



**CANADA**

## **2021 TACKLE RULE CHANGES FOR IMMEDIATE DISTRIBUTION AND IMPLEMENTATION**

The following rule changes, clarifications, and corrections, approved by the Tackle Rules Committee, are for immediate distribution and implementation. ***(The changes are italicized and in bold type)***. They will be added to the next printed edition of the Rule Book due in May 2021.

**Rule 1 Section 5 article 6 page 5**

**Article 6 – Foul in the Last Play of Period**

If in any period, time expires during a play in which a foul occurs, the non-offending team has the option to:

- a) Accept the penalty, in which case the team entitled to possession shall be required to put the ball into play and the period extended for that play, OR
- b) Decline the penalty and accept the play as it terminated, in which case the period is ended.

Should the play be terminated by an official's whistle PRIOR to the ball being put into play, the period shall be extended for another play.

If a foul occurs DURING the last play of a period, including a convert, the non-offending team may decline the penalty in order to terminate the period. If the foul is Unnecessary Roughness or Rough Play, the non-offending team will have the option to have the penalty applied in the same period, in which case another play will take place, or to have the penalty applied on the opening play of the next period.

If a time count foul occurs on the convert, the penalty will be applied on a repeated convert, with no option to apply the penalty on the kickoff.

If the last play of the period is a legally scored touchdown, any penalty for UR, RP occurring during the play, or during the interval between the touchdown and the convert, may be applied at the option of the non-offending team as follows:

- 1) on the convert following a touchdown
- OR 2) on the kickoff in the same period
- OR 3) on a kickoff to open the next period.

If the foul is committed in the end zone, and the penalty for the foul would award a score to the non-offending team, the non-offending team may accept the penalty and the resultant score, and may also elect to terminate the period.

If the last play of the period is a legally scored touchdown, Objectionable Conduct or No Mouthguard occurring during the play, or during the interval between the touchdown and the convert, may be applied at the option of the non-offending team, as follows:

- 1) on the convert following the touchdown
- OR 2) on a kickoff to open the next period.

If the foul is Objectionable Conduct or No Mouthguard, on the convert, the penalty will be applied on the opening play of the next period (Rule 1-11 Penalty, Rule 7-4 Penalty).

Note: An offside pass is not a foul.

Replace Note with:

Note: An offside pass is not a foul **and does not extend play.**

Reason for change: Clarity.

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

**Section 7: Live Ball (CB7)**

**Article 1 – Ball in Play**

The ball is in play when:

- a) It has been put into play by a kickoff or scrimmage, until a field official stops play by sounding the whistle.
- b) It strikes an official who is not out of bounds, except on a forward pass.
- c) It is on the ground not in possession of a player.
- d) It is held in position by a player for the purpose of making a place kick, except on a kickoff.
- e) A forward pass is intercepted by a player in their end zone.
- f) An offside pass is made and/or the ball goes loose.
- g) A ball is dribbled in bounds.
- h) A dribbled ball hits the goal post assembly.
- i) A kicked ball hits the goal post assembly after striking the ground, a player, or official, or after being kicked from the end zone.

ADD

***j) A lateral pass hits the goal post assembly.***

Reason for change: Clarity

**Rule 1 section 8 article 1h page 7**

**Section 8: Dead Ball (CB7)**

**Article 1**

The ball becomes dead when:

- h) Any part of a ball carrier, other than hands or feet, touches the ground, even without contact by an opponent. The ball shall be declared dead AT THE POINT WHERE IT WAS HELD when the ball carrier touched the ground.

Exception: The ball is not dead when a player:

- 1) Is holding the ball for a field goal or convert attempt.
- 2) Goes to one or both knees in attempting to field a kicked ball from an opponent, provided such action is part of the attempt to field the ball. Exception a dribbled ball
- 3) Goes to one or both knees in attempting to field the ball on a snap from center, provided such action is part of the attempt to field the ball.

