENALTY: L10 DR

Article 3 – Eligibility of Passer

A pass may be thrown by any Team A player who was behind the scrimmage line when passing the ball. The passer needs at least one foot on or behind the line of scrimmage when the ball is released to be considered behind the line of scrimmage. The passer need not be the first player to receive the ball from the centre.

If the pass is thrown from a point across the line of scrimmage:

PENALTY: L10 DR

Article 4 – Eligibility of Receiver

The following players are eligible receivers:

(a) any Team A player who is wearing an eligible receiver number and who, at the snap of the ball, is occupying a position at the end of the line of scrimmage or is in the backfield at least one yard back of the line of scrimmage or is in forward motion from a backfield position and within one yard of the line of scrimmage.

(b) any player of Team B, whether or not the pass is legally thrown.

Team A players shall be identified by numbering as follows:

Eligible receivers will wear numbers from 0-49 and 70-99.

Ineligible receivers will wear numbers from 50-69.

If the ball is touched by any eligible player, all players of both teams become eligible receivers.

A maximum of **three** previously identified players wearing ineligible numbers (50 – 69) are allowed to line up in an eligible position as an end or in the backfield after reporting to the referee prior to a scrimmage play. The Referee will inform the defense and all officials of the player number(s) playing eligible positions.

When an ineligible receiver is the first player of Team A to catch or deliberately touch the ball:

PENALTY: L10 or **Incomplete Pass**

Article 5 – Complete Forward Pass

A pass is completed under the following conditions:

(a) when caught by a Team A eligible receiver or by two or more such receivers simultaneously,

(b) when caught by a player or simultaneously by players of Team B or when such a pass is touched by, or touches B1 and then is caught by B2,

(c) when caught simultaneously by players of both teams who maintain possession until the play is terminated, the ball shall be awarded to Team A,

(d) an eligible receiver of either team, who catches a pass near the Sideline and touches the ground in bounds with any part of the foot, shall retain possession even if the next step is Out of Bounds.

(e) When a receiver of either team, who is in the air and has complete control of the ball, has their feet or another part of their body hit the ground, the player must retain possession for the pass to be ruled complete, with or without contact by an opponent.

Article 6 – Incomplete Forward Pass

A forward pass shall be declared incomplete and the ball next put in play at the point of last scrimmage with downs continuing:

(a) when the ball strikes the ground, goal post assembly, an official or any object on or back of the Dead Line or Out of Bounds, even if previously touched by a player,

(b) when the ball goes Out of Bounds, even though touched by a player in the Field of Play,

(c) when the ball is caught by an eligible player of either team while off the ground who, on landing, touches a Sideline, a Sideline in Goal, a Dead Line or any object or ground beyond such lines,

(d) when the passer has commenced with a forward passing motion with the ball moving forward and, as a result of contact with an opponent, the ball leaves the passer's hand and strikes the ground,

Article 7 – Intentional Grounding

If a Team A passer deliberately, and in the official's opinion for the purpose of avoiding a loss of yardage, throws the ball behind the line of scrimmage whether to the ground or out of bounds or to an area in which there is not an eligible Team A receiver, the team shall be penalized.

PENALTY: LD at point from which pass was thrown. If the pass was thrown from the Goal Area, a safety touch score shall be awarded to Team B, subject to the right of Team B to decline the score and accept the play as it terminated.

NOTE: Team A shall not be penalized if the passer throws the ball across the line of scrimmage or throws the ball out of bounds as long as it crosses the line of scrimmage in bounds.

Article 8 – Interference Before a Pass is Thrown

On a forward pass thrown behind the line of scrimmage, a Team A player may carry out an otherwise legal block on a Team B player at any point on the field, effective the instant the ball is snapped.

Prior to a pass being thrown incidental contact by both Team A and Team B players may occur anywhere on the field; this includes hand-fighting. Such contact is not a foul unless it materially affects the opponent creating a distinct advantage.

Article 9 – Illegal Interference – Blocking Downfield

On a forward pass thrown across the line of scrimmage, it is illegal for a Team A player to initiate a block with a Team B player more than 1 yard across the line of scrimmage before the pass is deemed complete.

PENALTY: L10 PLS

Article 10 – Illegal Contact on a Receiver

Prior to a forward pass being thrown, a Team B player may:

(a) In the zone behind or up to five yards in advance of the line of scrimmage, contact a Team A eligible receiver provided the receiver is face up and in front of the defender. Such contact may be maintained until the receiver moves beyond either (i) a position even with the defender or (ii) the end of the 5-yard zone. All other contact by Team B is deemed illegal and shall be penalized.

(b) Beyond the five-yard zone from the line of scrimmage, use their hands to shed contact initiated by the Team A receiver.

Prior to a forward pass being thrown, a Team B player may not:

(a) Beyond the 5-yard zone, create or initiate contact that redirects, restricts, or impedes the Team A receiver in any way. Such contact is "Illegal Contact On A Receiver".

PENALTY: L10 PLS

Note: Illegal Contact only applies when a Designated Quarterback, in a normal position behind the centre, gets and maintains possession of the ball directly from the centre and does not either lose possession or give it to another player including another quarterback. Illegal Contact does not apply when Team A lines up in a scrimmage kick formation or kicks the ball across the line of scrimmage.

Article 11 – Forward Pass Interference

(a) Should the attempt to catch the pass take place in the offensive backfield, the following shall apply:

(i) Interference by Team A is legal.

(ii) Interference by Team B against an eligible Team A receiver who is attempting to catch the ball is a foul.

PENALTY: 1D to Team A, 10 yards in advance PLS

(b) Should the forward pass be thrown across the line of scrimmage, the following shall apply:

(i) Eligible receivers of both teams have an equal right to the ball and are entitled to the positions they occupy.

(ii) If a player commits pass interference when a forward pass is deemed uncatchable, no penalty for pass interference shall be applied.

(iii) Pass interference shall not be called if it occurs after the ball has been touched by an eligible receiver of either team.

(iv) Inadvertent tripping by a player with equal position shall not be ruled as interference.

(v) Tripping an opponent from behind shall be considered accidental pass interference.

(vi) Screening (face guarding) of an opponent during an attempt to catch the ball is pass interference.

(vii) It is pass interference by either team when a player physically contacts an opponent creating separation, redirects, restricts or impedes the opponent in a manner that is visually evident and materially affects the opponent's opportunity to play the ball. A player who has gained position shall not be considered to have impeded or restricted the opponent in a prohibited manner if all such actions are a bona fide effort to go to and play the ball.

(viii) If opposing players are looking for the ball or if neither player is looking for the ball and there is incidental contact in moving to the ball that does not materially affect the route of an eligible player, there is no interference.

(ix) Any eligible receiver who makes contact, however severe, with one or more eligible opponents while looking for and making a genuine attempt to catch or bat a reachable ball will not be called for interference. It shall be ruled pass

interference if a player “goes through” an opponent during an attempt to play the ball.

PENALTY: If Team A commits the Pass Interference foul, L10 PLS

If Team B Commits the Pass Interference Foul:

- (i) If interference is ruled accidental – L10 PLS and AFD for Team A.
- (ii) If interference is ruled deliberate – AFD awarded to Team A at PF or 10 yards in advance of PLS (whichever is closer to Team B Goal Line). If the infraction occurs in the Team B Goal Area — AFD to Team A at Team B’s 1-yard line.
- (iii) If interference is on a convert attempt – attempt repeated by Team A at PF, or L10 PLS, or 1-yard line if the foul is in Team B’s goal area.

Article 12 – Interference After a Pass has been Completed

After a forward pass has been completed across the line of scrimmage, a Team A player may block an opponent anywhere within bounds, provided that the contact is made only above the waist of the opponent.

PENALTY: Team A L10 PLS or PBH

Article 13 – Interference Following an Interception

When a forward pass has been intercepted, any player of Team B may interfere anywhere, within the bounds, provided that contact is made only above the waist of the opponent.

PENALTY: Team B L15 PBH or PBD

Article 14 – Interception By Team B in Its Own Goal Area

If Team B intercepts and then fumbles while attempting to run the ball out of the Goal Area, the ball may be legally recovered by Team A.

When the ball is dead in the Goal Area without score, Team B shall scrimmage at its 30-yard line, first down.

If Team B, while in possession in its Goal Area following an interception in goal, commits any infraction in the Goal Area or in the Field of Play, the penalty shall be applied from the 30-yard line, or option.

If Team B intercepts a pass in its Goal Area and the play is ruled dead in B’s Goal Area and Team A is called for Rough Play or Unnecessary Roughness in the Field of Play or in the Goal Area, the penalty shall be applied from Team B’s 30-yard line.

NOTE: If a Team B player intercepts a pass in the Field of Play while moving toward the Team B Goal Line and momentum carries that player into the Goal Area, the play shall be ruled as an interception in goal.

NOTE: The only score that can result from a Team B interception in its Goal Area, while the ball remains in the Goal Area, is a touchdown by Team A following recovery of a Team B fumble.

RULE 7 – FOULS & PENALTIES

SECTION 1 – ILLEGAL TACTICS

Article 1 – Holding

Using the hands and/or arms to grasp or encircle an opponent. It is illegal at all times, except when a player tackles the ball carrier. Holding hands and locking arms during a scrimmage is prohibited.

PENALTY: L10 PLS PBH PPG

If Team A commits a holding foul in its Goal Area while in possession of the ball in its Goal Area

PENALTY: Safety Touch, L10 applied from PLS. The 10yrd penalty is not applied in addition to the safety

Article 2 – Illegal Blocking

A player of the team in possession contacting an opponent from behind in a manner that interferes with the opponent's approach to the ball carrier.

PENALTY: L10

Article 3 – Tripping

A player using the portion of their leg below the knee to physically hinder the progress of an opponent with contact.

PENALTY: L10 PLS, PBH or PPG

Article 4 – Tandem Blocking

Assisting the forward progress of a ball carrier by providing impetus from behind or in front of the ball carrier.

PENALTY: L10 PLS or PBH

SECTION 2 – MAJOR FOULS

NOTE: The Rules Committee has declared its total abhorrence of Rough Play and Unnecessary Roughness. Officials are instructed that no tolerance whatsoever is to be given to infractions under this Section.

Article 1 – General Application

(a) The penalty for a major foul shall be applied in addition to:

- (i) any other penalty for any other foul and,
- (ii) the advantage of any distance gained or score made.

(b) If the foul occurs during a scrimmage play prior to a first down being gained, the non-offending team may elect to have the penalty applied:

- (i) from the point of the last scrimmage with the same down repeated

or,

(ii) from the point where the ball became dead on the play with the downs continuing.

(c) If the foul occurs during a scrimmage play after a first down has been gained, the non-offending team may elect to have the penalty applied:

- (i) from the point where the ball was held when the foul occurred or,
- (ii) from the point where the ball became dead on the play.

(d) If the foul occurs after a change in possession, the non-offending team may elect to have the penalty applied:

- (i) from the point where the ball was held when the foul occurred or,
 - (ii) from the point where the ball became dead on the play.
- (e) If the foul occurs when neither team is in possession, the non-offending team may elect to have the penalty applied:
- (i) from the point where possession was gained or deemed to have been gained or,
 - (ii) from the point where the ball became dead on the play.
- (f) If the foul occurs after the play has been terminated, the penalty shall be applied from the point where the ball became dead on the play.
- (g) If the foul occurs after a scoring play, the score shall count and the penalty shall be applied from the point where the ball would normally next be put into play. If the scoring play was a touchdown, the penalty shall be applied on the convert or subsequent kickoff, at the option of the non-offending team. If the foul occurs after a convert attempt, the penalty shall be applied on the subsequent kickoff.
- (h) If the foul occurs after the last play in the first or third quarter, the penalty shall be applied from the point where the ball is next put in play in the ensuing quarter.
- (i) If the foul occurs after the last play of a half, the penalty shall be applied on the kickoff to start the next half or Overtime.
- (j) If the foul occurs after the last play of the game, there shall be no penalty applied but the Referee shall submit a complete report on the matter to the Commissioner.

Article 2 – Rough Play

A player shall be penalized and subject to disqualification for any act of rough play against an opponent, including but not limited to:

- (a) Striking an opponent with the fist, hand, knee, elbow or helmet in an excessively rough manner,
- (b) Kicking an opponent or,
- (c) Punching or attempting to punch a player in the head area with an open or closed hand.
- (d) Low block penalties on kick plays or,
- (e) Contact on the passer that is deemed a “non-football” action, or an egregious example of a Roughing the Passer foul.
- (f) Any other act of excessive roughness considered by the Referee to warrant disqualification.

PENALTY: L25 and disqualification of offending player

If Team B is the offending team on a play from scrimmage, Team A shall be awarded a first down in addition to the yardage penalty.

When a player has been disqualified, the Referee shall inform the coaches of both teams and the official scorer.

In the event of dual fouls under this Article 2, the offending players shall be disqualified and penalties balanced at the point of application. If the fouls occur on a scrimmage play, Team A shall not be awarded a first down by virtue of the penalty against Team B.

Article 3 – Grade 2 Unnecessary Roughness

Roughing the Passer

When a blow is delivered with the (crown) of the helmet to the head or neck of the passer, when the defender has a clear view to contact, and there are no mitigating circumstances such as the QB’s helmet level changing prior to contact.

When a blow is delivered to the knee or below of the passer, when the defender has a clear view to contact, and there are no mitigating circumstances such as contact with other players altering what would otherwise be legal contact.

When a blow is delivered anywhere on the passer that is egregiously late.

Actions that rise to the level of an ejection:

Contact on the passer that is deemed a “non-football” action, or an egregious example of a Roughing the Passer foul.

