

## **2017 Playing Rules Proposals**

1. By Philadelphia; Gives additional protections for long snappers on kick plays.
2. By Philadelphia; Prohibits the “leaper” block attempt on field goal and extra point plays.
3. By Philadelphia; Expands the “crown of helmet” foul to include “hairline” part of helmet.
4. By Philadelphia; Amends the challenge system by granting a third challenge if a club is successful on at least one of its initial two challenges, and expands reviewable plays outside of two minutes of each half.
5. By Washington; Eliminates the limit of three total challenges per team per game and eliminates the requirement that a team be successful on each of its first two challenges in order to be awarded a third challenge.
6. By Washington; Moves the line of scrimmage to the 20-yard line for any touchback where the free kick travels through the uprights.
7. By Buffalo and Seattle; Permits a coach to challenge any officials’ decision except scoring plays and turnovers.
8. By Competition Committee; Makes permanent the rule that disqualifies a player who is penalized twice in one game for certain types of unsportsmanlike conduct fouls.
9. By Competition Committee; Changes the spot of the next snap after a touchback resulting from a free kick to the 25-yard line for one year only.
10. By Competition Committee; Reduces the length of preseason and regular season overtime periods to 10 minutes.
11. By Competition Committee; Gives a receiver running a pass route defenseless player protection.
12. By Competition Committee; Makes crackback blocks prohibited by a backfield player who is in motion, even if he is not more than two yards outside the tackle when the ball is snapped.
13. By Competition Committee; Replaces the sideline replay monitor with a hand-held device and authorizes designated members of the Officiating department to make the final decision on replay reviews.
14. By Competition Committee; Makes it Unsportsmanlike Conduct to commit multiple fouls during the same down designed to manipulate the game clock.
15. By Competition Committee; Makes actions to conserve time illegal after the two-minute warning of either half.

## 2017 PLAYING RULE PROPOSAL NO. 1

Amend Rule 12, Section 2, Article 6 (Unnecessary Roughness, pg. 51) and Article 7 (a)(11) (Players in a Defenseless Posture, pg. 51) to read (new language underlined, deleted language struck through):

**ARTICLE 6. UNNECESSARY ROUGHNESS.** There shall be no unnecessary roughness. This shall include, but will not be limited to:

- a) using the foot or any part of the leg to strike an opponent with a whipping motion (leg whip);
- b) forcibly contacting a runner when he is out of bounds;

*Note: Defensive players must make an effort to avoid contact. Players on defense are responsible for knowing when a runner has crossed the boundary line, except in doubtful cases where he might step on a boundary line and continue parallel with it.*

- c) a player of the receiving team who has gone out of bounds and blocks a kicking team player out of bounds during the kick. If this occurs on a kick from scrimmage, post-possession rules will apply if appropriate (9-5-1);
- d) running, diving into, or throwing the body against or on a runner whose forward progress has been stopped, who has slid feet first, or who has declared himself down by going to the ground untouched and has made no attempt to advance (see 7-2-1-a, d);
- e) running, diving into, or throwing the body against or on any player on the ground either before or after the ball is dead;
- f) throwing the runner to the ground after the ball is dead;
- g) unnecessarily running, diving into, cutting, or throwing the body against or on a player who (1) is out of the play or (2) should not have reasonably anticipated such contact by an opponent, before or after the ball is dead;
- h) a kicker/punter, who is standing still or fading backward after the ball has been kicked, is out of the play and must not be unnecessarily contacted by the receiving team through the end of the down or until he assumes a distinctly defensive position. However, a kicker/punter is a defenseless player through the conclusion of the down (see 12-2-7-7);
- i) When a team is in scrimmage kick formation, a defensive player may not initiate contact with the snapper until one second has elapsed after the snap;
- ⇒ j) using any part of a player's helmet or facemask to butt, spear, or ram an opponent violently or unnecessarily; or

⌋ k) grabbing a helmet opening of an opponent and forcibly twisting, turning, or pulling his head.