Remove ***Exception 2 and 3***

Reason for changes: Player safety and consistency

**Rule 1 section 10 article 6 page 9**

**Article 6 – Into End Zone**

- a) When a player fumbles the ball from the field of play directly over the opponents' goal line and then out of bounds in the end zone without the ball touching an opponent, it shall be 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.
- b) When a player fumbles the ball over the opponents' goal line, and it is last touched by a teammate without gaining possession and then goes out of bounds in the end zone, the ball shall be awarded to the team making the fumble, at the point of the original fumble.
- c) When a player fumbles the ball over the opponents' goal line, where it is recovered by an opponent, or it is last touched by an opponent without gaining possession, and then goes out of bounds in the end zone, there shall be no score and the ball shall be awarded to the opponent, at any point on or between the hash marks on the 20 yard (20 metre) line if the ball goes dead in the end zone. Exception – Blocked Kick – Rule 5, Section 3, Article 4

Note: If the team recovering the fumble in its own end zone commits a foul while attempting to advance the ball out of the end zone, there shall be no score and the penalty shall be applied at the 20-yard (20 metre) line (UR, RP etc., may be applied at PBD).

ADD

***d) When a player fumbles or directs the ball from the field of play into their own end zone, where the ball goes out of bounds without possession being gained by either team, a safety touch shall be awarded.***

Reason for change: Clarity

**Rule 1 section 10 article 8 page 10**

**Article 8 – Player Out of Bounds**

A player who goes out of bounds either by intent or misjudgment, or in order to use the out-of-bounds area to their advantage, must not participate further in that play. A player who goes out of bounds as a result of contact with an opponent, a missed block or tackle, or who slides out of bounds on slippery field or a player of the receiving team who is playing a kicked ball in the air on its original trajectory may legally return to the field and participate in the play. The point of the foul (PF) is the point where the illegal participation occurs.

Note: This article does not apply to a ball carrier who goes out of bounds, which makes the ball automatically dead.

Penalty: Team A 1.2D L10 PLS PP PF or PBH-DR

3D DG L10 PLS PP PF or PBH-DR

3D DNG LB-PBD

Team B L10 PP PF PBH or PLS

If such a player reaches back into or re-enters the field of play and touches or recovers a “loose ball” (as per rule 1-6-4).

Penalty: LB PF

Replace with

**Article 8 – Player Out of Bounds**

A player who goes out of bounds either by intent or misjudgment, or to use the out-of-bounds area to their advantage, must not participate further in that play. A player who goes out of bounds because of contact with an opponent, a missed block or tackle, or who slides out of bounds on a slippery field may legally return to the field and participate in the play. The point of the foul (PF) is the point where the illegal participation occurs.

Note: This article does not apply to a ball carrier who goes out of bounds, which makes the ball automatically dead.

Penalty: Team A 1.2D L10 PLS PP PF or PBH-DR

3D DG L10 PLS PP PF or PBH-DR

3D DNG LB-PBD

Team B L10 PP PF PBH or PLS

If such a player reaches back into or re-enters the field of play and touches or recovers a “loose ball” (as per rule 1-6-4).

Penalty: LB PF

Reason for change: ***Removed the exception of allowing player, playing a kicked ball to go out of bounds. Consistent with treatment of pass receiver.***

**Rule 3 section 2 article 3 page 19**

**Article 3 – Safety Touch**

A safety touch is scored when the ball becomes dead in possession of a team in its own end zone, or goes out of bounds in the end zone, as a result of the ball having been carried, passed, or kicked from the field of play into the end zone by the team scored against, or as a DIRECT result of a kick being blocked in the field of play.

If a player intercepts a forward pass in the field of play while moving toward the player's goal line, and in the judgment of the official, the momentum carries the player into the player's end zone, possession is deemed to have been gained in the end zone.

If a player carries the ball out of the player's end zone and is contacted by an opponent so that the force of the opponent's contact drives the player back into the end zone, the player shall not be deemed to have carried the ball back into the player's own end zone.

After a safety touch, the scoring team may elect to have the ball put into play as follows:

- a) By scrimmaging the ball at its own 35-yard (30 metre) line
- or b) By kicking off from its own 35-yard (30 metre) line.
- or c) By requiring the team scored against to kick off from its own 35-yard (30 metre) line.

Replace first paragraph with

***A safety touch is scored when the ball becomes dead in possession of a team in its own end zone, or goes out of bounds in the end zone, as a result of the ball having been carried, kicked, fumbled or otherwise directed from the field of play into the end zone by the team scored against, or as a DIRECT result of a kick being blocked in the field of play.***

Reason for change: Clarity

**Rule 4 section 1 article 3 page 21**

**Article 3 – Close Line Play Area**

The close line play area is an area extending laterally from offensive tackle to tackle, 2 yards either side of the line of scrimmage (Total 4 yards – 4 metres).

