

2013 PLAYING RULE PROPOSAL NO. 1

Amend Rule 15, Section 9 (Instant Replay, pgs. 89-90) to read (new language underlined, deleted language struck through):

The League will employ a system of Instant Replay Review to aid officiating for reviewable plays as defined below. The following procedures will be used:

Article 1 Coaches' Challenge. In each game, a team will be permitted two challenges that will initiate Instant Replay reviews, ~~except for plays when the on-field ruling is a score for either team, an interception, a fumble or backward pass that is recovered by an opponent or goes out of bounds through an opponent's end zone, or a muffed scrimmage kick recovered by the kicking team.~~ A team is also prohibited from challenging any ruling after the two-minute warning of each half, and throughout any overtime period. Each challenge will require the use of a team timeout. The head coach will initiate a challenge by throwing a red flag onto the field of play before the next legal snap or kick. Each challenge will require the use of a team timeout. If a challenge is upheld, the timeout will be restored ~~to the challenging team.~~ A challenge will only be restored if a team is successful on both of its challenges, in which case it shall be awarded a third challenge, but a fourth challenge will not be permitted under any circumstances. ~~A team may challenge an on-field ruling up until the next legal snap or kick.~~

Note 1: If there is a foul that delays the next snap, the team committing that foul will no longer be able to challenge the previous ruling. ~~No challenges will be recognized from a team that has exhausted its time outs. A team that is out of time outs or has used all of its available challenges may not attempt to initiate an additional challenge. A team may challenge any reviewable play (see Article 4 below) except for plays when the on-field ruling is a score for either team, an interception, a fumble or backward pass that is recovered by an opponent or goes out of bounds through an opponent's end zone, or a muffed scrimmage kick recovered by the kicking team. A team is also prohibited from challenging any ruling after the two-minute warning of each half, and throughout any overtime period.~~

Note 2: A team that is out of timeouts or has used all of its available challenges may not attempt to initiate an additional challenge. If a team initiates a challenge when it is not permitted to do so, a timeout will be charged.

Penalty: For initiating a challenge when a team is ~~prohibited from doing so~~ has exhausted its timeouts: Loss of 15 yards.

Article 2 Replay Official's Request for Review. After all scoring plays, interceptions, fumbles and backward passes that are recovered by an opponent or go out of bounds through an opponent's end zone, muffed scrimmage kicks recovered by the kicking team, after the two-minute warning of each half and throughout any overtime period, any Replay Review will be initiated by a Replay Official from a Replay Booth comparable to the location of the coaches' booth or Press Box.

Note 1: There is no limit to the number of Replay Reviews that may be initiated by the Replay Official. His ability to initiate a review will be unrelated to the number of timeouts that either team has remaining, and no timeout will be charged for any review initiated by the Replay Official.

Note 2: ~~He~~ The Replay Official must initiate a review before the ball is next legal snap or kick legally put in play. and cannot review any ruling against a team that commits a foul that delays the next snap.

(c) Other reviewable plays:

4. Ruling of incomplete pass when the recovery of a passer's fumble, or the recovery of a backward pass, by an opponent or a teammate occurs in the action following the fumble or backward pass.

Submitted by Competition Committee

Effect: Allows a replay review to correct an officiating error when a coach challenges a play that is automatically reviewable by the Replay Official. Allows the defense to gain possession of the ball after a successful challenge of an incomplete pass ruling downfield.

Reason: The penalty for an impermissible challenge was too severe. Allows the instant replay system to correct an officiating error.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2013 PLAYING RULE PROPOSAL NO. 2

Amend appropriate Rules and Sections of the Official Playing Rules of the National Football League to reflect the following:

Amend Rule 9, Section 1, Article 3 (Defensive Team Formation, pg. 50) to read (new language underlined, deleted language struck through):

Article 3 Defensive Team Formation

(a) During a punt, a field-goal attempt, or a Try Kick, a Team B player, who is within one yard of the line of scrimmage at the snap, must have his entire body outside the snapper's shoulder pads.

(b) During a field-goal attempt or a Try Kick:

(1) No more than six Team B players may be on the line of scrimmage on either side of the snapper at the snap; and

Penalty: For illegal formation by the defense: Loss of five yards from the previous spot.

(2) Team B players not on the line of scrimmage at the snap cannot push players on the line of scrimmage into the offensive formation.

Penalty: For unnecessary roughness: Loss of 15 yards from the previous spot.

Note: ~~This~~ These restrictions ~~does~~ do not apply if a team does not present an apparent punt, field goal, or Try Kick formation, or if, after the offensive team has assumed a set position, there is a shift, or a player goes in motion.