**Penalty: For unnecessary roughness: Loss of 15 yards. The player may be disqualified if the action is judged by the official(s) to be flagrant. If the foul is by the defense, it is also an automatic first down.**

*Note: When in question about a roughness call or potentially dangerous tactics, the covering official(s) should always call unnecessary roughness.*

**ARTICLE 7. PLAYERS IN A DEFENSELESS POSTURE.** It is a foul if a player initiates unnecessary contact against a player who is in a defenseless posture.

(a) Players in a defenseless posture are:

(11) The offensive player who attempts a snap during a Field Goal attempt or a Try Kick

(Also see Article 6(i) for additional restrictions against a snapper).

Submitted by Philadelphia

*Effect:* Provides additional protections for snappers.

*Reason:* Player safety.

	<u><b>VOTE</b></u>	<u><b>DISPOSITION</b></u>
For	_____	• Adopted
Against	_____	• Rejected
Abstain	_____	• Tabled
Absent	_____	• Withdrawn

**2017 PLAYING RULE PROPOSAL NO. 2**

Amend Rule 12, Section 3, Article 1 (s) (Unsportsmanlike Conduct, pgs. 54-55) to read (deleted language struck through):

**ARTICLE 1. PROHIBITED ACTS.** There shall be no unsportsmanlike conduct. This applies to any act which is contrary to the generally understood principles of sportsmanship. Such acts specifically include, among others:

- (s) Running forward and leaping in an obvious attempt to block a field goal or Try Kick ~~and landing on players~~, unless the leaping player was originally lined up on the line of scrimmage when the ball was snapped.

Submitted by Philadelphia

*Effect:* Bans the “leap” block on field goal and extra point plays.

*Reason:* Player safety.

	<u><b>VOTE</b></u>	<u><b>DISPOSITION</b></u>
For	_____	• Adopted
Against	_____	• Rejected
Abstain	_____	• Tabled
Absent	_____	• Withdrawn

**2017 PLAYING RULE PROPOSAL NO. 3**

Amend Rule 12, Section 2, Article 8 (Initiating Contact with the Crown of the Helmet, pg. 52) to read (new language underlined):

**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). Lowering the head and making forcible contact with the crown or “hairline” parts of the helmet against any part of an opponent shall be considered a foul even if the initiating player’s head moves after initial contact and the majority of contact occurs with the side or front of the helmet. 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 Philadelphia

*Effect:* Expands restriction for contact with helmet by runners and tacklers.

*Reason:* Player safety.

	<u><b>VOTE</b></u>	<u><b>DISPOSITION</b></u>
For	_____	• Adopted
Against	_____	• Rejected
Abstain	_____	• Tabled
Absent	_____	• Withdrawn

## 2017 PLAYING RULE PROPOSAL NO. 4

Amend Rule 15, Section 2, Articles 1, 4, and 5 and add new Article 3 (Instant Replay, pgs. 65-66) (new language underlined, deleted language struck through):

### **SECTION 2 INSTANT REPLAY**

The League will employ a system of Instant Replay Review to aid officiating 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. 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. A challenge will only be restored if a team is successful on ~~both~~ at least one 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 any reviewable play identified ~~in Article 5~~ below, except when the on-field ruling is:

- (a) a score for either team;
- (b) an interception;
- (c) a fumble or backward pass that is recovered by an opponent or goes out of bounds through an opponent's end zone; or
- (d) a muffed scrimmage kick recovered by the kicking team.

A team may not challenge a reviewable play:

- (a) after the two-minute warning of each half;
- (b) throughout any overtime period;
- (c) after committing a foul that delays the next snap; and (d) after exhausting all of its challenges or timeouts.

If a team initiates a challenge when it is not permitted to do so, it will be charged a timeout.

With regard to Coaches' Challenges, the Replay System will cover all play situations except plays involving fouls called or not called for the following penalties:

- (a) Offensive or Defensive Holding.
- (b) Offensive or Defensive Pass Interference.
- (c) Illegal Contact.
- (d) Unsportsmanlike conduct.