Replace with

**Article 3 – Close Line Play Area**

The close line play area is defined as the area between the offensive ***tight ends or positions ordinarily occupied by the tight end***, within 2 yards either side of the line of scrimmage (Total 4 yards – 4 metres).

Reason for change: Clarity

**Rule 4 section 2 article 2c page 22**

**Article 2 – Misleading Tactics**

Team A shall be penalized if the quarterback:

c) assumes a stance with his/her hands under the centre and moves away from the centre without the ball being snapped. If the quarterback assumes such a stance, and then withdraws his/her hands to call time out, the Referee shall blow the whistle quickly to prevent the play from starting and no penalty shall be assessed.

Replace with

***c) assumes a stance with his/her hands under the centre and moves away quickly from the centre without the ball being snapped. Note if the quarterback assumes such a stance, and then slowly withdraws his/her hands to call time out, call new play signals, or to step back into a shot gun formation, no penalty shall be assessed.***

Reason for change: Clarify and consistency.

**Rule 4 section 5 article 1d page 24**

**Section 5: Interference (CB17)**

**Article 1 – Definition**

d) A delayed knee block is an illegal delayed block by a player at or below the knee against an opponent who is already being engaged by a teammate of the blocker, with or without physical contact.

Replace with

***d)A delayed knee block is a block that occurs when a player blocks an opponent, at or below the knees, while the opponent is engaged with a teammate of the blocker, with or without physical contact.***

Reason for change: Clarity and consistence wording

**Rule 5 section 5 article 4 page 33**

**Article 4 – Recovery of Kick**

If the kicker or onside player legally recovers the kick, all players of that team may legally interfere with the opponents after such recovery, provided that the initial contact is at or above the waist.

Penalty: Blocking below the waist – 1.2.D L10 PLS DR or PBH

3D DG L10 PLS DR

DNG L.B. PBD1.

Replace with

**Article 4 – Recovery of Kick**

If the kicker or onside player legally recovers the kick, all players of that team may legally interfere with the opponents after such recovery, provided that the initial contact is at or above the waist.

Reason for change: ***Removal of extra wording not required.***

**Rule 6 section 1 article 1 page 35**

**Section 1: Lateral or Onside Pass (CB24)**

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

The point of termination is that point at which the ball is caught, strikes another player, an official, or the ground, or goes out of bounds, and it is the factor which determines whether it is a lateral pass, regardless of the direction in which it goes afterwards.

A lateral pass striking the ground is not dead and may be recovered legally by either team.

When a lateral pass goes out of bounds, without being touched by a player after the pass is made, the ball shall be put into play at the hash mark at the out of bounds point, or at the point of origin of the pass, whichever is closer to the deadline of the team entitled to possession.

Replace first paragraph with

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

Reason for change: ***Removal of a kicked ball to bring consistency to rules and remove present conflict.***



**Rule 6 section 3 article 2 page 35**

**Section 3: Offside Pass**

**Article 2 – Illegal Recovery**

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

Penalty: Next scrimmage at point of origin of pass

Exceptions: Handoff pass behind the line of scrimmage

Forward Pass

Replace with

**Article 2 – Illegal Recovery**

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.

***Penalty: Next scrimmage at point of origin of pass or option***

Exceptions: Handoff pass behind the line of scrimmage

Forward Pass

Reason for change: Clarity.

**Rule 6 section 4 article 9a page 38**

**Section 4: Forward Pass**

**Article 9 – Interference**

a) Team A – Team A players may interfere with an opponent up to the limit of the neutral zone, until the pass has been touched by an eligible receiver, except against a Team B player who is about to intercept the forward pass. However, Team A players who are carrying out normal blocking tactics to protect the passer shall not be penalized for interference against a Team B player who is about to intercept the pass, if the Team A players are unaware that such an interception is imminent (see 6-4-10, note 2). After the pass has been touched by an eligible receiver, all A players may legally interfere anywhere within bounds. (Exception 6.4.5d)

Team A ineligible receivers who make contact in the neutral zone may maintain this contact beyond the neutral zone, (subject to 6-4-5-b-c)) otherwise they may not proceed downfield until the ball is thrown.