Delete Rule 12, Section 2, Article 5, Exception and Note (Blocking Below the Waist on Kicks and Changes of Possession, pg. 66):

Exception: — ~~Immediately at the snap, players on the receiving team who are on the line of scrimmage and lined up on or inside the normal tight end position are permitted to block low during a Punt, Field Goal Attempt or a Try Kick.~~

Note: ~~Illegal contact with the helmet against the knee of the snapper during a Field Goal or a Try Kick is unnecessary roughness (see 12-2-6-j).~~

Amend Rule 12, Section 2, Article 7 (Players in a Defenseless Posture, pg. 67) to read (new language underlined, deleted language struck through):

- (8) A player who receives a “blindside” block when the blocker is moving toward or parallel to his own end line and approaches the opponent from behind or from the side, ~~and~~ ;
- (9) A player who is protected from an illegal crackback block (see article 2); and
- (10) The offensive player who attempts a snap during a field goal attempt or a Try Kick.

Delete Rule 12, Section 2, Article 6(j) (Unnecessary Roughness, pg. 66):

- ~~(j) illegally contacting the knee of the snapper with the helmet during a Field Goal Attempt or Try Kick;~~

Submitted by Competition Committee

Effect: Adds restrictions to defensive team formations for field goal and Try attempts, and makes the snapper a defenseless player.

Reason: Player safety.

<u>VOTE</u>		<u>DISPOSITION</u>	
For	_____	<input type="checkbox"/>	Adopted
Against	_____	<input type="checkbox"/>	Rejected
Abstain	_____	<input type="checkbox"/>	Tabled
Absent	_____	<input type="checkbox"/>	Withdrawn

2013 PLAYING RULE PROPOSAL NO. 3

Amend Rule 8, Section 1, Article 1 (Forward Pass, Backward Pass, Fumble, pg. 38) to read (new language underlined, deleted language struck through):

Section 1 Forward Pass

Article 1 Definition. It is a forward pass if:

- (a) the ball initially moves forward (to a point nearer the opponent's goal line) after leaving the passer's hand(s); or
- (b) the ball first strikes the ground, a player, an official, or anything else at a point that is nearer the opponent's goal line than the point at which the ball leaves the passer's hand(s).

Note: A ball that is intentionally fumbled and goes forward is a forward pass. A ball that is intentionally muffed, and goes forward or backward, is a batted ball (12-4-1). The direction taken by a fumbled or muffed ball does not affect the application of the rules specific to such acts, unless it is ruled that they are intentional.

When a player is in control of the ball and attempting to pass it forward, any intentional forward movement of his hand starts a forward pass.

- (a) If the passer is attempting to throw a forward pass, but contact by an opponent materially affects him, causing the ball to go backward, it is a forward pass, regardless of where the ball strikes the ground, a player, an official, or anything else.
- (b) ~~If, after an intentional forward movement of his hand, the passer loses possession of the ball as he is attempting to tuck it back toward his body, it is a forward pass. If the player loses possession after he has tucked the ball into his body, it is a fumble.~~
If, after an intentional forward movement of his hand, the player loses possession of the ball during an attempt to bring it back toward his body, it is a fumble.

Amend Rule 3, Section 22, Article 2, Note 2 (Forward Pass, pg. 10) to read (new language underlined, deleted language struck through):

Forward Pass

Note 2: When a Team A player is holding the ball to pass it forward, any intentional forward movement of his hand starts a forward pass. If the player loses possession of the ball during an attempt to bring it back toward his body, or if the player loses possession after he has tucked the ball into his body, it is a fumble.

Effect: Changes “tuck rule” so that it is a fumble if the player loses possession during an attempt to bring the ball back to his body.

Reason: Current rule categorizes some plays as forward passes which may be fumbles.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2013 PLAYING RULE PROPOSAL NO. 4

Amend Rule 5, Section 1, Article 2 (Players Numbered by Position, pg. 21) to read (new language underlined, deleted language struck through):

Players Numbered by Position

Article 2 All players must wear numerals on their jerseys in accordance with Rule 5, Section 4, Article 3 (c). Such numerals must be by playing position, as follows:

- (a) quarterbacks, punters, and placekickers: 1-19;
- (b) running backs and defensive backs: 20-49;
- (c) centers: 50-79;
- (d) offensive guards and tackles: 60-79;
- (e) wide receivers: 10-19 and 80-89;
- (f) tight ends and H-backs: 40-49 and 80-89;
- (g) defensive linemen: 50-79 and 90-99;
- (h) linebackers: 50-59 and 90-99.

Submitted by Competition Committee

Effect: Provides additional uniform numbers for Tight Ends and H-Backs.

Reason: Shortage of eligible numbers from 80-89.