**Penalty: For initiating a challenge when a team has exhausted its timeouts:  
Loss of 15 yards.**

**ARTICLE 2. REPLAY OFFICIAL'S REQUEST FOR REVIEW.** A Replay Review will be initiated by a Replay Official from a Replay Booth comparable to the location of the coaches' booth or Press Box when the on-field ruling is:

- (a) a score for either team;
- (b) an interception;
- (c) a fumble or backward pass that is recovered by an opponent or goes out of bounds through an opponent's end zone;
- (d) a muffed scrimmage kick recovered by the kicking team; (e) after the two minute warning of each half; and (f) throughout any overtime period.

There is no limit to the number of Replay Reviews that may be initiated by the Replay Official. The Replay Official's 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. The Replay Official must initiate a review before the ball is next legally put in play.

The Replay Official and designated members of the Officiating department at the League office may consult with the on-field officials to provide information on the correct application of playing rules, including appropriate assessment of penalty yardage, proper down, and status of the game clock.

**ARTICLE 3. REPLAY OFFICIAL'S REQUEST FOR REVIEW UNDER TWO MINUTES IN EACH HALF OR OVERTIME.** When the on-field ruling is after the two minute warning of each half and/or throughout any overtime period, a Replay Review may be initiated by the Replay Official, subject to the following restrictions:

The following play situations are not reviewable:

- (a) Fouls, except for Article 3 (j) below.
- (b) Spot of the ball and runner:
  - (1) Runner ruled down by defensive contact or out of bounds (not involving fumbles or the line to gain).
  - (2) The position of the ball not relating to first down or goal line.
  - (3) Whether a runner's forward progress was stopped before he went out of bounds or lost possession of the ball.
  - (4) Whether a runner gave himself up.
- (c) Miscellaneous:
  - (1) Field Goal or Try attempts that cross above either upright without touching anything.
  - (2) Erroneous whistle.
  - (3) Spot where an airborne ball crossed the sideline.
  - (4) Whether a player was blocked into a loose ball.
  - (5) Advance by a player after a valid or invalid fair catch signal.
  - (6) Whether a player created the impetus that put the ball into an end zone.

The following play situations are reviewable by the Replay Official under two minutes in each half and/or throughout any overtime period:

- (d) Plays involving possession.
- (e) Plays involving touching of either the ball or the ground.
- (f) Plays governed by the goal line.
- (g) Plays governed by the boundary lines.
- (h) Plays governed by the line of scrimmage.
- (i) Plays governed by the line to gain.
- (j) Number of players on the field at the snap, even when a foul is not called.
- (k) Game administration:
  - (1) Penalty enforcement.
  - (2) Proper down.
  - (3) Spot of a foul.
  - (4) Status of the game clock.

**ARTICLE 3 4. REVIEWS BY REFEREE.** All Replay Reviews will be conducted by the Referee on a field-level monitor after consultation with the covering official(s). During the review, the Referee will consult with designated members of the Officiating department at the League office. A decision will be reversed only when the Referee has *clear and obvious visual evidence* available that warrants the change.

Each review will be a maximum of 60 seconds in length, timed from when the Referee begins review of the replay at the field-level monitor.

All reviewable aspects of the play may be examined and are subject to reversal, even if not identified in a coach's challenge or if not the specific reason for a Replay Official's request for review.

**ARTICLE 4. NON-REVIEWABLE PLAYS.** The following play situations are not reviewable:

- ~~(a) Fouls, except for Article 5 (g) below.~~
- ~~(b) Spot of the ball and runner:
  - ~~(1) Runner ruled down by defensive contact or out of bounds (not involving fumbles or the line to gain).~~
  - ~~(2) The position of the ball not relating to first down or goal line.~~
  - ~~(3) Whether a runner's forward progress was stopped before he went out of bounds or lost possession of the ball.~~
  - ~~(4) Whether a runner gave himself up.~~~~
- ~~(c) Miscellaneous:
  - ~~(1) Field Goal or Try attempts that cross above either upright without touching anything.~~
  - ~~(2) Erroneous whistle.~~
  - ~~(3) Spot where an airborne ball crossed the sideline.~~
  - ~~(4) Whether a player was blocked into a loose ball.~~
  - ~~(5) Advance by a player after a valid or invalid fair catch signal.~~
  - ~~(6) Whether a player created the impetus that put the ball into an end zone.~~~~