Replace with

- a) Team A-Prior to a forward pass being thrown across the line of scrimmage, a Team A player may not initiate contact with or block a Team B player more than 1 yard in advance of the line of scrimmage, until the pass has been touched by an eligible receiver. "illegal block -Blocking Downfield".***  
***A Team A player may not interfere with a Team B player who is about to intercept the forward pass. However, Team A players who are carrying out normal blocking tactics to protect the passer shall not be penalized for interference against a Team B player who is about to intercept the pass, if the Team A players are unaware that such an interception is imminent (see 6-4-10, note 2).***  
***After the pass has been touched by an eligible receiver, all A players may legally interfere anywhere within bounds.***  
***Team A ineligible receivers who make contact in the neutral zone may maintain this contact beyond the neutral zone, (subject to 6-4-5-b-c)) otherwise they may not proceed downfield until the ball is thrown. (Exception 6.4.5d)***

Reason for change: Clarity.

**Rule 6 section 4 article 9d page 38**

**Section 4: Forward Pass**

**Article 9 – Interference**

d) Screening – Waving the hands or arms or «face guarding» in close proximity to a potential pass receiver is illegal interference

Replace with

d) Screening – Waving the hands or arms or «face guarding» in close proximity **to an eligible** pass receiver is illegal interference

Reason for change: Clarity

**Article 10 – Illegal Interference Penalties**

a) Illegal interference is interference with an eligible receiver in the target area, or interference which prevents an eligible receiver from reaching the target area, when there is a reasonable expectation that the receiver would have had the opportunity to attempt to complete the pass.

Note 1: Pass interference shall not be penalized if, in the judgment of the official, the ball is clearly uncatchable.

Note 2: Pass interference behind the line of scrimmage must be interference against a player to whom the ball is thrown, or a player who is attempting to catch the pass.

Note 3: Pass interference occurs only after the ball has been thrown.

Penalty: 1. By Team A – 1.2.3D – L15DR

2. By Team B

a) Behind the line of scrimmage – 1D at PLS

b) Across the line of scrimmage

– 1D at PF if less than 15 yards (15 metres) in advance of the PLS

– 1D plus 15 from the PLS, if the PF is more than 15 yards (15 metres) in advance of the PLS

3. Convert

Foul by Team A – option to Team B

a) Successful attempt

– L15 PLS, repeat convert, OR

– Repeat convert at PLS. Apply penalty – L15 on kick off

b) Unsuccessful Attempt

– Apply penalty – L15 on kick off

Foul by Team B – option to Team A

i) Successful attempt

– Accept score. Apply penalty – L15 on kick off.

ii) Unsuccessful attempt

– Repeat convert at B1 yard (1 metre) line, or 15 yds in advance of P.L.S., whichever is further from Team B goal line.

OR

– Repeat convert at PLS. Apply penalty – L15 on kick off

Note 1: The normal restrictions near the goal line do not apply to Illegal Interference on a Forward Pass, and the full amount of the yardage shall be applied. The 15-yard (15 metre) penalty applied from the 16 yard (16 metre) line, or between the 16 yard (16 metre) line and the 1 yard (1 metre) line, will place the ball on the 1 yard (1 metre) line.

Note 2: The non-offending team may decline the penalty to allow the down to be used, and the ball returned to the PLS, if the pass is incomplete.

ADD

***Exception -If a pass receiver who would normally be considered eligible either by number or by reporting to the Referee is made ineligible by position, and the defensive team interferes with the receiver's attempt to catch the ball on a forward pass, then both teams are subject to penalty, whether the Team A player touches the ball in an attempt to catch it or not. The foul for Team A Ineligible Receiver will be deemed to be the first foul for purposes of adjudicating the Dual Foul rule.***

Reason for change: Clarity

**Rule 6 section 4 article 10b page 39**

b) Illegal Contact with an Eligible Receiver

When there is an obvious passing situation, any interference with an eligible receiver is illegal except as stated in Art. 9. Even if the ball is not thrown, such illegal contact will still be penalized:

Penalty: 1.2.3D L10 PLS

Replace with

b) Illegal Contact with an Eligible Receiver

When there is an obvious passing situation, **a Team B player may not create or initiate contact that redirects, restricts, or impedes the Team A receiver in any way** except as stated in Art. 9. Even if the ball is not thrown, such illegal contact will still be penalized:

Penalty: 1.2.3D L10 PLS

Reason for change: Clarity

**Article 10 – Crack-Back Blocking**

It shall be illegal for any Team A player to block an opponent below the waist, or deliver a forcible block, in an area from 5 yards ahead of the line of scrimmage, from sideline to sideline, extending back to the Team A deadline, if:

1. The A player is stationed, or in motion, 3 or more yards (metres) outside of the Close Line Play Area, at the snap of ball.
- OR 2. The A player is stationed initially 3 or more yards (metres) outside of the Close Line Play Area and moves toward the ball so that the A player is less than 3 yards (metres) from the Close Line Play Area at the snap of ball.
- OR 3. The A player is stationed initially less than 3 yards (metres) from the Close Line Play Area, and either before or after the snap of the ball, moves more than 3 yards (meters) from the Close Line Play Area, and then returns to less than 3 yards (metres) from the Close Line Play Area.
- AND 4. Moves in the direction of the ball to make the block. (The direction of the ball is toward the position of the ball when it was snapped.)

Replace with

**Article 10 – Crack-Back Blocking**

It shall be illegal for any Team A player to block an opponent below the waist, or deliver a forcible block, in an area from 5 yards ahead of the line of scrimmage, from sideline to sideline, extending back to the Team A deadline, if:

1. The A player is stationed, or in motion, 3 or more yards (metres) outside of the **Block Below the Waist Area**, at the snap of ball.
- OR 2. The A player is stationed initially 3 or more yards (metres) outside of the **Block Below the Waist Area** and moves toward the ball so that the A player is less than 3 yards (metres) from the **Block Below the Waist Area** at the snap of ball.
- OR 3. The A player is stationed initially less than 3 yards (metres) from the **Block Below the Waist Area**, and either before or after the snap of the ball, moves more than 3 yards (meters) from the Block Below the Waist Area, and then returns to less than 3 yards (metres) from the **Block Below the Waist Area**.
- AND 4. Moves in the direction of the ball to make the block. (The direction of the ball is toward the position of the ball when it was snapped.)

***Note: If the Team A player moves into the Block Below the Waist Area prior to the snap, and comes to a complete stop, the player shall not be penalized for crack back block.***

Reason for change: Clarity and consistency

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

**Article 13 – Horse Collar**

Grasping an opponent by the inside of the shoulder pads, by the inside collar of the jersey or the outside of the jersey above the numbers and using this as the primary means of causing a sudden change in the ball carrier's direction shall be ruled as Unnecessary Roughness.

Replace with

**Article 13 – Horse Collar**

- a) *Grasping an opponent by the inside of the shoulder pads, or by the inside collar of the jersey.*
- b) *Grasping the outside of the jersey above the numbers and using this as the primary means of causing a change in the ball carrier's direction.*

Reason for change: Player safety

**Rule 7 section 3 article 14 page 44**

**Article 14 – Illegal Block, Hands to Face**

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

Replace with

**Article 14 – Illegal Block, Hands to Face**

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

***If the initial contact is to the chest but the hands ride up to the neck, face, head, or facemask and the contact is forcible or prolonged, it shall be a penalty.***

Reason for change: Player safety

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

**Article 15 – Blocking from the Rear**

Blocking from the rear is blocking an opponent, other than the ball carrier, from the rear, by charging into the opponent's back with the body, or throwing the body across the back of the legs. The application of penalty is determined by the point of initial contact, and the official who rules on the play must see the play in its entirety. It is illegal except as follows:

- 1) it occurs in the Close Line Play area (between offensive tackles within 2 yards (2 metres) on either side of the Line of Scrimmage) and it is made by a player who was positioned in this area when the ball was snapped. OR
- 2) the initial point of contact is on the side or front of the opponent. OR
- 3) the initial point of contact is from the rear, due to the action of the opponent, such as turning his/her back on the blocker after the blocker has committed to the block.

Note 1: The position of the head of the blocker in front of, or behind, the opponent does not determine whether the block is legal or not. The point of contact is the determining factor, modified by (1), (2) and (3) of this article.

