

# 2023 Major Rules Changes – NCAA Rules Committee

## With PROP Approval \*

### Rules Changes

#### **Drone Policy**

##### **Proposed Change Rule 1-4-11-d**

c. Media communication equipment, including cameras, sound devices, computers and microphones, is prohibited on or above the field, or in or above the team area (Rule 2-31-1).  
Exceptions:

1. Camera equipment attached to a goal support behind the uprights and crossbar.
2. Camera(s) embedded in any pylon.
3. A camera, with no audio component, may be attached to the cap of any official with prior approval of the conference and the participating institutions.
4. A camera, with no audio component, may be attached to cables that extend over the team area and field of play, including the end zones.
5. An institutional videographer may be in the team area as one of that institution's 50 credentialed individuals. This video may not be used during any live broadcast or digital stream of the game.

d. Drones are not allowed over the field or the team area when squad members are present within the playing enclosure. Outside the limit lines, game management (or conference policy) govern drone activity. This governance will include all FAA, state, and local laws including campus policy where appropriate.

e. Microphones attached to coaches during the game for media transmission are prohibited. (Exception: A microphone may be attached to the head coach for institutional use only after the conclusion of the live broadcast.)

#### **Halftime Intermission**

##### **Proposed Change Rule 3-2-1-c**

Length of Periods and Intermissions

ARTICLE 1. The total playing time in a collegiate game shall be 60 minutes, divided into four periods of 15 minutes each, with one-minute intermissions between the first and second periods (first half) and between the third and fourth periods (second half) (Exception: A one-minute intermission between the first and second and the third and fourth periods may be extended for radio and television timeouts).

- a. No period shall end until the ball is dead and the referee declares the period ended [S14].
- b. The intermission between halves of a regular-season game shall be 20 minutes, unless shortened before the game by mutual agreement of the administrations of both schools. Immediately after the second period ends, the referee should begin the intermission by signaling to start the game clock [S2].

c. Game management will determine the timing of halftime activities. The field will be available to squad members no later than three minutes prior to the second half kickoff. When any

Squad Member enters the playing enclosure during the halftime intermission, a staff member from that team must be present on the field. If kickers or other squad members come onto the playing enclosure before the field is available, their activities must be confined to the team area. All team personnel will be respectful of scheduled halftime activities, and all kicks must be into the practice kicking nets until the field is available.

### **Proposed Change Rule 11-1-3**

#### SECTION 1. Jurisdiction

ARTICLE 1. The officials' jurisdiction begins 90 minutes before the scheduled kickoff and ends when the referee declares the score final [S14]. It is expected that a minimum of three officials will take the field at 90 minutes before kickoff. All officials will be on the field at 40 minutes prior to kickoff.

ARTICLE 2. At 90 minutes before kickoff the playing field will be divided into an "L-shaped" configuration with the 30 yard-lines forming the "L" (See Appendix D). No later than 40 minutes before kickoff, the configuration will change to the "Buffer Zone" configuration, and no player shall enter the 10-yard buffer zone between the 45 yard-lines (See Appendix D).

ARTICLE 3. When the field is available to players as determined by game management during the halftime intermission, the playing field will be divided into an "L-shaped" configuration with the 30 yard-lines forming the "L" (See Appendix D).

### **Extension of Periods**

#### **Proposed Change Rule 3-2-3-a**

ARTICLE 3. a. A period shall be extended for an untimed down if one or more of the following occurs during a down in which time expires in the 2<sup>nd</sup> or 4<sup>th</sup> quarter (A.R. 3-2-3-I-VIII):

1. A penalty is accepted for a live-ball foul(s) (Exception: Rule 10-2-5- a). At the option of the offended team, the period is not extended if the foul is by the team in possession and the statement of the penalty includes loss of down (A.R. 3-2-3-VIII).
2. There are offsetting fouls.
3. An official sounds their whistle inadvertently or otherwise incorrectly signals the ball dead.

### **Starting and Stopping the Clock – First Down**

#### **Proposed Change Rule 3-3-2-e-1**

e. Starts on the Referee's Signal.

