

TEAM BOXES

Massachusetts has decided they are **NOT** going to allow this. Team Boxes stay 25-25.

GAME BALLS

No real change then what we have been doing already, this just clears up the language that stated only the R can change out the ball. This does not change the fact that **a team cannot bring in a kicking ball for kicks.**

JERSEY NUMBERS

The single digit 0 is now a legal jersey number. 00 remains an illegal jersey number in addition to any 2-digit number that begins with 0 such as 01, 02, 03, etc. This change does not change our eligibility rules other than a player who is wearing 0 would be an eligible receiver if he/she also meets the correct position/alignment requirement.

CHOP BLOCK

The definition of a chop block has now changed. It is a combination block by two or more teammates against an opponent other than a runner, with or without delay, where one of the blocks is low (**below the waist**) and one of the blocks is high (above the waist). The change in this definition is the location of the contact by each player. Previous rule noted that the low block needed to be below the Knee. This is no consistent with the block below the waist requirement.

GAME CLOCK OPTION

This was a rule in the past, but that rule stated the offending team had the option to start the clock on the snap on an accepted penalty. This rule change now gives the same option even if the penalty is declined. So now, if the foul occurs **inside** the 2 minute mark and the game clock is supposed to start on the ready, the offended team has this option **even if the penalty is declined**. This rule does not give the offended team to start the clock on the ready if it is supposed to start on the snap.

PLAY CLOCK

Previously we set the play clock to 40 instead of 25 when there was a **defensive medical/injury** stoppage or a **defensive equipment issue** to avoid the possibility that the defense gained a play clock time advantage. We now need to add one more situation to set the play clock to 40 instead of 25. If the **defensive team is the only team to commit a foul**, we will set the play clock to 40 instead of 25.

INTENTIONAL GROUNDING

This change will now allow **the passer** to legally throw a forward pass away and avoid a foul for intentional grounding if and only if that player is or has been outside the **lateral boundary** of the free-blocking zone that existed at the snap AND the pass reaches the neutral zone or beyond including out of bounds. If both conditions are met, it is simply treated as an incomplete pass. Note the rule states PASSER, not player who took the snap.