Replace exception 1 with

. It is illegal except as follows:

***1) the block occurs in the Close Line Play area, is made by a player who was positioned in this area when the ball was snapped, and the contact is above the waist. OR***

Reason for change: Player safety

**Rule 7 section 3 article 16a8 page 45**

**Article 16 – Player in defenseless posture**

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

a) Players in a defenseless posture are:

- 8) A player who receives a “blindside” block when the blocker is moving toward or parallel to their own end line and approaches the opponent from behind or from the side, and

Replace with

**Article 16 – Player in defenseless posture**

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

a) Players in a defenseless posture are:

***8) A player who receives a block when the blocker is moving toward or parallel to their own end line and approaches the opponent from behind or from the side.***

Reason for change: Clarity

**Rule 7 section 3 article 17 page 46**

**Article 17 – Blindside Block**

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

Replace with

**Article 17 – Blindside Block**

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

Reason for change: Player safety

**Rule 7 section 3 article 19 page 46**

**Article 19 – Blocking below the waist**

It shall be illegal to block an opponent below the waist in the following circumstances:

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

Note: A player coming from outside this zone, must come to a complete stop in the zone, prior to the snap of the ball to be considered positioned in the zone.

b) After an interception or fumble recovery.

c) On open field kick after the ball is kicked.

d) On a kick-off commencing the moment the ball is kicked.

Replace with

***Article 19 – Blocking below the waist***

***It shall be illegal to block an opponent below the waist except when the block occurs in the block below the waist area, by a player positioned in this area at the snap of the ball, and when the block is above the knee.***

***Note: A player coming from outside this zone must come to a complete stop in the zone, prior to the snap of the ball, to be considered positioned in the zone.***

Reason for change: Player safety



**Section 4: Objectionable Conduct (CB33)**

- a) The use of profane, obscene, insulting language or gestures to an opponent, official, or spectator by any player, or occupant of the team bench is prohibited.
- b) Unsportsmanlike conduct, such as throwing the ball at an opponent, an official, or occupant of the team bench is prohibited.
- c) Tactics by players which delay or hinder the smooth operation of the game shall be penalized under this section. These tactics include spiking the ball, and/or deliberately throwing or kicking the ball away after it has been declared dead on a play.
- d) Running into or contacting an official is to be avoided.

Penalty: 1) L10 from point where the ball would have been put into play if no other foul occurred or added to the penalty for any other foul.

2) If an objectionable conduct penalty is called after the Referee has whistled time in for any down, the penalty will be L10 PLS DR, and the distance chains will not be moved (unless a first down is gained from a penalty against Team B).

If the foul is of a serious nature, the player or occupant of the bench may be disqualified with no distance penalty. A disqualified player or occupant of the bench may be banished from the game site at any time at the discretion of the Referee.

- e) Failure to wear mandatory equipment

Penalty: – L5 from the point where the ball would have been put in play if no other foul occurred, or added to the penalty for any other foul.

– removal of the player until the proper equipment is worn, with immediate substitution, and no game delay.

- f) If a player throws a punch at an opponent, without contact, it is considered Objectionable Conduct.

Reason for change: ***Removal of paragraph e as it is already covered in the rules and clean up of text.***

**Rule 8 section 6 article 2 page 52**

**Article 2**

With the exception of Unnecessary Roughness and Rough Play, dual penalties will be administered as follows:

- a) Both penalties must be accepted for the dual penalty rule to apply. If one team declines the penalty, the remaining penalty is applied as a single penalty.
- b) If both penalties are accepted, in general, the distance penalties will be adjusted at one of 4 points. These points, as shown in the following articles are – PLS, PBH at the time of the first foul, the Point of Possession (PP) or PBH at time of second foul if the first foul was No Yards, 5-yard version.
- c) The teams have the option of acceptance of penalty as determined by the sequence in which the offences occurred, e.g. First offence by A – First option to B.
- d) If one of the dual fouls is a non-distance foul, it shall be applied as a 10-yard (10 metre) penalty – e.g. Illegal F.P. interference by Team B, less than 15 yds (15 metre) from PLS.
- e) A «restraining zone» foul is an «in flight» foul for the purpose of this rule.
- f) Pass Interference by Team B is not an automatic first down in a dual foul situation.
- g) Where both fouls are UR or RP, the automatic 1D for the B foul will not apply. The distance penalties will be adjusted at the appropriate point of application.
- h) In balancing dual penalties, where one of the penalties is normally non restricted (Pass Interference, Unnecessary Roughing or Rough Play) the balanced application will be restricted.

Example: Team A 2D-10 on B8. A1 goes offside, B1 is called for U.R.

Ruling: A offside – 5 yards B UR 15 yards

Difference is a 10-yard application which is restricted.

Possession A 1D and Goal on the B4

Add

***i) If first foul is illegal interference on a loose ball, possession will go to the non-offending team and all other penalties will be applied from this spot. Note if both teams commit loose ball interference, the first will be applied as loss of ball, the second as a 10-yard penalty.***

Reason for change: Clarity