Spearing

Delivering a spear to an opponent’s head or neck area when the offender has a clear view to the opponent and there are no mitigating circumstances.

PENALTY: Team A – L25
Team B – L25 and AFD

Any player called for two Grade 2 Unnecessary Roughness fouls in the same game will be disqualified from that game.

Article 4 – Unnecessary Roughness

A player shall be penalized for any act of unnecessary roughness against an opponent, including but not limited to:

(a) Piling by a player who, in an unnecessarily rough manner, falls upon the ball carrier after the play has been terminated. Any player in possession of the ball, who is on the ground without contact and is not attempting to advance the ball, may only be touched down and may not be contacted in any other manner,

(b) Contacting an opponent Out of Bounds in an unnecessarily rough manner,

(c) Contacting the passer in an unnecessarily rough manner (see Rule 7, Section 2, Article 5),

(d) Unnecessary roughness against the punter, kicker or the ball holder on a place kick,

(e) Grasping an opponent’s face mask,

(f) Using the helmet to butt, ram, spear, or deliver a blow to an opponent who is in a vulnerable position, including but not limited to, a passer, a receiver in the act of catching a pass, a ball carrier in the grasp of another tackler or a ball carrier on the playing surface not attempting to advance,

NOTE: The expanded definitions of butt, ram and spear are:

Butt: When a player suddenly and quickly moves their head to strike an opponent with their helmet or facemask.

Ram: When a player who is in motion and on their feet uses their helmet as the primary point of contact to deliver a blow to an opponent. If the facemask is the initial point of contact on the opponent, it shall not be a penalty under this rule.

Spear: When a player uses the top of their helmet as the primary point of contact to deliver a blow to an opponent.

(g) Delivering a blow to an opponent in the neck or head,

- (h) Delivering an unnecessary blow to the long snapper while they are in a vulnerable position and unable to protect them self,
- (i) It shall be illegal to tackle around the head in the open field or use a straight arm tackle above the shoulders,
- (j) Contacting the ball carrier lying motionless on the ground in an unnecessarily rough manner,
- (k) Tackling an opponent by grabbing the inside collar of the side or back of the shoulder pads, or jersey.
- (l) Clipping (see Rule 7, Section 2, Article 6),
- (m) Crackback Blocking (see Rule 7, Section 2, Article 7),
- (o) Chop Blocking (see Rule 7, Section 2, Article 8),
- (p) Cut Blocking (see Rule 7, Section 2, Article 9),
- (q) Peel Back Blocking (see Rule 7, Section 2, Article 10),
- (r) Push Blocking (see Rule 7, Section 2, Article 11),
- (s) Blocking Below the Waist (see Rule 7, Section 2, Article 12),
- (t) Blindside Blocking (see Rule 7, Section 2, Article 13),
- (u) Leg Whips (see Rule 7, Section 2, Article 14),
- (v) Unnecessary physical contact, including but not limited to, running into, diving into, cut blocking or throwing the body on a player who is:
 - (i) out of the play, or
 - (ii) should not have reasonably anticipated such contact by an opponent, before or after the ball is dead, or
 - (iii) throwing a ball carrier to the ground after the ball is dead,
- (w) Deliver a blow at or below the knees to a receiver who is in the act of catching a pass and who is in a vulnerable position,
- (x) Any other act of roughness or unfair play, provided it is not considered excessive enough to warrant disqualification.

PENALTY: Team A - L15
Team B - L15 and 1D to Team A

If both teams offend, the penalties shall be applied against each other but Team A is not awarded an automatic first down by virtue of the penalty to Team B.

Article 5 – Roughing the Passer

Because the act of passing puts the passer in a particularly vulnerable position to injury, special rules against roughing the passer apply. Once the ball is released, defensive players must avoid all unnecessary contact with the passer. A player shall be penalized for any act of Unnecessary Roughness to the passer, including but not limited to:

- (a) Delivering a late blow to the passer after the ball is released,
- (b) Contacting the passer in an unnecessary manner including stuffing them to the ground, violently throwing them to the ground and landing on them with most of the defender's weight,
- (c) Delivering a blow to the neck or head of the passer,
- (d) Delivering a blow at or below the knees of the passer, regardless if the defender's path to the passer was unrestricted or if they are coming off a blocker,
- (e) Attacking the passer who, after releasing the ball, is either standing still or fading backwards and is obviously out of the play and remains out of the play,
- (f) Contacting the quarterback unnecessarily after the quarterback slides to give them self up. The quarterback must slide in a timely manner to allow the defenders to avoid such contact.

(g) Contacting the passer when either the initial or primary source of contact is the defender's helmet.

(h) On short yardage plays, pulling the ankle or lower leg that occurs after the whistle.

Article 6 – Clipping

Blocking an opponent, other than the ball carrier, from the rear in such a manner that the player charges into the opponent's back or falls across the back of the legs.

Where it is legal to block an opponent below the waist, the block must be delivered to the front plane of the body of the opponent for it to be legal. When a block is delivered below the waist, the front and back planes of the body shall be defined by a line that passes through the centre of the body.

The application of this penalty is determined by the initial contact, which must be observed by the official and shall not be called if in the judgment of the official:

(a) The initial contact is made on the side of the opponent if the block is above the waist or,

(b) The opponent could see the blocker approaching and deliberately turned the body in order to be contacted from behind.

Article 7 – Crackback Blocking

A Team A player moving from a position more than 3 yards outside the offensive tackle at any angle towards the ball snap position delivering a forcible block or blocking an opponent below the waist in an area up to 5 yards in advance of the line of scrimmage from sideline to sideline.

Article 8 – Chop Blocking

Contacting an opponent at or below the knees at the time that opponent is already being engaged by another player, with or without actual physical contact.

Article 9 – Cut Blocking

Contacting an opponent at or below the knees when that opponent is:

(a) in a backfield position blocking for the passer or kicker, or,

(b) a potential pass receiver on the line of scrimmage.

Article 10 – Peel Back Blocking

A Team A player moving towards their own dead ball line delivering a block below the waist to an opponent who they are not currently engaged with (with or without contact) anywhere on the field.

Article 11 – Push Blocking

A Team B player pushing a teammate towards the other team's dead ball line on any play where the offense lines up in a place kick formation including kicked converts and field goals.

Article 12 – Blocking Below the Waist

Blocking an opponent below the waist in the following circumstances:

(a) On a kick off commencing the moment the ball is kicked,

(b) By the receiving team, on a punt, field goal and kicked convert, on any kicking team player who has crossed the line of scrimmage,

- (c) By the kicking team on a punt, field goal or kicked convert after the ball has been kicked across the line of scrimmage,
- (d) On an open field kick after the ball is kicked,
- (e) By the kicking team, after recovering a kick across the line of scrimmage,

PENALTY: L25 and disqualification of offending player

- (f) After an interception or fumble recovery.

PENALTY: 15-yard

Article 13 – Blindside Blocking

Delivering a forcible block to an opponent while moving back towards their own dead ball line anywhere on the field.

Article 14 – Leg Whips

Using a whipping motion to deliver a blow to an opponent with the leg or foot while executing a roll block or while on the ground or on the way to the ground.

SECTION 3 – DISQUALIFICATION

A player shall be disqualified from the game, and substitution permitted, for any act of serious misconduct, including but not limited to:

- (a) Rough Play against an opponent,
- (b) two Grade 2 Unnecessary Roughness fouls,
- (c) physical abuse of an official,
- (d) two Player Misconduct fouls,
- (d) excessive objectionable conduct against an opponent or an official,
- (e) wearing of hazardous equipment.
- (f) spitting

A player who has been disqualified from the game shall be required to leave the bench area and not permitted to return.

SECTION 4 – OBJECTIONABLE CONDUCT

A player shall be penalized for any act of objectionable conduct, including but not limited to:

- (a) verbal abuse or objectionable gesture directed at an opponent, official or spectator,
- (b) throwing the ball at an opponent, official or occupant of a team bench area,
- (c) kicking or throwing an official's flag,
- (d) baiting or taunting an opponent by act or word,
- (e) embellishing contact by an opponent in an attempt to draw a penalty,
- (f) a quarterback or punter or kicker faking giving themselves up by faking a slide,
- (g) voluntarily removing their helmet after a play while on the field, except during a timeout, or throwing it to the ground, or using it in an intimidating manner against an opponent, official or spectator,
- (h) avoidable physical contact with an official,
- (i) being in possession of a foreign or extraneous object that is not part of the uniform or equipment, during a game, either on the field or on the Sideline. If the object is deemed a safety hazard by the Referee, the player will also be disqualified.

PENALTY: L10

If a team continues with objectionable conduct after a penalty has been applied, a further penalty may be assessed.

PENALTY: L10

For physical abuse of an official in any manner whatsoever:

PENALTY: L25 plus disqualification of the offending player.

NOTE: An official must see the entire action for the player to be disqualified.

Spitting at an opponent, official or occupant of the team bench area:

PENALTY: L25 plus disqualification of the offending player.

NOTE: If a person authorized to occupy a team bench area during a game should commit any infraction pursuant to Section 4 above, the team shall be subject to penalty as though the offending person was a player.

SECTION 5 – PLAYER MISCONDUCT FOULS

A player shall be penalized for a player misconduct foul if they commit a non-football action post-play Unnecessary Roughness or Objectionable Conduct foul. This does not include football actions that occur just as or after the play has ended.

Should a player receive two Player Misconduct fouls in one game, they will be disqualified from the remainder of that game.

PENALTY: The normal L10 or L15 for the foul with no additional yardage applied for the disqualification.

NOTE: A penalty under Section 2, 3, 4 and 5 shall be applied in addition to:

- (1) any other penalty for any other foul and,
- (2) any yards lost or gained and,
- (3) any score made, in which event the penalty will be applied on the subsequent play.

RULE 8 – APPLICATION OF PENALTIES

SECTION 1 – DEFINITIONS

Article 1 – Loss Of A Down

In any penalty, "loss of a down" means that the down upon which the foul occurred has used up one of the permissible series of consecutive downs.

Article 2 – Loss of Yards

In any penalty where there is a loss of yardage, there shall be no loss of down.

EXCEPTION: Major Foul (See Rule 7, Section 2)

Article 3 – Option Provided

When a foul has been committed on any play, the non-offending team shall be entitled to the penalty or the option of declining the penalty to take any advantage of position, score, down, time, etc. The non-offending team may decline a score to take advantage of a penalty or may decline a penalty to permit a score by the offending team to stand.

In certain cases, where so stated, a penalty shall be applied without option.

SECTION 2 – FOULS AFTER LEGAL GAINS

Article 1 – Foul After First Down Yardage Gained

Should any foul be committed on a play from scrimmage after the yardage necessary for a first down has been gained, the penalty shall be applied from the point where the ball was held when the foul occurred.

Article 2 – Foul Before First Down Yardage Gained

Should any foul be committed on a play from scrimmage during which the yardage necessary for a first down was gained, but the foul occurred prior to the necessary yardage being gained, the penalty shall be applied from the point of last scrimmage.

Article 3 – Foul After Change of Possession

Should any foul be committed after a team has gained possession by a pass interception, a fumble recovery or a kick, the penalty shall be applied from the point where the ball was held when the foul occurred.

SECTION 3 – DOUBLE & DUAL FOULS

Article 1 – Double Fouls

Double fouls occur when the same team commits two or more fouls on the same play. The non-offending team shall have the option of accepting either penalty or may decline the penalties to take advantage of the play as it is terminated. If one of the fouls is a major foul, that penalty shall be applied whether or not the non-offending team accepts the penalty for the other foul.

Article 2 – Dual Fouls

Dual fouls occur when each team commits one or more fouls on the same play. If the penalties are of unequal value, the yardage shall be balanced. A penalty with no yardage value (AFD, LB, LD) shall be deemed to be 10 yards for balancing purposes.

An automatic first down shall not be awarded to Team A unless the Team B penalty is a major foul. If both teams commit major fouls, a first down shall not be automatically awarded.

Article 3 – Dual Fouls – Offsetting Penalties

Offsetting Penalties occur in the following situations:

- (a) When each team commits only one minor foul with the same penalty yardage on a scrimmage play and both fouls are committed prior to yards being gained. The down will be replayed from the last point of scrimmage. No option.
- (b) When each team commits one major foul after the play has ended. The next down will occur at the next point of scrimmage. No option.
- (c) When the only fouls on a play are Team B Offside and Team A Holding the offside Team B player. The down will be replayed from the last point of scrimmage with no net penalty yardage difference. No option.
- (d) When the only fouls on a play are Team B Offside and Team A Intentional Grounding. The down will be replayed from the last point of scrimmage with no net penalty yardage difference. No option.

Article 4 – Dual Fouls – No Change in Possession

When, on a play from scrimmage not involving a change in possession, dual fouls are committed, the following rules shall apply:

- (a) If both fouls are committed prior to yards being gained and they are not Offsetting Penalties, the Referee shall apply the penalties for both fouls balancing one penalty against the other from the point of last scrimmage. No option.
- (b) If both fouls are committed after yards have been gained, the penalties shall be applied at the point the ball was held at the time of the first foul. However, the non-offending team on the first foul shall have the right to decline the penalty against the opponent and accept the play as it was completed, subject to the penalty against itself for the second foul at the normal point of application.
- (c) If the first foul is committed before yards have been gained and the second foul after yards have been gained, the penalties shall be balanced and applied from the point of last scrimmage. However, the non-offending team on the first foul shall have the right to decline the penalty against the opponent and accept the play as it was completed, subject to the penalty against itself for the second foul at that normal point of application.

