

2015 IHSA Rule Changes

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- **2-20-1c** Spearing definition revised to focus on minimizing risk of injury.
- **5-1-1b (NEW)** Added authority to referee to correct number of next down prior to ball becoming live after new series is awarded.
- **6-1-3; 6-1-4 (NEW); 6-1 PENALTY** Free-kick formations revised.
- **9-4-3g** Updated unnecessary roughness to include defenseless player and added excessive contact.
- **9-4 PENALTY** Roughing the passer penalty clarified. Automatic 1st Down is not awarded for 5-yard incidental face-mask penalty against passer.
- **10-2-5** Dead-ball penalty enforcement modified. Unsportsmanlike, non-player or dead-ball personal fouls committed by teams can offset.

Reminder of 2014 IHSA Rule Changes

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2-20-2 (NEW) Definition of targeting added.

2-24-9 Status of the ball following illegal kick clarified.

2-32-16 & 9-4-3i(3) (NEW) Definition of defenseless player added.

3-3-3, 4 End-of-period procedure changed.

6-1-3b (NEW) Free-kick formation provisions added. (at least 4 players on each side of ball)

6-1-3c (NEW) Free-kick run-up provisions added. (K not more than 5 yds. from ball)

8-5-1b (NEW) Provision to clarify force added.

9-4-3m (NEW) Targeting an opponent is clarified as a separate personal foul.

9-4-4 Roughing-the-passer fouls revised

Reminder On Free Kick Restrictions

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After Ready for Play and until ball is kicked:

- At least 4 K players must be on each side of the kicker
- No K player (other than the kicker) may be more than five yards behind Free Kick Line

A player is no more than five yards behind the free kick line when NO foot is on or beyond the line 5 yards behind K's free kick line

Both are penalized at the time of the kick – i.e. play should be stopped and penalty is administered as a dead ball infraction. (Casebook Page 42 6.1.4)

Rules Differences between TCYFL and IHSA

TOPIC	NFHS	TCYFL
Conversions	Successful Kick = 1 point	Successful Kick = 2 points
	Successful Run/Pass = 2 points	Successful Run/Pass = 1 point
Coin toss	Choices are to Receive, Defer, Kick, or Defend.	Choices are to Receive or Defer.
Timing	On a change of possession, the clock starts on the snap.	On a change of possession the clock starts when Offensive Team breaks huddle except during the last two minutes of game. If in excessive score rule, clock will continue to run.
Excessive Score Rule 1st Half	None	If 25 point or more lead in 1st half, then Leading Team must substitute starting backfield. No kickoffs once excessive score is reached. Trailing Team will be awarded ball at the 50-yard line. Leading Team will get ball at their 30-yard line going out.
Excessive Score Rule 2nd Half	If 40 point lead, then clock continues to run except on injuries, scores, time-outs, and change of quarter.	In addition to above restrictions, Leading Team loses its time-outs. Trailing Team may call a time-out provided that it does not unnecessarily prolong game. Passing on offense by Leading Team is prohibited. Blitzing on defense by BOTH teams is prohibited. Blitzing is defined for this purpose as rushing more than 4 “down” defensive linemen plus 2 defensive ends. Trick Plays by Leading Team is strongly discouraged. If Trailing Team throws an interception or loses a fumble, the ball is dead at spot defense takes possession. The game will continue with running clock and only stop for injuries, scores, time-outs as described above and change of quarter. If Trailing Team recovers to within excessive score margin, then all restrictions cease including running clock. If excessive margin is reached a second time, clock will continue to run as described above for remainder of game.

Rules Differences between TCYFL and IHSA

TOPIC	NFHS	TCYFL
Eligible Receivers	Receivers must be eligible by position and jersey number.	Receivers are only required to be eligible by position and may wear any jersey number.
Stripers	None	<p>Players over a specific weight category are identified with a 1 1/2" stripe positioned across the crown of the helmet from ear- hole to ear-hole. Stripers may never advance the ball on offense or defense. The ball is dead when it comes under a Striper's control. Striper is permitted to recover any fumble, intercept a pass, and receive a kick provided the ball may not be advanced.</p> <p>On offense a Striper must line up as a linemen from tackle to tackle. On defense a Striper is restricted to the line and must take an initial forward charge on the snap of the ball. Must line head up or inside offensive tackles. Offensive Stripers may utilize 2, 3 or 4 point stance. Defensive Stripers must be in a 3 or 4 point stance.</p>
Play Clock	25 second	Bantam 40-second play-clock with 10 second warning. All other levels 25 seconds but be discretionary.
Helmet-to-Helmet Contact	Personal Foul 15 yards	Unsportsmanlike 15 yards and mandatory cool down. Second helmet-to-helmet foul is an ejection. Administer penalty as a Personal Foul and record as Unsportsmanlike.
Cool Down	None	Referees may warn player who exhibits unsportsmanlike conduct & send that player out of game for reasonable period of time (Cool Down). Cool Down is not considered ejection. One (1) Cool Down per player per game.
Metal Clips	No restrictions	All helmet clips must be plastic. Metal clips are not allowed and must be changed.