For each of the following reasons, the game clock is stopped on an official's signal. If the next play begins with a snap, the game clock will start on the referee's signal:

1. Team A is awarded a first down, either through play or by penalty with less than two minutes remaining in the 2<sup>nd</sup> quarter or the 4<sup>th</sup> quarter.

\* PROP approved for DI and DII. Further consideration for DIII.

## **Charged Team Timeouts**

### **Proposed Change Rule 3-3-4-a**

ARTICLE 4. When timeouts are not exhausted and are available, an official shall allow a charged team timeout when requested by any player or head coach when the ball is dead. Consecutive charged team timeouts are not allowed by the same team in any individual dead ball period.

a. Each team is entitled to three charged team timeouts during each half, with no more than one charged team timeout available per team, per individual dead ball period.

### **Proposed Change Rule 3-3-1-b**

b. When a team's charged timeouts are exhausted or are not available and it requests a timeout, the officials shall not acknowledge the request. (Rule 3-3-4).

## **Instant Replay in games that do not have an Instant Replay Booth Official**

### **Proposed New Rule 12-2-1-c**

c. The optional use of instant replay in games that do not have an instant replay booth official is permissible and must be in full compliance with Rule 12 with the following exceptions:

#### **1) Exceptions to Rule 12-4: Instant Replay Personnel, Equipment and Location:**

-The Referee will be the sole decision maker on any review and may include one additional crew member to consult on the review.

-The equipment used in the review must be located outside the limit lines on the sideline or end zone and must be completely outside the team area. The referee and additional crew member must be provided a separate, secure location away from fans and sideline personnel with a tent or similar type shelter structure.

#### **2) Exceptions to Rule 12-5: Initiating the Replay Process:**

-The Referee will stop the game to review all Targeting Fouls that are called on the field. The only other method to stop a game for a replay review is through a head coach challenge as specified in Rule 12-5-1-b. When the head coach requests a timeout for replay review, the replay challenge flag must be dropped on the field of play.

-Other than for a Targeting review, the crew on the field may not initiate an instant replay review.

#### **3) Exception to Rule 12-3-5: Targeting:**

-The head coach may initiate a Targeting review if the team has a timeout available and a coach's challenge remaining.

## Major Editorial Adjustments

### **Blocking Below the Waist – Team B**

#### **Proposed Editorial Change 9-1-6-b**

b. Team B prior to a change of team possession:

1. Players aligned in a stationary position within 1-yard of the line of scrimmage within the tackle box may legally block below the waist in the tackle box on their initial line charge.
2. All other Team B players are not allowed to block below the waist except against a ball carrier runner.

### **Roughing or Running Into Kicker or Holder**

#### **Proposed Editorial Change - Rule 9-1-16-a-4**

ARTICLE 16. a. When it is obvious that a scrimmage kick will be made, no opponent shall run into or rough the kicker or the holder of a place kick (A.R. 9-1-16-I, III and VI).

1. Roughing is a live-ball personal foul that endangers the kicker or holder.
2. Running into the kicker or holder is a live-ball foul that occurs when the kicker or holder is displaced from their kicking or holding position but is not roughed (A.R. 9-1-16-II).
3. Incidental contact with a kicker or holder is not a foul.
4. The kicker's protection under this rule ends (a) when the kicker has had a reasonable time to regain their balance (A.R. 9-1-16-IV); (b) when the kicker carries or possesses the ball outside the tackle box (Rule 2-34) before kicking; or (c) when the kicker carries or possesses the ball more than 5 yards behind their initial position from scrimmage kick formation before kicking.

### **Timing Devices**

#### **Proposed Editorial Change - Rule 3-2-4-a**

##### **Timing Devices**

ARTICLE 4. a. Game Clock.

Playing time shall be kept with a game clock that may be either a ~~stop watch~~ stopwatch operated by the line judge, back judge, field judge or side judge, or a game clock operated by an assistant under the direction of the appropriate judge. The type of game clock and the location of the game clock operator shall be determined by the game management. The game clock operator may be located on the sideline or in the traditional press box location recommended between the goal lines. The location shall be shielded from public interference and shall afford a direct and unobstructed view of the playing field.

The game clock shall not display tenths of seconds.