

## 2024 NCAA Rules Passed & UIL Accepted As Written

- **Horse-Collar Tackle (Rule 9-1-15)** - For player safety, Horse-collar tackles that occur within the tackle box will be penalized as a 15-yard personal foul penalty. Currently, a horse-collar tackle within the tackle box is not a foul.

**This rule change WILL be applicable as written to the UIL game.**

- **Prohibited Field Equipment – (Rule 1-4-11)** - Editorial changes to a broad number of issues were made within Rule 1-4 11. (\* indicates experimental rule from the previous season)
  - \* Only head coaches may be interviewed in the intermission between the first and second periods, during the halftime intermission, and during the intermission between the third and fourth periods. The head coach interviews between the first and second periods and the third and fourth periods may not occur during live action and must occur during a regularly scheduled broadcast timeout. The broadcast timeout may not be extended to accommodate the interview. The location of the interview shall be just outside the team area.
  - \* After a change of possession or timeout, one camera is permitted from the television broadcast onto the playing enclosure for the purpose of capturing team personnel entering the field of play. The broadcast camera is not permitted to enter the team area or team huddle and must exit the field of play when players enter the huddle or line up in a formation. The broadcast camera is restricted to the area outside the hash marks.
  - \* Following a Touchdown, one camera is permitted from the television broadcast into the end zone for the purpose of capturing team personnel reaction. The camera must immediately exit the end zone and field of play when the ball is ready for play for the Try Down. Institutional videographers may be in the team area as a part of that institution's 50 credentialed individuals. This video may not be used during any live broadcast or digital stream of the game. (The previous rule limited the number of Institutional Videographers to one.) Institutional ball personnel are prohibited from wearing smart watches or any communications technology while on the opponent's sideline.

**Editorial change that WILL apply to UIL games as written.**

## 2024 NCAA Rules Passed & UIL Modified

- **Tablets for In-game Video (Rule 1-4-11-a, Exception 3)** - Standard Tablets for in-game video only is permissive in 2024 for all football playing subdivisions.

**As written, this proposal/rule change WILL NOT be applicable to the UIL game.**

**The UIL will replace this proposal with its own technology rule/exception. The basic premise of the UIL rule is to allow technology in the coach's booths and locker rooms, but not on the sideline.**

**Below is the UIL technology rule/exception:**

***Teams are allowed to use video & data technology (computers, tablets, I-Pads, smart phones, etc) during the game and during half time intermission. The use of the technology is limited to the coaching booths and locker rooms – no sideline or team area use is allowed during the game. The game officials will not be responsible for enforcement of restricted sideline use, but the officials are expected to report any known***

*or suspected violation of this rule in their game report to the UIL. In addition, if any team personnel engages an official with any video technology to show or review a play or game action, an automatic Unsportsmanlike Conduct foul will result.*

*NOTE: NO technology is allowed on the sideline or in the team area. Violations will follow UIL protocols of being sent to the DEC, with the possibility of game forfeiture*

- **Replay – Halftime Intermission (Rule 3-2-1-b)** - At the end of the first half, after the teams have left the field and the Referee has cleared the final play with the on-field crew and the instant replay official, and there is no coach challenge, the Referee will declare the half final. After the half is declared final, there can be no additional replay reviews from the previous play (Exception: For games in which Instant Replay is not used, a halftime Targeting video review as outlined in the Penalty section of Rule 9-1-3 & 9-1-4 may be completed).

**This rule WILL apply to UIL games with the following note added:**

*(Note - although this rule references NCAA Replay and NCAA Replay procedures, the basic principle of the rule applies to the UIL game, i.e., once a half is declared ended, rule decisions are final – as also stated in Rule 5-2-9).*

## **2024 UIL Rule Exception #52 – Revised**

- UIL RULE - PERSONAL FOUL ON FIELD GOALS AND TRY ATTEMPTS (Additional rule applicable to UIL games only)

**If Team A is in a formation to attempt a place kick (field goal or try), it is illegal for a defensive player who is not in a three or four point stance and aligned in a stationary position within one yard of his line of scrimmage when the ball was snapped, to run forward after the snap and initiate contact (indicated by forward movement of the defensive player) with an offensive player. Incidental or slight contact should be ignored. Exception: There is no foul if, prior to the defensive contact, the snap is muffed or fumbled, or it is obvious there will be no place kick attempt. (Note: This rule is not intended to prevent a defensive player from pursuing a runner or loose ball during a fake or broken play)**

**PENALTY – Personal Foul, 15 yards and automatic first down. [S38]**

## **2024 NCAA Rules Passed - UIL Exception Taken and Will NOT Apply**

- **Coach to Player Communications (Rule 1-4-11-b, Exception)** - Coach to player communications through the helmet is permissive in 2024 for the Football Bowl Subdivision (FBS) based on the following guidelines:
  - Only 1 player may be on the field per team at a time with radio receiving capability and the player must be identified by an unbranded green dot on the back midline of the helmet.
  - Coach to player communications will be cut off when the play clock reaches 15 seconds or at the snap, whichever comes first. When the play clock is reset to 25/40, the communications will be turned back on.
  - If more than 1 green dot helmet is detected on the field by the game officials, the result is a live ball 5-yard equipment violation penalty, and this penalty initiates a conference review.
  - A conference may develop a policy to provide guidance in handling situations

dealing with communications failure.