Article 5 – Dual Fouls – Change in Possession

When, on a play from scrimmage involving a change in possession (i.e. a kicking play or a forward pass interception or a play in which a fumble is lost), dual fouls are committed, the following rules shall apply. For the purposes of this Article 4, possession shall be deemed not to have changed until the second team has gained possession. A No Yards or Loose Ball Interference infraction shall be deemed to have occurred after the change in possession.

- (a) If both fouls are committed before the change in possession and they are not Offsetting Penalties, the penalties shall be applied as provided in Article 4.

(b) If both fouls are committed after the change in possession, the penalties shall be applied and balanced at the point the ball was held at the time of the first infraction. The non-offending team on the first foul shall have the right to decline the penalty against the opponent and accept the play, subject to the penalty against itself for the second foul at that normal point of application.

(c) If the first foul is committed before the change in possession and the second foul after the change in possession, the penalties shall be applied and balanced at the point of application for the first foul. The non-offending team on the first foul shall have the right to decline the penalty against the opponent and accept the play as it was completed, subject to the penalty against itself for the second foul at the normal point of application.

(d) If both fouls are committed in goal after the second team has gained possession in its own Goal Area, the penalties shall be applied and balanced from the second team's 15-yard line or the 30-yard line, if possession had been gained by an interception or a fumble. No option.

(e) If the first foul is committed in the Goal Area after the change in possession and the second foul in the Field of Play, the penalties shall be applied and balanced from the 15-yard line or the 30-yard line, if possession had been gained by an interception or fumble recovery in the Goal Area. The non-offending team on the first foul shall have the right to decline the penalty against the opponent and accept the play as it progressed, subject to the penalty against itself at the normal point of application.

Article 6 – Dual Fouls - Kickoff

When on a kickoff play dual fouls are committed, the following rules shall apply:

(a) If both fouls are committed before possession has been gained, the penalties shall be applied and balanced at the point of kickoff with the kickoff repeated. No option.

(b) If both fouls are committed after possession has been gained, the penalties shall be applied and balanced at the point of application for the first foul. The non-offending team on the first foul may decline the penalty against the opponent and accept the play, subject to the penalty against itself for the second foul at the normal point of application.

(c) If the first foul is committed before possession has been gained and the second foul after possession has been gained, the penalties shall be applied and balanced at the point of kickoff with the kickoff repeated. The non-offending team on the first foul may decline the penalty against the opponent, subject to penalty against itself for the second foul at that normal point of application.

SECTION 4 – RESTRICTIONS NEAR A GOAL LINE

Article 1 – Within 30 Yards of Goal Line

If a distance penalty is applied within 30 yards of the offending team's Goal Line, it shall not exceed one half the distance between the point from where the penalty is applied and that Goal Line. In no case shall the ball be scrimmaged within the 1-yard line.

Exception: Major fouls i.e.: Unnecessary Roughness, Rough Play, and Objectionable Conduct penalties, will not be restricted and will be applied up to the offending team's 1 yard line.

If balancing a minor foul with a foul within the exceptions the maximum distance will still be applied.

Article 2 – Outside 30 Yards

If a common foul which carries a 25-yard penalty is applied from a point outside the offending team's 30-yard line, the ball will never be placed closer to the Goal Line than the offending team's 15-yard line. (this would be: Illegal Deployment of Designated Quarterback or Designated Import but does not include spitting).

Article 3 – Yards Gained or Goal Line Reached

Where an unrestricted penalty would have resulted in yards gained or Goal Line reached by Team A, a first down shall be awarded.

Article 4 – Double Fouls

If double fouls are called against the same team, one of which is for a major foul, the penalties shall be applied consecutively. The normal penalty shall be applied first, half the distance to the goal line, followed by the penalty for the major foul at the maximum distance to the 1-yard line.

SECTION 5 – FOULS ON CONVERT**Article 1**

If a foul is committed during a convert attempt prior to the ball being snapped or during Team A's initial attempt to score a convert, the following shall apply:

(a) If either team commits a foul (except a Major Foul, Defensive Offside or Pyramiding) the non-offending team may elect to have the penalty applied from PLS and repeat the convert attempt, or accept the play as it terminated,

(b) If the foul is a Major Foul, Defensive Offside or Pyramiding, the non-offending team may elect to have the penalties applied (i) from PLS and repeat the convert attempt, (ii) accept the play as it terminated and apply the penalties on the subsequent kickoff, or (iii) repeat the convert from PLS and apply the penalties on the subsequent kickoff if the penalties occurred prior to the snap of the ball. If both a Major Foul and either Defensive Offside or Pyramiding are committed by Team B, the penalties may not be split between a re-try of the convert and the subsequent kickoff. They must both be applied from the same point of application,

(c) If the time has expired in the period, the kickoff will take place at the start of the following period. If game time has expired, no further play shall be permitted.

(d) If Team A had initially attempted a 2-point convert from the 3-yard line and the convert attempt is repeated as the result of a penalty to either team, they must continue to attempt a 2-point convert on the subsequent convert. They cannot now try a 1-point kicked convert,

(e) If Team A had initially attempted a 1-point convert from the 25-yard line, on any subsequent convert re-tries, they may continue to attempt either a 1 or 2-point convert,

(f) If a non-yardage foul results in a repeated convert, the ball will be scrimmage at the PLS or PF and the convert retried.

Article 2

If the ball continues in play after an unsuccessful convert attempt (defined as Team A's Field Goal attempt crossing the line of scrimmage and being short or wide, or Team B intercepting a forward pass, or Team B recovering a fumble) and a foul occurs, the following shall apply:

(a) If the team in possession creates a foul, it shall forfeit the right to score,

(b) If the team not in possession creates a foul, the penalty shall be applied on the ensuing kickoff,

(c) If either team creates a Major Foul, the penalty shall be applied on the ensuing kickoff.

Article 3

If either team creates a Major Foul after the convert attempt is terminated, the penalty shall be applied on the ensuing kickoff.

SECTION 6 – FOULS IN GOAL**Article 1 – Foul in Own Goal**

- (a) If Team A commits a foul while in possession of the ball in its Goal Area, the penalty is applied from PLS or option.
- (b) If Team A commits a holding foul in its Goal Area while in possession of the ball in its Goal Area
PENALTY: Safety Touch, L10 applied from PLS.

EXCEPTIONS:

Intentional Grounding – Rule 6, Section 4, Article 7

Offside Pass – Rule 6, Section 3, Article 4

(c) If Team B commits a foul in its Goal Area while in possession of the ball in its Goal Area, Team A may elect to:

- (i) accept the 1- or 2-point score, if applicable, or,
- (ii) decline the penalty and accept the play as it terminated or,
- (iii) decline the score and require the penalty to be applied against Team B

from its 15-yard line.

If the foul is committed outside the Goal Area while Team B is in possession of the ball in its Goal Area, the penalty shall be applied from Team B's 15-yard line or option.

EXCEPTIONS:

Interception in Goal Area – Rule 6, Section 4, Article 12,

Recovery of opponent's fumble in Goal Area – Rule 1, Section 9, Article 7.

Article 2 – Foul in Opponent's Goal

If a team commits a foul in the opponent's Goal Area, the penalty shall be applied as though the foul had occurred in the Field of Play. However, where a yardage penalty would otherwise be applicable in the Goal Area, it shall be applied as follows:

(a) If the foul occurs before a score is made, the score shall be disallowed and the penalty shall be applied from the 15-yard line.

(b) If the foul occurs after a score is made, the score shall count and the penalty shall be applied from the point where the ball is next put into play. If the scoring play was a touchdown, the non-offending team may elect to have the penalty applied on the convert or subsequent kickoff.

(c) If foul occurs after interception in Goal Area, see Rule 6, Section 4, Article 12.

SECTION 7 - FOULS WHICH OCCUR ON THE LAST PLAY OF A QUARTER

If in the 1st or 3rd quarter, time expires during a play in which a foul occurs, the quarter will end and the penalties will be applied on the first play of the next quarter. There are two exceptions to this:

(a) if the foul occurs prior to the snap of the ball and the play is whistled dead. The penalty will be automatically applied in the same quarter,

(b) on a scrimmage kick if there is only a foul or fouls by one team and the point of application is the previous line of scrimmage (PLS), the non-offending team will have the option of applying the penalty in the same quarter or ending the quarter and applying the penalty in the following quarter. If the result of the penalty is a first down for the offense, the quarter will end with the penalty applied in the following quarter.

NOTE: For the purpose of this rule, an Offside Pass shall not be considered to be a foul.

SECTION 8 – MANIPULATING THE CLOCK

If in the sole judgment of the Referee a team is intentionally taking multiple fouls to run down the clock, the time will be added back to the clock in addition to the penalty yardage applied for the foul.

SECTION 9 – FOULS IN OVERTIME

Article 1 – Team A in Possession

Apply penalties as they are applied during normal time.

Article 2 – Team B in Possession

When Team B legally gains possession, the Team A series is over.

- (a) If the team in possession commits the foul, they forfeit the right to score. In addition, the opponent may accept a score where that option exists.
- (b) Under no circumstances will the down be replayed.
- (c) Team A may get one additional play in the following circumstances:
 - (i) The penalty for the Team B foul awards Team A possession
 - (ii) Team B commits a foul with Team A in possession after Team A has legally regained possession
 - (iii) Team B commits a foul which would normally be applied at the point where Team A legally regains possession
 - (iv) Team A would normally be entitled to possession at the point the ball is dead and Team B has committed Unnecessary Roughness or Rough Play during the play

Article 3 – Penalties Applied after Team A Series is Over

Once the Team A series is finished the only penalty yardage that may be applied in the next series are Unnecessary Roughness, Rough Play and Objectable Conduct.

RULE 9 - INTERFERENCE**SECTION 1 – DEFINITION**

Interference takes place when a player obstructs, blocks, screens or charges towards an opponent, with or without direct contact, in such a manner that prevents the opponent's approach to the ball carrier, potential ball carrier or the ball. Blocking is identified as the act of creating interference with contact.

SECTION 2 – INTERFERENCE ON SCRIMMAGE PLAYS**Article 1 – By Team A**

(a) On any play from scrimmage, except one in which a forward pass is thrown across the line of scrimmage or the ball is kicked across the line of scrimmage, a player of Team A may interfere with an opponent from Dead Line to Dead Line, commencing from the instant the ball is snapped. (See Rule 6, Section 4 Articles 8,9,10 and 11 for further clarification on Illegal Contact and Pass Interference)

(b) On a play from scrimmage in which the ball is kicked across the line of scrimmage, a player of Team A may only interfere with an opponent up to one yard in advance of the line of scrimmage until they legally recover the ball across the line of scrimmage and then Team A may interfere with an opponent but only above the waist.

PENALTY: L15 PBH or PBD

Article 2 – By Team B

(a) On any play from scrimmage, a Team B player may use their hands and arms to reach the ball carrier but shall not hold or encircle any Team A player, other than the ball carrier.

PENALTY: L10

(b) After the pass is thrown, a Team B player shall not be permitted to interfere with a Team A receiver in an attempt to catch the ball.

PENALTY: AFD at PF, or AFD 10 yards in advance of PLS, see Rule 6, Section 4, Article 10.

(c) On a play from scrimmage in which the ball is kicked across the line of scrimmage, a Team B player shall be permitted to interfere with any Team A player at the snap of the ball, provided that contact is made only above the waist of the Team A player.

PENALTY: L15 PBH or PPG or PBD

(d) The kicker or an onside player of Team A may not be contacted until reaching the line of scrimmage or until the ball has been touched by Team B.

PENALTY: L10 PLS

SECTION 3 – INTERFERENCE AFTER GAINING POSSESSION WITHOUT SCRIMMAGE

On any play where a change of possession occurs (Kickoff, kick from scrimmage, interception, fumble recovery, dribbled ball) neither team shall create interference below the waist. The team in possession may not block below the waist, and the team not in possession may not “break up” interference by contacting an opponent below the waist. This shall also apply to a ball dribbled and recovered by Team A.

PENALTY: on an interception, fumble recovery or dribbled ball L15 PBH or PBD

PENALTY: on a kickoff, kick from scrimmage, or an open field kick (disqualification) L25

SECTION 4 – INTERFERENCE ON LOOSE BALL

Article 1

A player shall not deliberately interfere with an opponent attempting to recover a loose ball following a blocked kick, dribbled ball, fumble, wild snap from the centre, an offside pass, an onside pass or an attempted kick that does not cross the line of scrimmage.

PENALTY: LB at PF

If foul occurs in the Goal Area, the ball shall be awarded to the non-offending team:

- (a) at the 5-yard line, if the foul occurred in the offending team’s Goal Area or,
- (b) at the 30-yard line, if the foul occurred in the non-offending team’s Goal Area.

Note: this would apply even if the fouled player is not legally eligible to touch the ball.

Article 2

If in attempting to recover a loose ball, two or more players come into contact, the play shall not be ruled as illegal interference.

Article 3

A team having fumbled shall not be penalized if its blockers continue to carry out the normal assignments that they would have been entitled to carry out if the ball had not been fumbled.

RULE 10 - REPLAY

SECTION 1 – REPLAY PROCESS

The objective of the replay rule and the Replay Centre is to support the on-field staff increase the overall performance of the officiating and protect the integrity of the game without causing significant delays to the flow of the game.

Article 1 – Length of reviews

There are different scenarios whereby the Replay Centre can support the integrity of the game by correcting incorrect decisions made on the field. Each scenario outlined below has the approximate delay permitted for any decision. The replay staff are directed to work within the framework of their authority, while limiting negative stoppages to the game and supporting game flow. This means during natural stoppages such as TV timeouts; more time is permitted to work towards the correct decision. Decisions that are only permitted to be made in the moment must be made with an insignificant delay to the game.