Rules Differences between TCYFL and IHSA

TOPIC	NFHS	TCYFL
<p>Overtime</p>	<p>Winner of Coin Toss has choice of offense, defense or select end-of-field. Play starts on B's 10-yard line. Ball is dead if B gains possession. If A scores or loses possession, their series is over. B then gets chance (following try if A scores a touchdown). A may be awarded a new series if B commits a foul that awards a 1st Down. If scores remain tied, play continues with an additional Overtime Period.</p>	<p>Same as NFHS for 2 Overtime Periods. If score is tied after two equal possessions from 10-yard line, ball is placed at mid-field. Winner of a Coin Toss will have same options. Each team is given 4 downs to gain as much positive (or least negative) yardage as possible. If turnover occurs, that team's overtime is completed with yardage computed at the time of turnover. In case of a fumble during a run, the final spot is the position of the fumble or last controlled spot by that team. In the case of an interception, the final spot is the line of scrimmage where play started. 1st Downs will be awarded if result of defensive penalty that awards 1st Down, and all penalties will be assessed whether they are positive or negative yards. All teams must attempt all 4 downs unless a turnover occurs or a team scores a touchdown. In event that a touchdown is scored in less than 4 downs, the scoring team does not receive any more downs to gain more yardage. A team may not attempt a field goal in the yardage overtime. Each team is allowed one (1) time-out per sequence.</p>

Rules Differences between TCYFL and IHSA

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Bantam/Featherweight

- If team declares Punt on 4th Down, Defense must have eight (8) players on LOS; no rush allowed; **Kicker must be 5 yds. behind LOS.**

Bantam

- On Kick for PAT/Field Goal, Defense not allowed rush; **Kicker must be 5 yds. behind LOS.**
- Between quarters, direction should not change, unless one team could gain a significant advantage, i.e. wind.

PAC 10 – Spirit Rule

- If team is trailing by excessive score at end of 1st half, at option of Trailing Team, they may concede game. Leading Team is winner based on official score at end of 1st half on condition that entire 2nd half will be played as *scrimmage* starting scores at 0-0. All regular Playing Rules will apply in 2nd half. Field Marshall may direct Referees to implement “running clock” if playing with normal clock rules in 2nd half results in delaying start of following game past its scheduled kickoff time. No Excess Score Rules will apply in 2nd half, with exception that winner must remove its starting backfield from offense for entire 2nd half.

Additional PAC 10 & MAC Rules

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Provision for 11 Players On / 11 Players Off

- ❑ If team has 22 players or more, then all 11 players need to be changed when going from offense to defense and defense to offense. This is to equalize playing time for all players.
- ❑ If there are less than 22 players, then those players on bench on offense need to come on field for defense and same for those on bench on defense need to come on field for offense.
- ❑ Substitutions are only allowed for injury, equipment issues, or fatigue. A substituted player for fatigue or injury needs to remain out for a minimum of 3 plays. There is a special substitution allowed in case of a long snapper, kicker, or holder. No substitutions for play-calling.
- ❑ When team calls a time out in PAC 10, players on field during time-out need to remain on field and those on bench need to remain on bench to ensure there are no illegal substitutions. Infractions of substitution rule result in Unsportsmanlike Penalty on Head Coach.

Common Misconceptions

Misconception	Actually
No one can be lined up over the Center.	Players are not restricted from lining up over the Center. For Feather and Bantam, there is a <i>free</i> Center-to-Quarterback exchange. This means that no player may make any contact with the Center until ball is snapped and quarterback has possession of ball. All levels have the same NFHS rule on contact with the long snapper.
QB was outside tackles when getting rid of the ball.	Same NFHS. A pass can never be intentionally thrown incomplete to save loss of yardage.
Pass was uncatchable.	Same as NFHS. However, use common sense.
Interpretation of a horse collar.	Contact must pull down runner backward or sideways. However, err more on the side of safety on this call.
All helmet-to-helmet contact is illegal.	Not all helmet-to-helmet contact is illegal. Players wear helmets for protection. Helmets are going to make contact with another helmets during course of game. Call illegal contact every time when helmets are lowered to punish players.
In <i>Excessive Scoring</i> , runners must run between the tackles.	Not a TCYFL rule. While certainly encouraged, we are not there to enforce this.
Reverses are trick plays.	Reverse is not a trick play. While we would encourage a team to refrain from running a reverse during <i>Excessive Scoring</i> , it is not a trick play.
Stripers can not pull.	A Stripper is allowed to pull. Only Defensive Stripers have restrictions on their initial movement.