VOTE

DISPOSITION

For _____

Adopted

Against _____

Rejected

Abstain _____

Tabled

Absent _____

Withdrawn

2013 PLAYING RULE PROPOSAL NO. 5

Amend Rule 12, Section 2, Article 4 (Illegal “Peel Back” Block, p. 66) to read (new language underlined, deleted language struck through):

Article 4: Illegal “Peel Back” Block. If A player who is aligned in the tackle box when the ball is snapped ~~moves to a position outside the box,~~ he cannot initiate contact on the side and below the waist against an opponent if:

- (a) the blocker is moving toward his own end line; and
- (b) he approaches the opponent from behind or from the side.

Note: If the near shoulder of the blocker contacts the front of the opponent’s body, the “peel back” block is legal.

Penalty: For illegal “peel back” block: Loss of 15 yards.

Submitted by Competition Committee

Effect: Makes a “peel back” block below the waist illegal in the tackle box.

Reason: Player safety.

<u>VOTE</u>		<u>DISPOSITION</u>	
For	_____	<input type="checkbox"/>	Adopted
Against	_____	<input type="checkbox"/>	Rejected
Abstain	_____	<input type="checkbox"/>	Tabled
Absent	_____	<input type="checkbox"/>	Withdrawn

2013 PLAYING RULE PROPOSAL NO. 6

Create Rule 12, Section 2, Article 8 (Initiating Contact with the Crown of the Helmet, pg. 67); (all subsequent articles to be re-numbered):

Article 8: Initiating Contact with the Crown of the Helmet. It is a foul if a runner or tackler initiates forcible contact by delivering a blow with the top/crown of his helmet against an opponent when both players are clearly outside the tackle box (an area extending from tackle to tackle and from three yards beyond the line of scrimmage to the offensive team’s end line). Incidental contact by the helmet of a runner or tackler against an opponent shall not be a foul.

Note: The tackle box no longer exists once the ball leaves the tackle box.

Penalty: Loss of 15 yards. If the foul is by the defense, it is also an automatic First Down. The player may be disqualified if the action is flagrant.

Submitted by Competition Committee

Effect: Restricts initiating contact with the top/crown of a helmet.

Reason: Player safety.

VOTE

DISPOSITION

For _____

Adopted

Against _____

Rejected

Abstain _____

Tabled

Absent _____

Withdrawn

2013 BYLAW PROPOSAL NO. 1

Amend Article XVIII, Section 18.1 of the Constitution and Bylaws to read (new language underlined, deleted language struck through):

Awarding of Players

(C) Whenever a club claims and is thereafter awarded a player, the following rules shall govern:

(1) The club to which the player is awarded is required to count the player on its Active List for at least ~~two~~ one business days. The assignee club is prohibited from trading such player unless he has been a member of the club's Active/Inactive List for one preseason or regular season game or for seven calendar days, whichever occurs first.

If a player limit is applicable at the time of the award, and the club has a full complement of Active Players within such limit, then following the award of such player the club must either:

- (a) Waive another player from its Active List with no right of recall;
- (b) Place another player from its Active List on its Reserve List, subject to all of the restrictions applicable to the Reserve List; or
- (c) Trade another player on its Active List.

(2) If a club is awarded a player, is assigned a player in trade, or signs a free agent player to a current year contract at any time after Monday, 4:00 p.m., New York time, prior to the first regular season game and for the balance of the regular season, if the club at the time of such acquisition has a full complement of players under the applicable player limit, the club must either:

- (a) Waive another player from its Active List with no right of recall (or designate a recallable player currently on waivers as non-recallable);
- (b) Place another player from its Active List on its Reserve List subject to all restrictions applicable to the Reserve List; or

(c) Trade another player from its Active List.

The exercise by the club of any of the foregoing alternatives must be taken by 4:00 p.m., New York time, on the day of the acquisition, with the exception that if the acquisition is an award via waivers, the club is allowed up to one hour after notification of the award to take appropriate action.

(3) "Time" referred to in subsection (2) above shall always be 4:00 p.m., New York time, unless superseded by other provisions of this Constitution and Bylaws.

(D) Whenever a claiming club is to be awarded a player on the day of a preseason or regular season game for which it is scheduled, the award shall not be made until 4:00 p.m., New York time, on the next day of business following the game.

Submitted by Competition Committee

Effect: A player assigned via waivers must count on the assignee club's Active List for one business day.

Reason: Two-day requirement is obsolete.