Article 2 – Philosophy of decisions

The direction provided to the replay staff is to subject each decision to the developed clear and obvious decision-making process, in an effort to get it right based on their informed understanding of the rules and penalty standards.

Article 3 – What does Clear and Obvious mean

Clear and obvious is defined as having a clear unobstructed view of the action in question, and the correct outcome is obvious when compared to an established standard that has been created by the rules committee and the officiating department of the Canadian Football League. If the outcome is not obvious, the ruling taken by the on-field officials will be supported. Camera angles are not calibrated with field landmarks, as such cannot be used to rule in situations where inches dictate a ruling be overturned, however in certain situations replay can provide sufficient information to make an informed decision over and above what is possible on the field at game speed.

Article 4 – The whistle

The whistle is an audible mechanism for an official to communicate a play is over. In all circumstances, the precise ruling for a ball going dead occurs when specific actions take place, (such as a ball carrier stepping on the sideline) the whistle occurs after the action. With regards to replay certain aspects cannot not be adjusted if the play has been killed by whistle and players have stopped playing, such as a ruling on a clear recovery after a fumble, or forward advancement of a ball after an incorrect down with contact ruling. As such officials have been instructed to only sound a whistle when they are certain a play has concluded.

SECTION 2 – THE REPLAY CENTRE AREAS OF COVERAGE

Article 1 – Automatic review triggers

Situations that will automatically trigger a review by the Replay Centre. The replay staff will review the play in real-time, should there exist an element in question, the replay staff will pause the game, review angles, and make any clear and obvious adjustments to the list of standard reviewable aspects. The large majority of auto-review situations will occur without the requirement to pause the game.

Article 2 – Automatic review triggers (Potential for game to be paused)

When the game is paused for an auto-review, the list of standard reviewable aspects will be reviewed in relation to the below scenarios and additions.

- A play where any score has been ruled on the field.
- A play where a potential score occurred but was not ruled, e.g. A ball carrier ruled out of bounds near the goal-line, or an incomplete pass ruling at the back of the endzone.
- A turnover **on downs**, fumble lost or interception has been ruled on the field.

NOTE: Average delay – Less than a minute for the decision, plus time for broadcast synchronization and communication.

Article 3 - Automatic review game administration triggers (game not paused)

These scenarios do not initiate a review of all standard reviewable aspects.

- The spotting of the ball,
- Issues with the game clock or play clock,
- Penalty applications
- When an offside/procedural penalty is called on the field to determine if the penalty should be applied to the offense, defence, or both.

For spot changes, the replay staff can adjust the spot of the ball, provided the change can be made instantaneously while reviewing live video. A spot will only be adjusted if it is clearly off by 2 yards or more, or a line to gain has clearly been met or not. Spots can also be challenged by a coach and are an example of a game aspect where the onfield officials can request assistance with as per Article 6 below. The replay official will also automatically provide a spot to the officials when a passer gives themselves up by sliding or is sacked behind the line of scrimmage.

NOTE: Average delay – Decisions should be made immediately with a negligible delay should a ruling be changed. If a spot is changed after the sticks have been moved or the play has been whistled in the officials will stop the clock and notify both teams and permit substitutions.

NOTE: Clock issue – In a stoppage where the play had been whistled in both the game clock and the play clock should be reset to the time the play was whistled in if no correction was required.

Article 4 - Automatic review called penalty triggers (game not paused)

These scenarios do not initiate a review of all standard reviewable aspects.

The replay staff automatically review called penalties, (with the exception of certain coach challengeable penalties (DPI, OPI, BLDF, IBR) to ensure the proper judgment has been made on the field. The focus of this section for the replay staff will be on penalty types that have specific landmarks that can be reviewed and evaluated without significant delay to the game and do not require insight from field officials. These penalty types are:

- Offsides
- Face Mask
- Horse Collar Tackle
- Low Blocks
- Late hits at the sideline (whether contact was initiated in bounds)
- No Yards
- Illegal Contact (Whether the QB still had the ball when the penalty occurred)
- Roughing the Passer (Whether the defender was clearly thrown into contact)

Article 5 – The last three minutes of the game

The last-three minutes of the game have a special focus for the Replay Centre. During this period, every play is viewed as an auto-review situation, whereby if the replay staff see an issue with a standard reviewable aspect, they will pause the game and review the play. The objective for the replay staff is to ensure clear errors with standard reviewable aspects are fixed, while at the same time limiting delays reviewing decisions which are either initially correct on the field or unclear based on available video angles.

As all automatically reviewed aspects in the last three minutes are coach challengeable, the onus is on the coach to understand, should they have an issue with a ruling, and the subsequent play has been whistled in, it is incumbent on them to challenge the play as the whistle is the mechanism used to communicate the game is moving on.

NOTE: Average delay – If the game needs to be paused, less than a minute for the decision, plus time for broadcast synchronization and communication. Many simple rulings can be reviewed and communicated to the officials without stopping the game.

Article 6 – Officials Assistance

Officials are permitted to ask for assistance when a ruling is in question, or when two officials have differing rulings on a play. The replay officials will assist where possible in the moment with the angles provided. Examples are:

- Whether a player is in the legal low block zone
- Whether a catch is made
- Whether a formation is legal
- Whether an action occurs after a play ends
- Whether a player is pushed or held into the no yards zone
- Whether or not a roughing the passer or roughing the kicker penalty has occurred
- Whether or not an official was hit with avoidable contact by a player or authorized member of the team bench area.
- Whether or not a QB was tripped behind the line of scrimmage

NOTE: Average delay – In time decisions. (Assistance can speed up and eliminate on-field conferences). Time may be required for broadcast synchronization, communication and required announcements.

Article 6 – Integrity of the game step-in

The replay official is permitted to step in and correct an egregiously wrong judgment made by the on-field officials. This occurs when a key aspect of a play was missed by the on-field staff and replay is not triggered through another mechanism. A step in can occur when:

- An out of bounds player or spot was incorrectly ruled
- Whether or not a forward pass touched the ground
- Whether a team had an illegal formation
- This trigger cannot be used to call penalties, (other than Illegal Formation) unless described in the list of standard reviewable aspects.

NOTE: Average delay – Immediate decision – Time may be required for broadcast synchronization, communication and required announcements. The game is not paused in these scenarios.

Article 7 – Player conduct

The league has made objectionable conduct a priority to discourage with increased focus and management through flagging actions. Should the on-field officials flag an action under the player conduct rules, the flag will trigger the Replay Centre to review the situation and apply any penalties that are obvious on review. That can include picking up a flag, penalizing additional players, modifying the application of a penalty, and recommending ejections.

NOTE: Average delay – Depends on the specifics of the situation – For small situations involving 1 or 2 players the delay will be negligible, however there may be a requirement to pause the game to review more serious situations and offenses. During these larger situations, the replay staff may not be able to review every action in detail and will make best efforts to penalize the key offenders with the video angles available.

Article 8 – Injury spotter review

Should the injury spotter make the decision a player is required to leave the field for an assessment, the replay staff has the authority to review the play and enforce a missed major foul that contributed to the situation.

SECTION 3 – COACH CHALLENGES**Article 1 – Coach challenge process**

Coaches are permitted to challenge certain rulings by throwing their challenge flag.

- Each team has 1 challenge, should their challenge be successful they retain their challenge to use later in the game.
 - A challenge is deemed successful if any ruling made on the field is deemed incorrect and changed with favourable results to the team that challenged.
- In regulation time, a team requires a timeout to challenge. If the challenge is unsuccessful, it costs the team a timeout.
- In overtime, a team does not require a timeout to challenge. If the challenge is unsuccessful, it does not cost the team a timeout.
- The replay official will review the play in question and make their ruling on the challenged aspect based on video angles provided, making the

best decision within their purview based on an informed understanding of the rules and standards.

- The play will be reviewed in its entirety and is subject to all reviewable aspects other than coach challengeable penalties unless specifically challenged (DPI, OPI, BLDF, IBR)

NOTE: Average delay – Less than a minute for the decision, plus time for broadcast synchronization, communication and required announcements.

Article 2 – List of coach challengeable aspects

- The full list of standard reviewable aspects (see section 4)
- Whether or not a No-Yards infraction took place
- Whether or not an OPI or DPI infraction took place
- Whether or not a penalty for Blocking Downfield by an eligible receiver took place
- Whether a called Illegal Block on a kick play took place
- Whether or not an infraction for roughing the passer or roughing the kicker took place
 - For the purposes of replay, Roughing the Passer will include any act of UR committed on a designated QB behind the line of scrimmage.
- Whether or not the QB was tripped behind the line of scrimmage.

SECTION 4 – THE LIST OF STANDARD REVIEWABLE ASPECTS

The standard reviewable situations include:

- Whether a score was made or not
- Possession of the ball (fumbles and catches)
- Touching of the ball
- Ball spots and down with contact
- Administrative rulings such as the clock
- Whether players are onside with respect to a kicked ball
- Whether a pass travels forward or backward
- Whether a pass was touched or completed behind the line of scrimmage

In addition, reviewable aspects that may lead to the enforcement of a penalty:

- Major Foul which directly caused a turnover
- Illegal Interference on a Kickoff
- Illegal Forward Pass when the passer passes the ball from across the line of scrimmage or two forward passes occur on the same play.
- Illegal Participation when a player goes out of bounds on their own and returns and participates in the play in a direct fashion.
- Illegal Substitution when a player substitutes illegally (sleeper play)
- Punt Out of Bounds in Flight if a kick from scrimmage goes directly out of bounds between the 15-yard lines.
- No Yards in relation to a review of first touching or onside or offside players. (not a judgment of whether a player was inside or outside the five-yard halo)

SECTION 5 – LIMITS OF REPLAY

There are certain aspects of the game of football that cannot currently be adequately ruled on through replay.

- If a ruling of down with contact is made on the field and the play killed by whistle, if replays show the play should have been ruled a fumble, the ball will only be awarded to the other team should there be a clear recovery.
- If a play is killed by whistle, for forward progress stopped, out of bounds, or down with contact incorrectly, further advancement will not be awarded by replay above an immediate action where a whistle did not impact player participation.
- Outside of coach challengeable penalties when challenged, player conduct fouls after the play, fouls considered after an injury spotter removal, and penalties that result from changes to standard reviewable actions, replay staff cannot call fouls that were not called on the field.
- Camera angles are not calibrated with field markings, as such decisions based on inches cannot accurately be made using video and as such the clear and obvious decision-making process will be used in those situations.

SECTION 6 – MISCELLANEOUS

- A coach is permitted to strategically use their timeout to provide the Replay Centre additional time to review angles in respect to any automatically reviewable triggers.
- Forward progress stopped is a judgement that can best be made on the field in real time and will only be adjusted in extreme scenarios.
- The Replay Centre will not review unreviewable scenarios or provide information to a coach if unrelated to a challenge.
- Should a coach challenge outside of the parameters of replay:
 - If a coach challenges when not having a challenge and the game is stopped as a result a delay of game penalty will be assessed.
 - If a coach challenges when not having a timeout and the game is stopped as a result a delay of game penalty will be assessed.
 - If a coach challenges as aspect that is not challengeable, the coach will be provided one opportunity to challenge something within the rules or lose their challenge and timeout.

SECTION 7 – THE CLOCK

The Replay Centre will use the following guideline to address the clock if a ruling is adjusted.

Once the proper outcome of the play is determined the Replay Centre will adjust the clock if it should have stopped if properly ruled on the field. If the ruling on the

field leaves the ball live, and the Replay Centre determines the play should have ended with the clock stopped at an earlier time the clock will be adjusted.

Prior to three-minute timing, If the Replay Centre adjusts a ruling whereby the clock would have been running at the conclusion of the play had the play been ruled correctly on the field, no adjustment to the clock will be made by the Replay Centre.

Example 1: A Team B interception was ruled on the field, and the player was allowed to advance the ball. After review, the replay official determines the player was in fact down with contact prior to advancing the ball. The clock would be reset to the time when the player was down with contact.

Example 2: The on-field officials rule a fumble and recovery by Team B and stop the clock for the turnover at 5:00. After review, the replay official rules the team A ball carrier was down with contact in the field of play with 5:10 on the clock prior to fumbling. The clock would reset to 5:10.

Example 3: Ruling on the field of a TD scored at 4:55 on the clock. Review shows the ball carrier stepped OB with 4:59 on the clock. The ball would be spotted at the point the ball carrier was OB with the clock reset to 4:59.

Example 4: Ruling on the field of a completed catch (which occurs with 5:00 on the clock) followed by a long gain (ending with 4:45 on the clock and running). After review, the replay official rules the play an incomplete pass, the clock would be re-set to 5:00 by the Replay Centre.

SECTION 8 – APPROVED RULINGS

KICKOFFS

I.R.A.R. 1 Touching a short kickoff

On a kickoff to start the game, Team A tries a short kickoff. A1 has their feet at the A39 (9-yard mark) when the player picks up the ball that is on the ground at the A41. Officials rule illegal touching.

RULING Reviewable play. A's ball 1st and 10 where ball dead.

I.R.A.R. 2 Touched before going out of bounds

On a Team A kickoff that travels 11 yards the Official rule the ball was last touched by A, before going out of bounds. A's ball first down. Replay shows B last touched the ball after A before going out of bounds.

RULING Reviewable play. B's ball where it went OB.

RUNNING PLAYS

I.R.A.R. 3 Runner down by contact

First and 10 on A20. A2 takes a handoff and runs to the A25 where they are contacted by B22. A2 stumbles but does not appear to have gone down and officials allow the play to continue. Replay shows A2's left knee hit the ground at the A 25.

RULING Reviewable play. A's ball second and 5 at the A25.