-Back Judge mechanics will be developed dealing with an in stadium play clock failure and Rule 3-2-2-f, starting of the play clock when the game clock is less than 40/25 will be modified.

**This proposal/rule change WILL NOT be applicable to the UIL game.**

- **Wearable Technologies** - The committee had a thorough discussion of wearable technologies. The committee invites non FBS conferences that are interested in wearable technologies to submit an experimental proposal to the committee.  
**As written, this is not a rule change proposal, but rather an invitation to non FBS conferences to submit proposals for the use of wearable technology. Because this is not a rule change proposal, this statement requires no action related to UIL Exceptions. There was a lengthy discussion and suggestion that if anyone has an interest in wearable technology, it should be submitted to the Coach's Association and/or the UIL for further discussion.**
- **Two-Minute Timeout (Rule 3-3-5)** - When the game clock is running and the ball is not live, the Referee shall stop the clock with exactly two minutes remaining in the second and fourth quarters for a Two-Minute Timeout. If the ball is live when the game clock reaches two minutes in the second and fourth quarters, the play will continue, and the Referee shall stop the clock when the ball is subsequently declared dead for a Two Minute Timeout. The radio / TV broadcast partner will hold back at least 1 media timeout to coincide with the Two-Minute Timeout. If there is no media timeout partner in the game, the timeout shall be one minute plus the five-second referee notification and the 25-second play clock interval. This change will synchronize all in-game timing rule changes to be effective following the Two-Minute Timeout including the first down timing rules, runs, fumbles and backward passes out of bounds, Rule 3-4-3-b penalty enforcement and all 10-Second Runoff situations.  
**This proposal/rule change WILL NOT be applicable to the UIL game. We will continue to use our current clock rules as they pertain to stopping & starting the clock under two minutes of each half, and we will continue using under one minute of each half as the timing mark for potential 10 second runoffs.**
- **First Down Timing Rules (Rule 3-3-2-e-1)** - After a year of review, Division III committee members decided to adopt the timing rules where the game clock will continue to run when a first down is gained in bounds. The game clock will be stopped subsequent to the Two-Minute Timeout in each half. Divisions I and II institutions utilized this timing rule last season.  
**This is not a proposal of a rule change, but rather a statement of fact that the Division III NCAA football colleges will use the existing Rule 3-3-2-e-1 as do the other NCAA Divisions. This statement requires no UIL Committee action - we will continue to use our exception to Rule 3-3-2-e-1 as it pertains to stopping the clock when Team A is awarded a first down.**
- **Collaborative Replay (Rule 12-4-3)** - Conferences are now allowed the option of implementing a Collaborative Instant Replay review system. Currently, this is an experimental rule. A collaborative decision-making model during instant replay reviews that is in full compliance with Rule 12 and follows the Collaborative Replay Officiating Standards is not limited to the press box of a stadium (Part II Officiating Standards, Section 16).  
**This is not a rule change proposal, but rather a change from an experimental rule in replay, to a permanent rule in replay that allows the use of collaborative replay. This does not apply to UIL games as we have our own Rule 12 Replay Rule. There was a discussion concerning the possibility of an on-field replay system within the next few years for select UIL games; this**

would be for games in addition to the state championship games where booth replay is currently being used.

## 2024 NCAA Rules That Did Not Pass

- **Uniforms – Mandatory and Illegal Equipment Enforcement (Rule 1-4-8-b)** - In recent years, the committee has expressed concerns about the look of player's uniforms, specifically pants. The committee is proposing a stronger enforcement structure for clear violations of the rule. If an official discovers illegal equipment, or if a player is not wearing mandatory equipment, the player must leave the game for at least one down and is not allowed to return until the equipment is made legal. On the 1<sup>st</sup> occurrence, the official will throw the flag and in addition to the player leaving the game, the head coach will receive a warning. On any subsequent uniform violation by a member of that team, the official throws the flag, the player must leave the game, and a timeout is charged to the team. If a team has exhausted their timeouts, a delay of game penalty will be assessed. The player may be allowed to return without missing a down if the team takes a charged team timeout, but in any event the player may not play with illegal equipment or without mandatory equipment. **This proposal/rule change was not passed by the NCAA; the rule will remain the same as it was for 2023 for both the NCAA and the UIL.**