VOTE

DISPOSITION

For _____

Adopted

Against _____

Rejected

Abstain _____

Tabled

Absent _____

Withdrawn

2013 BYLAW PROPOSAL NO. 2

Amend Article XII, Section 12.3 of the Constitution and Bylaws to read (new language underlined, deleted language struck through):

- (E) (1) If a player reports to the club at its preseason training camp and is, in the opinion of the club physician, physically unable to perform his services as a player, the club will have the following options:
 - (a) Place the player on waivers with the designation “Failed Physical;”
or
 - (b) Place him in the category of Active/Physically Unable to Perform. Players in this status count on the Active List and are allowed to attend meetings and undergo non-contact rehabilitative workouts up to the time of the second roster reduction in the preseason, at which time the club must either request waivers on the player as “Failed Physical,” place him on Reserve/Physically Unable to Perform [see (c) below], trade the player, or continue to count him on the Active List. If the player continues to count on the Active List, he will be considered to have passed the club’s physical examination. Any player in the status of Active/Physically Unable to Perform who appears in contact work during practice or any preseason game will be subject to all rules applicable to players who have passed the club’s physical examination; or
 - (c) Place him in the category of Reserve/Physically Unable to Perform. The following rules apply:
 - (i) Upon receiving notification that the player has been placed on Reserve/Physically Unable to Perform, the League office will arrange to send the player to a neutral physician appointed by the Commissioner;
 - (ii) Players on Reserve/Physically Unable to Perform are ineligible for all games of the club and for all practice sessions, subject to the conditional practice described below. All players on Reserve/Physically Unable to Perform may attend meetings;

- (iii) Commencing the day after the club's sixth regular season game (including any bye week), and continuing through the day after the club's ~~ninth~~ eleventh regular season game (including any bye week), clubs are permitted to begin practicing players on Reserve/Physically Unable to Perform for a period not to exceed 21 days. At any time during the 21-day practice period or not later than 4:00 p.m., New York time, on the day after the conclusion of the 21-day period, clubs are permitted to restore such players to their Active/Inactive list;
 - (iv) A club may at any time of the season request waivers on a player who is on Reserve/Physically Unable to Perform, provided, however, that if the player has not yet passed the club's physical examination, the waiver request will be marked "Failed Physical." Further, such player on waivers cannot return in the same season to the club which requested waivers;
 - (v) If the player is not restored to the Active/Inactive List by 4:00 p.m., New York time, on the day after the conclusion of the 21-day period and the club elects to continue to carry the player on Reserve/Physically Unable to Perform, the player shall not be permitted to practice during the remainder of the season, including the postseason;
 - (vi) Players on Reserve/Physically Unable to Perform shall not be traded;
 - (vii) Clubs are required to notify the League office on the first day of the 21-day practice period, which information shall be promulgated to clubs on that day's personnel notice.
- (2) No club will be permitted to use any of the procedures of Physically Unable to Perform unless it reports to the League office at the time physical examinations are given that the involved player has failed his physical.
- (3) If a player reports to a club at its preseason training camp and passes the club's physical, then later suffers an injury unrelated to football, the club may place him on Reserve as Non-Football Injury or Illness (N-F/I). Such a player may not play or practice with that club for the remainder of the season, including postseason, under any circumstances. Players on Reserve/N-F/I shall not be traded. If

suspended or placed on Reserve/N-F/I, players shall not be entitled to compensation.

- (4) The club may also use the designation N-F/I for a player who fails the training camp physical, but said player will be governed by the provisions of 12.3(E)(1). Player shall not be entitled to compensation.

Submitted by Competition Committee

Effect: Expands the window during which players on Reserve/Physically Unable to Perform may begin practice.

Reason: Provides more roster flexibility.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2013 BYLAW PROPOSAL NO. 3

For one year only, amend Article XVII, Section 17.1(F) of the Constitution and Bylaws to read (new language underlined, deleted language struck through):

Cutdowns and Player Limits

17.1 (F) Subject to the provisions of Section 17.3 of this Article, clubs will be required to reduce their Active Lists to 75 players by 4:00 p.m., New York time, on the ~~Tuesday~~ Monday after the third preseason weekend and to 53 players by ~~6:00~~ 9:00 p.m., New York time, on the ~~Saturday~~ Friday of the fourth preseason weekend. The claiming deadline period for players on waivers at the final cutdown shall be 12 noon, New York time, on the following day (~~Sunday~~ Saturday).

Submitted by Competition Committee

Effect: For one year only, allows the two teams playing a Wednesday Kickoff game to begin their practice week with a full squad on Saturday, affording them the ability to properly prepare for their game.

Reason: Adjusts the dates for roster reductions to coincide with a possible change in date of the opening week Kickoff game from Thursday to Wednesday.

VOTE

DISPOSITION

For _____

Adopted

Against _____

Rejected

Abstain _____

Tabled

Absent _____

Withdrawn