I.R.A.R. 4 Fumble before runner down by contact

Team A ball carrier fumbles the ball with Team B recovering. Officials rule down by contact at A's 30-yard line. Replay shows that the ball was loose before the runner was down.

RULING Reviewable play. B's ball at point of recovery with no advance if they Clearly recovered the ball.

I.R.A.R. 5 Runner stepping out of bounds

First and 10 on A30. A2 takes a handoff and runs from their own 30 to the B24-yard line where the ball carrier is pushed out of bounds. Replays show that A2 stepped on the sideline at the B42 yard line.

RULING Reviewable play. A's ball first and 10 at the B42.

I.R.A.R. 6 Recovery of loose ball in relation to the goal line

First and 10 on A4. A2 fumbles and B1 recovers at the goal line. Officials give ball to B at the A1-yard line. Replays show that B1 recovered ball in end zone.

RULING Reviewable play. The Replay Official will automatically review the play for the change of possession ruling. A touchdown would be awarded to B.

I.R.A.R. 7 Forward progress on a third down play related to gaining a first down

Team A on 3rd down are running the ball and need to get to the Team B 24 yard line for a first down and the runner gets close to the first down marker. Officials mark the ball at the Team B 25. Replay shows the ball should have been marked at 23 and 1/2 yard line.

RULING Reviewable play. Team A 1st down at the 23 and 1/2 yard line.

I.R.A.R. 8 Fumble recovery in field of play

First and 10 on B 50. A2 takes a handoff and runs up the middle to the B47 and fumbles. Officials rule that A3 recovered.

RULING Reviewable play. Involves recovery of loose ball in the field of play, player was not ruled down by contact.

I.R.A.R. 9 Forward progress on first or second down related to first down

Team A on 2nd down is running the ball and need to get to Team B 36 yard line for a first down. Officials mark the ball at the 38-yard line, making the situation 3rd down and 2 to go.

RULING Reviewable play. A review will place the ball at the proper spot.

I.R.A.R. 10 Fumble forward out of bounds

First and 10 on A20. A2 takes a handoff and runs and fumbles at the A25. The ball, untouched, rolls out of bounds at the A35 where the officials award the ball to Team A as first down.

RULING Reviewable play. A's ball at the A25.

PASSING PLAYS**I.R.A.R. 11 QB pass or fumble, Referee rules fumble**

Second and 10 on A25. QB is hit while attempting to throw a forward pass. The ball hits the ground at the A20 and B recovers. The Referee rules fumble and that it is B's ball.

RULING Reviewable play. The Replay Official will automatically review the play for the change of possession ruling. Team A retains possession, downs continuing at point of last scrimmage.

I.R.A.R. 12 QB pass or fumble, Referee rules incomplete pass

Second and 10 on A25. QB is hit while attempting to throw a forward pass. The ball hits the ground at the A20 and B clearly recovers. The referee rules incomplete pass. Team B challenges and replay discovers that it was a fumble.

RULING Reviewable Play. Team B awarded the ball at the point of recovery.

I.R.A.R. 13 Lateral pass going forward or backward

First and ten on A20. QB throws a lateral pass from the A10 yard line that is ruled onside, and Team B recovers the loose ball. Replays show the pass was forward, hitting the ground at the A11 yard line.

RULING Reviewable play. The Replay Official will automatically review the play for the change of possession ruling. Pass is incomplete. A's ball downs continuing. If the pass was in fact onside but was whistled as incomplete, and Team B clearly recovers the ball, Team B would be awarded possession but not allowed to advance. If not clearly recovered by Team B, Team A would lose yardage but retain possession of the ball at the point from where the pass was thrown with downs continuing.

I.R.A.R. 14 Passer beyond the line of scrimmage

First and ten on A20. Passer scrambles and throws a pass that is completed for a TD. The LJ calls the Passer for being over the line of scrimmage when the ball was thrown.

CFL OFFICIAL PLAYING RULES

RULING Reviewable play. Team A subject to 10-yard penalty at PLS, with down repeated.

I.R.A.R. 15 Offside pass during a play

First and ten on A20. B1 intercepts a forward pass at the 50 and returns it to the A20-yard line where the player throws the ball forward to B2 at the A18 yard line while being tackled. B2 runs for a touchdown.

RULING Reviewable play. The Replay Official will automatically review the play for the change of possession ruling. Offside pass. B's ball first and 10 at A20-yard line.

I.R.A.R. 16 Low pass ruled incomplete

Second and 5 on A30. Low pass is ruled incomplete. Replay shows that receiver or defender had their hands under the ball and it never hit the ground.

RULING Reviewable play. Pass is complete, or intercepted if by defender.

I.R.A.R. 17 Pass ruled incomplete

Team A first and ten at their 38-yard line throw a forward pass to A77, who catches the ball, is hit immediately and fumbles the ball, which is recovered by Team B. Officials rule the pass incomplete.

RULING Reviewable play. However, if the pass is ruled complete followed by a fumble, Team B can be awarded possession provided the ball is clearly recovered. After recovery Team B is not allowed to advance its position.

I.R.A.R. 18 Pass touched by an ineligible receiver

First and ten on A20. QBA1 completes a forward pass to A2 at the A35-yard line. Replays show the ball first glancing off the shoulder of Guard A1 before A2's catch.

RULING Reviewable play. No deliberate attempt to catch or touch ball, therefore play stands.

I.R.A.R. 19 Receiver makes catch and lands out of bounds

First and ten on A20. Wide receiver A1 leaps and catches a legal forward pass at the 50. Replays show A1's first foot came down on the sideline.

RULING Reviewable play. Incomplete pass. Second and ten on A20.

NOT REVIEWABLE ON PASSING PLAYS

I.R.A.R. 20 Intentional grounding

First and ten on B20. QBA1 is under pressure and throws an incomplete pass. The Referee calls intentional grounding.

RULING Intentional Grounding is not a coach challengeable penalty, as such the Video Official can pick up a flag if it is called on the field and clearly incorrect.

KICKING PLAYS

I.R.A.R. 21 Touching of a kick

Team A punts the ball where it is recovered by offside A1, who is penalized for no yards. Team A challenges that the ball was touched by B1, prior to A1 being the only player in 5-yard zone.

RULING Reviewable play. Touching of ball on kicking play is reviewable. A's ball 1D where ball dead, if ball touched by B.

I.R.A.R. 22 Touching of a kick by an onside player

Team A receiver after catching a pass, punts the ball downfield, where A2 recovers and runs for a TD, with a flag thrown for no yards.

RULING Reviewable play. To determine if A2 is onside. If onside, TD counts.

I.R.A.R. 23 Touching of a kick prior to contacting the kicker

Third and 11 on B45. B1 is called for contacting the kicker. Replays show that B1 touched the ball before running into the punter.

RULING Reviewable play. If the ball is touched there is no foul for contacting the kicker.

I.R.A.R. 24 Field Goal Ruled Wide

Team A attempts a Field Goal that is ruled wide by the officials on the field. Team B runs the ball out of the end zone and the ball goes dead at Team B's 15-yard line. No points have been scored on the play.

RULING Reviewable Play. The Replay Official will automatically review the Field Goal attempt to determine if it was successful. If it is determined to be successful upon review, Team A will score 3 points.

I.R.A.R. 25 Possession after fumble on kick in the field of play

Third and five on A20. B1 fumbles a punted ball in the middle of the field at the 50. A1 and B1 gain simultaneous possession at the B45, but the Officials award possession to A1.

RULING Reviewable play. The Replay Official will automatically review the play for the change of possession ruling. Ball awarded to Team B as they were last team in possession prior to the simultaneous recovery.

MISCELLANEOUS

I.R.A.R. 27 Incorrect penalty enforcement

The Umpire marks off 10 yards for offside.

RULING Reviewable play. The penalty application will be corrected automatically by the video official.

I.R.A.R. 28 Aspect of play changed other than what was challenged.

Third and ten on A35. A1 punts to B1 at the B25-yard line. B1 returns the punt to the B32 yard line is hit and fumbles. A2 recovers the ball at the B34-yard line.

Team B challenges that A2's left foot was touching the sideline during the recovery. Replay shows that B1's knee touched down before the fumble.

RULING B's ball first and ten on B32 yard line. B retains their challenge and is not charged a time out.

I.R.A.R. 29 Replay Review - Next legal snap

First and ten on a 20. A82 catches a pass at the A45. Before the next snap, Tackle A65 moves, and the play is blown dead by the officials.

RULING Reviewable play. Play can be challenged until the next legal snap. If replay review shows incomplete pass, A's ball second and 10 on A20, penalty for

procedure is ignored. If replay review shows completed pass, then A65 subject to penalty for Procedure.

I.R.A.R. 30 Replay Review - Equipment malfunction

RULING If there is an equipment malfunction in the Replay Centre, the in stadium Supervisor takes primary responsibility for making any replay related decisions.

I.R.A.R. 31 Challenge that ball carrier stepped OB on the last play of a half

Team A ball carrier runs for a touchdown on the last play of a half, but Team B challenges the play because they feel the ball carrier stepped out of bounds on the 4 yd line. Replay review shows that the ball carrier did step out of bounds on the 4 yd line

RULING Touchdown is nullified and the clock will be adjusted to the time left when the ball carrier stepped out of bounds. If there is no time left then the half is over.

I.R.A.R. 32 Challenge of incomplete pass on the last play of a half

Team A throws a pass which is ruled incomplete and time expired on the play. Team A challenges the ruling and Replay review shows the pass was complete.

RULING Pass is ruled complete, but the half is over.

REFEREE'S SIGNALS



CLIPPING
striking back of knees



COIN TOSS WINNER
pointing with both arms towards the team
that won the toss



CONTACTING THE KICKER
touch raised leg below knee



CUT OR CHOP BLOCK
horizontal chopping motion



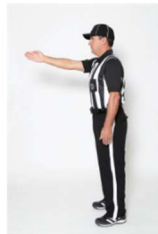
DELAY OF GAME
both hands behind back



DISQUALIFICATION
chopping action on wrist



FACEMASK
clenched fist at face level



FIRST DOWN AWARDED
arm pointed forward



**FORWARD PASS BEHIND
LINE OF SCRIMMAGE**
raise arm above head



HOLDING
grasping wrist at chest level



ILLEGAL BLOCK
arm extended & grasp wrist



**ILLEGAL CONTACT ON A
RECEIVER**
one arm extended with open hand



ILLEGAL CRACKBACK
striking thigh with open hand



**ILLEGALLY DOWNFIELD ON A
KICK**
both hands on top of shoulders



ILLEGAL INTERFERENCE
pushing arms forward from
shoulders



ILLEGAL KICKOFF
hands rolling in forward motion
followed by swinging leg



ILLEGAL PASS
horizontal arc of arm



ILLEGAL PROCEDURE
hands rotating in forward motion



ILLEGAL SUBSTITUTION
one hand on top of head



INELIGIBLE RECEIVER
both arms extended sideways



INTENTIONAL GROUNDING
passing motion & pointing at ground



NO FLAG ON PLAY
drop flag on ground & swing arms at hip level



NO YARDS
arms folded at chest



OBJECTIONABLE CONDUCT
One hand behind back



OFFSIDE
hands on hips



ONSIDE OR LATERAL PASS
pointing in the direction the ball was thrown



PENALTY DECLINED
swinging arms at hip level



PILING ON
vertical chopping motion with both hands



RESETTING THE 20 - SECOND CLOCK
a stroking motion of the forearm



ROUGHING THE KICKER
kicking motion



ROUGHING THE PASSER
passing motion



SAFETY TOUCH
palms together above head



SINGLE POINT
one arm extended above head
& indicating 1 point



SPEARING
chopping motion above head



TIME COUNT VIOLATION
arm extended moving in
circular motion



TIME IN
downward rotation of arm



TIME OUT
hands crossed above head



TOO MANY PLAYERS
both hands on top of head



TOUCHDOWN OR FIELD GOAL
both arms raised
towards sky



TRIPPING
chopping action on
both knees



UNNECESSARY ROUGHNESS
pumping motion of
arms sideways

STATISTICAL SCORING RULES

NOTE - For reference hereinafter, the team that puts the ball in play shall be identified as Team A and the other team shall be named Team B.

SECTION 1 – FIRST DOWNS

(a) A first down shall be recorded whenever:

- The yardsticks are ordered forward by the officials on a sequence of downs.
- A touchdown is scored on an offensive play from scrimmage (excluding 2-point convert attempts).
- A gain from scrimmage is made on the last play of a half that would have resulted in a first down had time not run out.
- A team retains possession of the ball via an onside kick and a new series of downs results.

(b) A first down shall NOT be awarded whenever:

- A team first gains possession as a result of a kick or turnover.
- A team gains sufficient yards but loses the ball via a turnover.

(c) First downs gained are subdivided to show the type of play responsible for the gain, as follows:

- (i) By Rushing – means that the play that resulted in a new first down being awarded was an initial rushing attempt or onside kick.
- (ii) By Passing – means that the play that resulted in a new first down being awarded was a passing play.
- (iii) By Penalty – means that the yardsticks were ordered forward as a result of the application of a penalty.

SECTION 2 – YARDAGE & NET OFFENCE

(a) For statistical purposes, the line of scrimmage (**LOS**) is deemed to be:

- The yard line that the ball is touching at the start of any play.
- If the ball is not touching any yard line, the LOS should be the yard line closest to the front of the ball (the yard line immediately ahead of the football).

(b) **TOTAL** yards (offence) represents the aggregate of all net gains from scrimmage and includes the following:

- (1) **RUSHING**: Net yards gained on rushing plays. Note: 'Net' yards cover gains and losses on rushing attempts.
- (2) **PASSING**: Net yards gained on passing plays. Note: 'Net' yards cover gains and losses on pass completions.

(c) **NET** offence represents the aggregate of **RUSHING & PASSING** yardage (Total Offence) less the effect of:

- (3) **TEAM LOSSES**: Yardage lost on QB Sacks, Safety Touches, and those plays when an individual is tackled for a loss other than on regular rushing or passing plays i.e. fumbled snaps, QB or kicker taking a knee, blocked kicks where the ball is recovered in the backfield by either team etc. See Section 5.

(d) Total plays from scrimmage consists of all plays where a team puts the ball into play by a scrimmage, including those nullified by penalty and including convert

attempts. Offensive plays from scrimmage includes only rushing, passing and team loss attempts. Definitions: Individual **Yards from Scrimmage** includes rushing and receiving yardage. **Combined Yards** equals Yards from Scrimmage plus Total Kick Return Yards.

SECTION 3 – RUSHING PLAYS

a) Every play from scrimmage is to be ruled as a rushing play, including those attempted on two-point converts, except:

- (1) A passing play as described in Section 4, or
- (2) A Team Loss play as described in Section 5 or,
- (3) A kicking play as described in Section 8.

b) Rushing yardage is measured from the line of scrimmage (LOS) to the point where the ball is declared dead or is recovered by the opponents in the case of a fumble. For example, if a player fumbles the ball forward the gain will be calculated from the line of scrimmage to the point of recovery.

(c) The rushing total is a net figure net of yards gained and lost on rushing attempts. Such losses will also be taken into account in determining the rushing records of individual players.

(d) The player credited with a carry (rushing attempt) will be the player who carries the ball across the line of scrimmage, or the player in possession when the play is stopped behind the line of scrimmage. Any offensive teammate that recovers a fumble and further advances the ball will be credited with zero carries and yardage from the point of recovery to where the ball is declared dead.

(e) All gains on laterals that originated or grew out of a rushing play are included in rushing yardage, See Section 7.

(f) Rushing attempts will be subdivided, separating quarterback attempts deemed to occur after an initial pass dropback (at the discretion of the statistician) from all other attempts (i.e. designed runs or sneaks). These are defined as Quarterback Escape Runs (QBR). Rushing attempts will also be reported for gains of 10+ and 20+ yards.

SECTION 4 – FORWARD PASS PLAYS

(a) Forward passing gains or losses are measured from the LOS to the point where the ball is declared dead or is recovered by opponents in the case of a fumble. Both the length of the pass and the running advance after completion are included in the total gain. All yards gained or lost on a completed pass play are credited to both the passer and receiver.

(b) The passer is charged with an attempt for all forward passes thrown whether complete, incomplete or intercepted, except those negated by penalty. Those passes ruled as intentionally grounded will be recorded under penalties, including the yardage lost and will NOT be counted as pass attempts.

(c) The receiver is credited with 1. Targets (passes for which the player is deemed to be the intended receiver and not including those deemed by the statistician to be thrown away by the quarterback), 2. Receptions (passes caught), 3. Receiving yards, 4. Touchdowns, 5. Second Down Conversion Receptions, 6. Receptions of 30+ Yards, 7. Yards After Catch.

(d) All pass attempts will be noted as to the yard line at which the receiver is located/nearest to the back foot (whether completed or not) in order to record Depth Yardage (Note: depth yardage is calculated only from the LOS forward. All passes in the backfield are deemed to have 0 Depth Yards). Receiving yards will be subdivided indicating the total along with the portion referred to as 'Yards After Catch' (YAC) by recording the yard line at the point of reception. YAC is calculated from the LOS to the point where the ball is declared dead.

(e) Laterals: A ball thrown forward is to be scored as a completed pass and includes those behind the line of scrimmage. Passes thrown in a backward direction, and often this is indicated by the officials as a lateral pass, are to be scored as rushing attempts.

SECTION 5 – TEAM LOSSES

DEFINITION - This category covers yardage losses suffered by a team that are not chargeable against the ordinary rushing and passing gains or losses by a team and individual players. Such losses are, however, included in determining a team's NET OFFENCE (See Section 2).

The following are examples of Team Losses:

- (1) When the QB is sacked attempting to pass (See Section 15) and no yardage is gained.
- (2) When a Quarterback takes a knee conceding yards (example: concedes to end a half).
- (3) When a kick is blocked and recovered by either team behind the line of scrimmage. In this case, the kicker is charged with a fumble and a Team Loss calculated from the LOS back to the point of recovery.
- (4) When a bad snap occurs resulting in a loose ball recovered by either team. Team Loss calculated from the LOS back to the point of recovery. Treatment: Score a Team Loss to the Centre.
- (5) When a Punter or Field Goal holder either takes a knee (conceding), or is tackled behind the LOS. Example: Safety.
- (6) When a player in the backfield interferes with a snap to the QB in Shotgun Formation i.e. gets hit by the ball between the Centre and the QB. Score a Team Loss to the player hit by the ball.

SECTION 6 – INTERCEPTION RETURNS

(a) Runbacks on an interception of a forward pass shall be measured from the yard line at which the Interception was made at the furthest point downfield at the discretion of the statistician (regardless of whether that is ahead of or behind the line of scrimmage), to the point where the ball is declared dead or is recovered by an opponent in case of a fumble. These yards will be accumulated for both team and individual players as 'Interception Return Yards'. For laterals after an interception, the player receiving the lateral will be credited with zero interceptions, and the resulting return yards i.e. 0 for 8 yards.

(b) When a pass is intercepted in the Goal Area and the interceptor is not successful in running out of the Goal Area, that player will still be credited with the yards returned to the point where the ball is declared dead. For example, a player intercepts the ball 19 yards deep in the end zone and returns the ball to 11 yards deep, credit will be recorded for an 8-yard interception return.

SECTION 7 – LATERAL PASSES

A lateral pass is always a component part of the play and is an extension of the original play type. The only laterals that are recorded are those that occur:

(a) After a rushing attempt or forward pass has been completed where the ball is advanced across the LOS,

Note: Pitchouts, handoffs and other laterals behind the line of scrimmage are not recorded as laterals.

(b) Laterals on returns of punts, kickoffs, missed field goals/converts, pass interceptions or fumbles.

(c) Primary examples for a lateral:

i) Player A1 catches a forward pass for a gain of 10 yards then laterals to A2 who goes for 12 more yards. A1 is credited with a pass caught and 10 yards gained. A2 is not credited with a catch but is credited with 12 yards gained. The passer is credited with a completed pass and 22 yards gained.

ii) A1 takes a lateral from the quarterback and crosses the line of scrimmage for a gain of 10 yards, then laterals to A2 who gains another 25 yards. Player A1 is charged with a carry and credited with 10 yards gained rushing. A2 is not charged with a carry but is credited with 25 rushing yards. NOTE: The gain made by A2 starts only when reaching the line where A1 made the pass. If in Example 2 above, A1 made 10 yards then passed backward to A2 who was only able to advance within one yard of where A1 lateraled the ball from, the net gain would be 9 yards all of which should be credited to A1. A2 will NOT be charged with a one-yard loss.

(d) Lateral passes that result in a loose ball are scored as fumbles and yards lost are charged against the player who, in the statistician's opinion, was responsible for the failure of the pass. This includes a player who laterals a ball Out of Bounds.

(e) Intercepted lateral passes are scored as fumbles and the player is charged with a fumble lost.

SECTION 8 – PUNTS & FIELD GOAL ATTEMPTS

This section is subdivided into kicks that either a) cross the line of scrimmage or, b) are prevented from doing so.

(a) For those kicks that cross the line of scrimmage (LOS):

(1) Punts are measured from the LOS to the point where possession is deemed to be obtained by a player, goes out of bounds or is otherwise declared dead.

(2) In those cases where the ball touches a potential kick returner and is deemed to be inadvertent and the ball continues downfield, the point of

recovery shall be the yard line to which the kick is measured and the return commenced.

(3) If the ball is punted over the Goal Line, the distance into the Goal Area will be included in the length of the punt. A punt that strikes any part of the goalposts is calculated only to the goal line.

(4) If the receiver should kick the ball back to the opponents, this will count as a punt and will be measured from the point of kick. This does not apply to dribbled balls which are dealt with in Section 11 on fumbles and Section 16.

(5) If the punter should recover their own kick, or another onside player of that team should do so, the kick will count as a punt and the yardage measured to the point of recovery. Yards gained after the recovery will be recorded separately as an Own Team Punt Recovery with yardage scored as an 'Advance'.

(6) Yardage for all Field Goal attempts will be recorded in the play-by-play from the point of the kick to the Goal Line. The point of the kick is defined as the nearest yard line. Example: A kick from 35 yards and 18 inches as measured from the goal line will be recorded as a 36-yard field goal attempt, from 35 yards and 6 inches will be deemed a 35-yard attempt.

(7) A Missed Field Goal becomes the equivalent of a punt and is treated as above in 8 (a) (1). The yardage for Missed Field Goals will be recorded separately and calculated from the LOS to the point of recovery.

(8) Field Goal attempts that are partially blocked ("deflected") i.e. that cross the line of scrimmage, are still treated as a blocked kick charged against the kicking team and credited to the defence. Any Punt attempt that in the opinion of the statistician is sufficiently disrupted by the defending player and limited to no further than 20 yards downfield is credited as a blocked punt. Any player who deflects a convert kick attempt and it is unsuccessful will receive credit for a blocked kick no matter where the ball goes afterwards.

(9) Any punt attempt that in the opinion of the statistician is sufficiently disrupted by the defending player and crosses the LOS results in a Deflection credited to the defender and not a Blocked Kick.

(10) Place kicks, that in the opinion of the CFL's Head Statistician, that are directed away the goal posts intentionally i.e. ostensibly for either field position or 'onside kicks' with an attempt to recover and advance the ball, are not counted as Field Goal attempts. They are classified as Onside Kicks.

Examples:

a) Kicks from placement from a point in a team's own end of the field into a strong wind to avoid a punt blowing back over the line of scrimmage.

B) Kicks from placement directed towards a sideline in an attempt to recover the ball and gain a first down.

(b) Kicks that do NOT cross scrimmage line:

(1) A punt is only recorded if the kick crosses the LOS. If a kicker should attempt a punt and the ball fails to cross the line of scrimmage, a loose ball is created. This will not count as a punt and the eventual outcome of the play will determine the way it should be recorded. A fumble will be charged to the kicker, and the play may evolve into either a rushing or passing play, or a team loss if tackled behind the LOS. If the opposition recovers the ball, the kicker will be charged with a Fumble Lost.

(2) If a placekicker attempts a Field Goal or Convert Kick and it is touched by a defender in any way that is noticeably deflected at the discretion of the statistician with the attempt rendered subsequently unsuccessful, the following statistical treatment will apply:

i) The defender will be credited with a blocked kick, regardless of where the ball goes afterwards.

ii) The placekicker will be charged with a Missed Field Goal attempt AND a fumble if the ball is recovered behind the LOS, or a Missed Field Goal attempt only if the ball crosses the LOS. If recovered by the defending side, the kicker will be charged with a fumble lost and the yards lost from the line of scrimmage to the point of recovery will be charged as a Team Loss. If a blocked kick is recovered by the kicking team, the kicker will be charged with a fumble. The events after recovery will determine whether the play shall be recorded as a rushing play, passing play or Team Loss play.

SECTION 9 – KICKOFFS

(a) Kickoffs are measured from the kickoff yard line to the point of recovery where full possession is obtained by either the return team or the kicking team, or goes out of bounds. If kicked over the dead line or out of bounds in the Goal Area, the yardage will be recorded in the same manner as a punt into the end zone.

(b) If the ball is kicked out of bounds in the field of play, the yard line will be recorded in the play-by-play and the kickoff yardage shall be recorded to that point. If an Illegal Kickoff penalty is called the kickoff will be recorded to the point where the ball went out of bounds. Penalty yardage will be recorded as 10 yards.

(c) If the ball is kicked out of bounds in the end zone, the statistician shall record a single point for the kicking team.

SECTION 10 – KICK RETURNS

(a) Kick returns are recorded in four separate categories.

- (1) Returns of punts,
- (2) Returns of missed field goal attempts,
- (3) Returns of kickoffs.
- (4) Returns of missed one-point convert attempts,

(b) Kick returns are generally measured from the point where the receiver gains possession of the ball to the point where the ball is declared dead or is lost by fumble or is kicked back. As a guide, the point at which the return is deemed to commence shall be the furthest downfield possible, for example using the

returner's back foot as that point. If the receiver loses yards on a kick return after gaining possession, such losses will be charged against the kick return yardage.

Note: For punt returns where the returner fumbles at the point of the attempted catch, possession is deemed to be at that point. This will be the yard-line to which the length of the kick is determined. Credit the returner with a punt return and a fumble if it is considered flagrant and the coverage team has an opportunity to recover the ball. Otherwise, no fumble is charged if the returner simply picks up the ball right away.

(c) When a penalty is called on a kick return for a foul such as holding or an illegal block, the return will be measured only to the point at which the penalty is applied.

(d) A returner will not be charged with a kick return for conceding a single point without attempting to advance the ball or if a penalty is applied from the point of gaining possession of the ball, such as a No Yards penalty.

(e) Returns of Missed Field Goal attempts are to be treated in the same manner as Punt Returns and recorded separately. No Missed Field Goal Return will be recorded unless the returner makes a legitimate attempt to advance the ball forward.

SECTION 11 – FUMBLES

(a) A fumble is defined as either loss of possession of the ball or failure to gain possession on a kick return where the ball is touched. A player generally should not be charged with a fumble if that player recovers their own fumble immediately and the defence is deemed to have had no chance for a recovery. However, if it is a flagrant fumble and opposing players have an opportunity to recover it, a fumble should be charged.

The act of merely touching the ball is not necessarily considered to be possession. On a scramble for a fumbled ball, charge the original player for the fumble and credit the eventual recovery to the player who winds up with the ball. Ignore all momentary touching in between.

(b) On a play where a fumble is charged, yards gained/lost to the point of recovery are credited to the player who fumbled. Offensive players advancing an own team fumble recovery will be credited with those yards.

EXAMPLES:

(1) Player A carries the ball for five yards, is tackled and then fumbles. The ball goes forward for another three yards and is recovered by the opposition. Player A is credited with an 8-yard gain and charged with a fumble lost. Same play but ball goes backward three yards and is recovered by a player of A's team. Player A is credited with a two-yard gain and charged with a fumble, their teammate is credited with an Own Team Fumble Recovery.

(2) Team A running back carries the ball for 10 yards, fumbles and it is recovered by a Team A lineman, who then advances the ball for 12 more yards before the play is stopped. This is scored as a 22-yard rushing play. The running back is credited with one carry for 10 yards and a fumble, the lineman with zero carries and 12 yards rushing and an Own Team Fumble Recovery.

(3) Team A has the ball on Team B's 30-yard line. Team A quarterback throws a pass to the Team A receiver, who carries the ball to the Team B 5-yard line and fumbles. The ball continues on into the Team B End Zone where it is fallen on by a Team A player. Team A quarterback is credited with a completed TD pass for 30 yards. The receiver is credited with a catch for 30 yards but no TD. The Team A player who recovered the ball is credited with a TD receiving but with no catch or yards.

(4) A player who fumbles a ball out of bounds without it being touched by another player is to be charged with a fumble and an own team fumble recovery. A player who fumbles the ball out of bounds that is last touched by a defender is charged with a fumble lost. The defender is credited with a fumble return for 0 yards.

(5) Yards gained by a player subsequent to recovery of a teammate's fumble will remain as part of the play giving rise to the fumble and will be regarded in the nature of a gain after a lateral pass.

SECTION 12 – FUMBLE RETURNS

(a) A fumble return is recorded for defensive players only who recover opposition fumbles on plays from scrimmage or returns, and is calculated from the point of recovery to where the ball is declared dead or possession is lost on a subsequent fumble. This statistical category also covers the following situations:

- (1) Yards gained following recovery of a blocked punt or field goal attempt, and
- (2) Yards gained following interception of a lateral pass (treated as a fumble)

(b) A player who rather than picks up a fumbled ball by the opponent and elects instead to kick/advance it along the ground, will be credited with a fumble return. This act is referred to specifically as a DRIBBLE (See Section 16).

SECTION 13 – PENALTIES

a) Information is recorded with regard to Penalties for both team and individual player as follows:

- (1) Number of Penalties (Declined calls noted separately)
- (2) Penalty yardage
- (3) The Type of Penalty i.e. Holding, No Yards, Illegal punt etc.
- (4) Penalties by Situation: Offence, Defence and Special Teams
- (5) Penalties by Category: Preventable, Technical & Roughness
- (6) First Downs Gained by Penalties,
- (7) Other Penalty-related information including game time, enforcement and placement spots, and forfeited gains.
- (8) Touchdowns negated by Penalties

b) Refer to Section 1 for treatment of first downs gained by penalties.

SECTION 14 – SCORING PLAYS

All scoring plays will be recorded with specific information for the Team, type of score, the player scoring the points along with associated information such as the name of the passer, the Quarter, Time and Play # of the event.

(a) A touchdown (6 points) will be credited to the scorer. For example, on a Touchdown pass, the receiver will be credited with the points on this play. For rush and return plays, the player carrying the ball across the Goal Line will receive the points.

(b) A Convert will be credited to the player completing the play and the attempt/yards recorded in team & individual offence:

(1) One-point: By kick, in which case the kicker receives credit for the one point convert with a record of the yardage of the attempt in the play-by-play.

(2) Two-point Pass: By completing a forward pass, in which case the receiver gets credit.

(3) Two-point Rush: By carrying the ball across the Goal Line on a rush attempt.

(4) Defensive player: May score a two-point convert by advancing it across their opponent's Goal Line after a fumble recovery, interception or missed one-point convert kick. Yardage gained will be recorded in the appropriate category.

(c) Field Goal (3 points) is credited to the kicker. The yardage as per Section 8. a (6)].

(d) Safety Touch (2 points) is credited as a team score only with no individual credit assigned.

(e) Single (one point) is credited to the player who kicked the ball across the Goal Line.

SECTION 15 – QUARTERBACK SACKS

Definitions:

(a) A **Quarterback Sack** is awarded only on plays where no yardage is gained, and the Quarterback is in possession of the ball behind the LOS and is:

(1) Tackled for a loss of yards, or

(2) Forced out of bounds behind the line of scrimmage to avoid imminent contact, or

(3) Forced to fumble behind the LOS, where the ball is not subsequently advanced across the LOS.

Note: It is possible for the Quarterback to be sacked for a loss of zero (0) yards. However, the ball when re-spotted after the play must clearly have been moved back by at least half the length of the ball as ordinarily observed by the stats crew. The yards lost by Team A in any of the above situations shall be charged as a Team Loss.

Note: If an own team recovering player advances a fumble over the LOS, no sack shall be credited.

It is **NOT** a Quarterback Sack but a Rushing or Team Loss if when behind the LOS:

- (i) The QB voluntarily steps out of bounds without being threatened by imminent contact, or
- (ii) The Team A player attempting to pass is any player other than a quarterback, or
- (iii) The QB attempts a short yardage sneak play (defined as a QB rushing attempt from behind centre and between the tackles) and fails to gain yards, or
- (v) The QB voluntarily terminates the play by dropping to the ground on one knee i.e. QB Kneel, or
- (vi) The QB is called for intentional grounding. In this case, score a penalty for zero (0) yards and the appropriate yardage lost against Team A as penalty yardage. Do not score the play as either a Rushing or Team Loss.

As a further Guide for determination of QB Sacks, the following specific scenarios must be applied:

- 1) Bad or “Early” snap by Centre – QB falls on the ball only with no attempt to advance.
No Sack awarded. Team Loss only.
- 2) Bad or “Early” snap by Centre – QB picks up the ball and continues with the play.
Sack awarded if QB is tackled for a loss
- 3) QB fumbles a good snap and falls on the ball with no attempt to advance or pass.
Sack awarded.
- 4) QB rolls out and runs out of bounds behind LOS.
Sack awarded if QB is forced out of bounds; No sack awarded if QB is not.
- 5) Holder on Convert kicks fumbles or does not present the ball.
No sack will be awarded.

SECTION 16 – DEFENSIVE STATISTICS

Definitions:

(a) A **Tackle** is credited to a player whose actions stop a ball carrier's forward progress or forces the ball carrier out of bounds thus terminating the play. Credit a Defensive Tackle to the player who in the opinion of the statistician is primarily responsible for making the stop on plays from scrimmage. For kick return plays, the same applies and the defender is credited with a Special Teams Tackle. A Defensive Tackle is also credited to a player causing a Sack, including a Sack Fumble.

(b) A **Tackle for Loss** is credited if a ball carrier is tackled behind the LOS on a Rushing or Passing play. A Tackle for Loss of 0 yards may be credited if the LOS is deemed by the statistician to move noticeably backwards after being spotted by the officials.

(c) An **Interception** is credited if an opponent's pass attempt is caught by a defensive player and a change of possession results. The return is credited per Section 6.

(d) A **Fumble Return** is credited per Section 12 above.

(e) A **Pass Knockdown** is credited to a defensive player who makes a pass attempt become an incompleteness by either contacting the football at or in front of the targeted receiver or by dislodging the ball by making contact with the targeted receiver. A Pass Knockdown will be credited to a player who deflects a pass attempt that leads to an interception by a teammate. Pass Knockdowns shall be subdivided into:

- i) A **Batted Ball** at or near the Line of Scrimmage.
- ii) A **Pass Defended** downfield.

(f) A **Forced Fumble** is credited to a player who makes contact with an opposing ball carrier causing an opponent to lose possession of the ball.

(g) A **Defensive Takeaway** will be recorded for defenders making interceptions, fumble returns, and forcing an opponent turnover on downs in any way.

Note: Game statistics will show Defensive & Special Teams Tackles separately and be combined as Total Tackles on all statistical reports. **Total Defensive Plays** will be compiled and consist of the sum of Total Tackles, QB Sacks, Interceptions, Fumble Recoveries, Forced Fumbles, Blocked or Deflected Kicks, and Pass knockdowns. Tackles for Loss are included in Defensive Tackles but shown separately as a specific item.

SECTION 17 – DRIBBLED BALL

A dribbled ball occurs when the ball is intentionally kicked along the ground while not in the normal possession or control of a player on any play. Such a dribbled ball implies possession statistically. The ball may be legally touched or recovered by the kicker or an onside player. Net yards gained or lost, or points scored will be recorded in the same manner as the play in which the dribbling occurred. Some examples:

(1) Team A attempts a field goal and it is blocked. Team A player then kicks the ball along the ground (a dribble) across the line of scrimmage downfield. Credit the Team A player with an own team fumble recovery (as a dribble is considered to be possession due to the intentional directing of the ball downfield), and a rushing gain to the point of recovery by either Team A or Team B. If Team B recovers the ball, charge the Team A player with a subsequent fumble and credit the Team B player with a fumble recovery and return.

(2) Team A player runs the ball across the line of scrimmage and fumbles 10 yards downfield. The player then kicks the ball along the ground (a dribble) and recovers it 10 yards further downfield and is tackled by Team B. Credit the Team A player with a 20-yard rush, a fumble and an own team recovery.

(3) Team A starts a rushing play at their own 20-yard line, and their player fumbles at the 27-yard line. Team B player gets to the ball first at the Team A 35-yard line but rather than pick it up only kicks the ball downfield. The ball is recovered by a Team B player at the Team A 5-yard line and runs it into the end zone. **TREATMENT:** Credit Team A player with a 15-yard rush and a fumble. Credit the Team B player making the dribble with a fumble recovery and return of 35 yards. If however, another Team B player recovers the dribbled ball, credit that player with fumble return yardage but no fumble recovery i.e. shared fumble return yardage with the original dribbler of the ball.

SECTION 18 – RATINGS, LEADERS & CALCULATIONS

1) Annual Leaders for CFL statistical categories are determined by the following guidelines:

- Rushing average leaders are based on a minimum of 100 attempts for a season.
- Pass Reception average leaders are based on a minimum of 40 receptions for a season.
- Punting Average leaders are based on a minimum of 60 for a season. Kickoff average leader minimum is 30 per season.
- Completion % and Pass Efficiency leaders based on a minimum of 250 passes for a season.
- Field Goal % leaders are based on a minimum of 30 attempts in a season.

2) For certain statistics they are calculated by the following guidelines:

Time of Possession:

Credited to a Team whenever it is in possession of the football including kicking plays. After receiving a kick, Team B's possession starts at the beginning of the next play from scrimmage (unless there is a fumble lost by the returner). The total Time of Possession (Team A's TOP plus Team B's TOP) for every CFL game must equal 60 minutes (60:00).

Net punting:

Total punt yards - Opponent return yards - 40 yards per punt single

Pass Efficiency Rating:

Based on four separate indices as a function (divided by) pass attempts: Yards, completions, TD passes and Interceptions

$$\begin{aligned} &(((\text{Completions}/\text{Pass attempts} \times 100)) - 30) / 20 + \\ &(((\text{Passing yards}/\text{Pass attempts}) - 3) \times 0.25) + \\ &((\text{TDs}/\text{Pass attempts}) \times 20) + \\ &(2.375 - (\text{Interceptions}/\text{Pass attempts} \times 25)) \times 100 / 6 \end{aligned}$$

Drives and Other Analytical Information:

- All CFL Stats Crews will record Scoring Drives and include this information in the statistical play-by-play reports at the end of each drive. The drive information must include the number of plays, the yardage gained, a

CFL OFFICIAL PLAYING RULES

description of the scoring play and the total time of the drive; all drive information will be compiled into a Drive Chart Summary Report.

- A Drive starts at the Line of Scrimmage of Team A's first play of a series, and ends with either a scoring play or loss of possession. Penalty plays and kicks are both counted when determining the number of plays in a drive. However, a Convert attempt is not counted.

- Game statistics will include other analytical information including 2nd Down Conversions, Red Zone Offence (defined as the results of any drive with at least one play run from the opponent's 20-yard line and closer), total number of plays, scoring by quarter etc. All CFL Stats Crews will also record other relevant game-related information including: weather and field conditions, wind and temperature, attendance, Coin Toss results, game duration, a record of Coaches' Challenges, and the names of the Officiating Crew. Play-by-play records will record other relevant events such as Timeouts and unusual delays.

Game statistics will include determination of two-and-outs (i.e. drives where no first down is achieved), and the result of all drives where at least one offensive play is run from the opponents' 20-yard line and in. This result is known as Red Zone Offence - and the % success rate is expressed as Touchdowns / Red Zone Opportunities.

SECTION 19 – TURNOVERS

A Turnover is generally defined as either a Fumble Lost, Interception thrown or a 'Turnover on Downs'. To be recorded as a Turnover however, it must occur on either an ordinary offensive play from scrimmage or a kick return (fumble).

Turnovers are NOT recorded when there is either a Fumble Lost or Interception thrown on a Two-point convert attempt. The primary reason for this is that no new series of downs takes place on the immediate next play despite the defence having temporary possession of the ball for the purposes of a return. Additionally, the next play is in most cases a kickoff anyway (for which possession is retained initially by the team that attempted the Two-point convert).

A Turnover on Downs shall not be charged on the final play of a half.

Turnover Ratio is defined as the difference between Team Turnovers (also known as Giveaways) and Opponent Turnovers (also known as Takeaways or Turnovers Forced). CFL Statistics will also measure the effect of Turnovers by counting the subsequent points scored after a Takeaway i.e. 'Points Off Turnovers'.

SECTION 20 – CFL STATISTICS PRINCIPLES

CFL statistical data is based on direct observations made in stadium and enhanced with off-site audit in real time to achieve 100 per cent accuracy. The goals of the statistical rulebook are to provide relevant information about the game and to credit players with their actions whenever and wherever possible.

Player Stat Change Requests:

Post-game statistical changes are inevitable. CFL head statisticians review all stats following the game. To effect these changes, teams may submit a request for a statistical change on behalf of a player.

Through their club, a player may submit a request for a stat change via their designated club lead (either PR or Football Operations staff) **no later than 72 hours** after the game has concluded. Requests will be reviewed no later than 1 day prior to the ensuing 'week' (defined as the day of the first game).

In the interest of transparency and data integrity, the CFL will not review stat change requests directly from players, fans, media, or those requests submitted outside of the 72-hour window. Clubs may submit requests on behalf of their own players only.

To submit a play for review, the club must include the following information according to the official post-game stats report issued by the CFL: Game #, Play #, Jersey #, and suggested statistical change.

This process is intended for subjective statistical determinations such as tackles, sacks, or pass knockdowns. Any potential error pertaining to player identification or other issues will be reviewed at any time without exception.

INDEX

ITEM.....	RULE/SEC/ART/NOTE	PAGE #
5-Yard Penalties		9
10-Yard Penalties		9
10 Yards on Three Downs	4.6.1	39
15-Yard Penalties		9
25-Yard Penalties		9
Abbreviations		7
Application of Major Fouls	7.2.1	54
Application of Penalties	8	61
Application of Penalties — Kicking Plays	5.1.7	41
Automatic First Down Penalties		9
Back Judge	2.2.7	29
Ball	1.2	12
Ball in Goal	1.7.11	20
Ball in Play	1.7.7	18
Ball Placement		
After a Score	4.4.1	36
Within 1 Yard of Goal Line	4.4.3	36
Within 10 Yards of Own Goal	4.4.5	36
Within 15 Yards of Own Goal	4.4.4	36
Within 28 Yards of Sideline	4.4.2	36
Bench Area	1.11.1	24
Blindside Blocking	7.2.13	58
Blocked Kick	5.3	43
Blocked Into Goal Area	5.3.4	43
Blocked Out of Bounds	5.3.3	43
Recovery	5.3.2	43
Blocking Below the Waist	7.2.12	58
Blocking Downfield	6.4.9	51
Blood Hazards	1.10.5	23
Captains	1.6	14
Chop Blocking	7.2.8	59
Clipping	7.2.6	57
Communication Coordinator	2.2.11	29
Complete Forward Pass	6.4.5	50
Conduct of the Game	1	12
Consecutive Downs	4.6.2	39
Contacting the Kicker	5.4.4	44
Continuity of Downs	4.6.3	39
Convert	3.2.5	31
Convert — Foul on Convert	8.5	65
Crackback Blocking	7.2.7	58
Cut Blocking	7.2.9	58
Dead Ball	1.4	14
Defensive Line	4.1.4	33
Defensive Line Up Restriction	5.4.3	44
Delay of Game	1.7.8	18
Designated American	4.5.6	38
Designated Quarterback	4.5.5	38
Disqualification	7.3	59

Disqualification Penalties.....		9
Double Fouls	8.3.1	61
Down Judge	2.2.4	28
Downsbox Operator	2.2.9	29
Dress Code	1.10.7	23
Dribbled Ball	5.1.5	40
Drop Kick.....	5.1.2	40
Dual Fouls	8.3.2	62
Duties of Officials	2.2	28
Electronic Noise	1.7.10	18
Eligibility of Passer	6.4.3	50
Eligibility of Receivers.....	6.4.4	50
Embellishment.....	7.4(e).....	59
Equipment	1.10.1	22
Exceptions to the Numbering Requirements	4.5.3 & 5.4.2	37 & 44
Field Dimensions.....	1.1.1	12
Field Goal.....	3.2.2	30
Field Judge.....	2.2.8	29
Field Officials.....	2.1.1	28
Formation on Punt Plays	5.4.1	44
Forward Pass	6.4	49
Blocking Downfield.....	6.4.9	51
Complete.....	6.4.5	50
Definition	6.4.1	49
Eligibility of Passer.....	6.4.3	50
Eligibility of Receiver.....	6.4.4	50
Forward Pass Interference.....	6.4.11	52
Illegal Contact on a Receiver	6.4.10	51
Incomplete	6.4.6	51
Intentional Grounding.....	6.4.7	51
Interception by Team B in Own Goal Area.....	6.4.14	53
Interference After a Pass has been Completed	6.4.12	53
Interference Before a Pass is Thrown.....	6.4.8	51
Interference Following an Interception	6.4.13	53
One Forward Pass on Any Down.....	6.4.2	49
Foul In Goal.....	8.6	65
Foul in Goal — Opponent’s Goal.....	8.6.2	65
Foul In Goal — Own Goal	8.6.1	65
Foul On Convert.....	8.5	64
Fouls & Penalties	7	54
Fouls After Legal Gains.....	8.2	61
Grade 2 Unnecessary Roughness	7.2.3	56
Goal Area		
Blocked Kick	5.3.4	43
Foul In Goal	8.6	65
Foul In Opponent’s Goal	8.6.2	65
Foul In Own Goal	8.6.1	65
Kicked Ball Striking Goal Post Assembly	5.4.13	47
Offside Pass in Goal Area	6.3.4	49
Handoff Pass.....	6.2	48
Hands to the Face.....	4.3.5	36
Hazardous Equipment.....	1.10.6	23

CFL OFFICIAL PLAYING RULES

Helmet Removal.....	7.4(g)	59
Helmets	1.10.2	22
Holding	7.1.1	54
Identification & Positions	4.5.2	37
Illegal Blocks	4.3.4 & 7.1.2	36 & 54
Illegal Contact on a Receiver.....	6.4.10	51
Illegal Interference – Blocking Downfield.....	6.4.9	51
Illegal Movement	4.2.2	33
Illegal Participation	1.9.8	21
Illegal Substance	1.10.4	23
Illegal Tactics.....	7.1	54
Illegally Downfield on Kick	5.4.9	45
Incomplete Forward Pass.....	6.4.6	51
Injured Players	1.11.3	24
Intentional Grounding.....	6.4.7	51
Interception — In Goal Area by Team B.....	6.4.14	53
Interception — Interference Following.....	6.4.13	53
Interference	4.3 & 9	35 & 67
After a Pass Has Been Completed	6.4.12	53
After Gaining Possession Without Scrimmage.....	9.3	68
Before a Pass is Thrown	6.4.8	51
Blocking Downfield.....	6.4.9	51
By Kicking Team	5.4.8	45
Definition	9.1	67
Following an Interception	6.4.11	52
Kick From Scrimmage.....	5.4.6	45
Kickoffs — Team A	5.2.7	42
Kickoffs — Team B	5.2.5	42
Loose Ball.....	9.4	68
Open-Field Kick	5.4.7	45
Scrimmage Plays	9.2	67
Scrimmage — Team A.....	4.3.2	35
Scrimmage — Team B.....	4.3.3	35
Placement of Officials Flag	7.4(c)	59
Jurisdiction of Officials.....	2.2	28
Kick From Scrimmage	5.4	44
Kick From Scrimmage Going Out-of-Bounds in Flight.....	5.4.12	46
Kick From Scrimmage — Interference.....	5.4.6	45
Kick That Fails to Cross Line Of Scrimmage	5.4.15	47
Kicked Ball.....	5.1.1	40
Kicked Ball Striking Goal Post Assembly.....	5.4.13	47
Kicking.....	5	40
Kicking Definitions	5.1	40
Kickoff.....	5.2	31
Kickoff — Gaining Possession	5.2.8	43
Kickoffs — Interference — Team A	5.2.7	42
Kickoffs — Interference — Team B.....	5.2.5	42
Kickoffs – Wedge Blocking.....	5.2.6	42
Lateral Pass	6.1	48
Legal Kickoff.....	5.2.2	41
Leg Whips	7.2.14	58
Line & Backfield.....	4.1.2	32

Line Judge.....	2.2.5	29
Line of Scrimmage.....	4.1.1	33
Line Players Stance and Motion.....	4.5.4	38
Loss of a Down.....	8.1.1	61
Loss of Down Penalties.....		9
Loss of Yards.....	8.1.2	61
Manipulating the Clock.....	8.8	66
Major Fouls.....	7.2	54
Method of Scrimmage.....	4.2	33
No Yards.....	5.4.10	45
Not an Offside Pass.....	6.3.3	49
Objectionable Conduct.....	7.4	59
Objectionable Gesture.....	7.4(a)	59
Official Time Out.....	1.11.2	24
Officials.....	2	28
CFL On-Field Officials.....		6
Jurisdiction & Duties.....	2.2	28
Offsetting Penalties.....	8.3.3	62
Offside.....	4.2.3	34
At The Snap.....	4.2.3	34
On Kicking Plays.....	5.1.6	41
On Kickoffs — Team A.....	5.2.3	42
On Kickoffs — Team B.....	5.2.4	42
Offside Pass.....	6.3	48
In Field of Play.....	6.3.2	48
In Goal Area.....	6.3.4	49
Not an Offside Pass.....	6.3.3	49
One Forward Pass on Any Down.....	6.4.2	49
One-Point Convert.....	3.2.5	31
Onside On Kicking Plays.....	5.1.6	41
Onside Pass.....	6.1	48
Onside Player — Kick from Scrimmage.....	5.4.11	46
Onside Player — Open Field Kick.....	5.4.11	46
Open-Field Kick.....	5.4	44
Interference On.....	5.4.7	45
Option Provided on Penalties.....	8.1.3	61
Other Personnel.....	1.12	26
Out of Bounds.....	1.9	19
Out of Bounds — Blocked Kick.....	5.3.3	43
Overtime.....	1.8	19
Own Kick Recovery.....	5.4.14	47
Passer Eligibility.....	6.4.3	50
Passing.....	6	48
Peel Back Blocking.....	7.2.10	58
Penalties.....		
5-Yard.....		9
10-Yard.....		9
15-Yard.....		9
25-Yard.....		9
Application Of.....	8	61
Automatic First Down.....		9
Disqualification.....		9

CFL OFFICIAL PLAYING RULES

Loss Of Down	9
Summary Of.....	9
Penalty Restrictions Near a Goal Line.....	8.4 63
Penalty Signals.....	81
Place Kick.....	5.1.3 40
Placement of The Ball	4.4 36
Player Numbering.....	1.10.3 23
.....	4.5.2 37
.....	6.4.4 50
Player Misconduct Fouls	7.5 60
Player Restrictions	4.5 37
Playing & Rest Periods.....	1.7.2 15
Playing Uniforms	1.1.10 22
Points of Kickoff.....	5.2.1 41
Position of Ball in Measuring	4.6.4 40
Possession	1.3 13
Punt.....	5.1.4 40
Push Blocking.....	7.2.11 58
Pyramiding	5.4.5 45
Quarterback Faking Giving Themselves Up.....	7.4(f) 59
Receiver Eligibility	6.4.4 50
Recovery of Blocked Kick.....	5.3.2 43
Recovery of Own Kick	5.4.14 47
Referee.....	2.2.2 28
Removal of Helmet.....	7.4(g) 59
Replay	10 69
Restriction Near a Goal Line — Penalties	8.4 63
Restriction on Onside Player	5.4.11 46
Rouge.....	3.2.4 32
Rough Play.....	7.2.2 55
Roughing the Passer.....	7.2.5 57
Safety Touch	3.2.3 30
Scorer.....	2.2.10 29
Scoring	3 30
Scoring — Kickoff Out of Bounds in Goal Area	3.4 32
Scrimmage	4 33
Scrimmage Zone	4.1.3 39
Series of Downs	4.6 39
Seven Players on Line	4.5.1 37
Side Judge	2.2.6 29
Single Point	3.2.4 31
Sleeper Play.....	1.11.7 25
Spearing.....	7.2.4(f) 56
Starting.....	1.7.1 15
Statistical Scoring Rules.....	86
Substitution Procedure	1.11.4 25
Support Officials	2.1.2 28
Table of Scores	3.1 30
Tandem Blocking.....	7.1.4 54
Taunting	7.4(d) 59
Team A.....	1.5 14
Team B.....	1.5 14

Team B Substitutions on Kick Plays.....	1.11.8	25
Team Captains	1.6	14
Team Personnel	1.11	24
Team Time Out	1.7.5	18
Terminating A Play in Goal.....	3.3	32
The Ball	1.2	12
The Centre	4.2.1	33
Tie Game.....	1.8	19
Tie-Breaking Procedure.....		7
Time Count.....	1.7.9	17
Time In	1.7.4	16
Time Out.....	1.7.3	16
Timekeeper	2.2.10	29
Too Many Players	1.11.6	25
Too Many Players in the Formation.....	1.11.5	25
Touchdown.....	3.2.1	30
Trainers & Injured Players	1.11.3	24
Tripping	7.1.3	54
Two-Point Convert.....	3.2.5	32
Umpire.....	2.2.3	28
Uniforms	1.10	22
Unnecessary Roughness	7.2.4	56
Verbal Abuse.....	7.4(a)	59
Wedge Blocking	5.2.6	42
Yardstick Operators.....	2.2.9	29