**ARTICLE 5. REVIEWABLE PLAYS.** The Replay System will cover the following play situations:

- ~~(a) Plays involving possession.~~
- ~~(b) Plays involving touching of either the ball or the ground.~~
- ~~(c) Plays governed by the goal line.~~
- ~~(d) Plays governed by the boundary lines.~~
- ~~(e) Plays governed by the line of scrimmage.~~
- ~~(f) Plays governed by the line to gain.~~
- ~~(g) Number of players on the field at the snap, even when a foul is not called.~~
- ~~(h) Game administration:
  - ~~(1) Penalty enforcement.~~
  - ~~(2) Proper down.~~
  - ~~(3) Spot of a foul.~~
  - ~~(4) Status of the game clock.~~~~

Submitted by

Philadelphia

*Effect:* Amends the challenge system by granting a third challenge if a club is successful on at least one of its initial two challenges, and expands reviewable plays outside of two minutes of each half.

*Reason:* Provides coaches with a greater opportunity to correct subjective officiating errors, but excludes those fouls that have a minimal opportunity for reversal.

**VOTE**

**DISPOSITION**

For \_\_\_\_\_

• Adopted

Against \_\_\_\_\_

• Rejected

Abstain \_\_\_\_\_

• Tabled

Absent \_\_\_\_\_

• Withdrawn

**2017 PLAYING RULE PROPOSAL NO. 5**

Amend Rule 15, Section 2, Article 1 (Instant Replay, pg. 65) to read (new language underlined, deleted language struck through):

**ARTICLE 1. COACHES' CHALLENGE.** In each game, a team will be permitted two challenges that will initiate Instant Replay reviews. 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. A challenge will ~~only~~ be restored if a team's challenge 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.~~ For clarity, a team will be permitted an unlimited number of challenges so long as its challenges are successful.

Submitted by Washington

*Effect:* Eliminates the requirement that a team be successful on each of its first two Instant Reply challenges in order to be awarded a third challenge. Eliminates the limit of three total challenges per team per game.

*Reason:* Competitive fairness and integrity of the game.

<u><b>VOTE</b></u>	<u><b>DISPOSITION</b></u>
For _____	• Adopted
Against _____	• Rejected
Abstain _____	• Tabled
Absent _____	• Withdrawn

**2017 PLAYING RULE PROPOSAL NO. 6**

Amend Rule 11, Section 6, Article 3 (Touchback, pgs. 46-47) to read (new language underlined, deleted language struck through):

**ARTICLE 3. BALL NEXT IN PLAY.** After a touchback, the team that has been awarded the touchback next snaps the ball at its 20-yard line from any point on or between the inbound lines, unless the touchback results from a free kick that did not travel through the uprights without touching the ground, in which case the ball shall be placed at the team's 25-yard line.

Submitted by Washington

*Effect:* Moves line of scrimmage to the 20-yard line for any touchback where the free kick travels through the uprights.

*Reason:* Player safety.

	<u><b>VOTE</b></u>	<u><b>DISPOSITION</b></u>
For	_____	• Adopted
Against	_____	• Rejected
Abstain	_____	• Tabled
Absent	_____	• Withdrawn

## 2017 PLAYING RULE PROPOSAL NO. 7

Amend Rule 15, Section 2, Articles 1, 4, and 5 (Coaches' Challenge, pgs. 65-66) to read (new language underlined, deleted language struck through):

**ARTICLE 1 COACHES' CHALLENGE.** In each game, a team will be permitted two challenges that will initiate Instant Replay reviews. 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 unsuccessful challenge will ~~require~~ result in the use loss of a team timeout. ~~If a challenge is upheld, the timeout will be restored.~~ 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 any ~~reviewable~~ play ~~identified in Article 5 below~~, except when the on-field ruling is: (a) a score for either team;

- (b) an interception;
- (c) a fumble or backward pass that is recovered by an opponent or goes out of bounds through an opponent's end zone; or
- (d) a muffed scrimmage kick recovered by the kicking team.

A team may not challenge a ~~reviewable~~ play:

- ~~(a) after the two-minute warning of each half;~~
- ~~(b) throughout any overtime period;~~
- ~~(c)~~ (a) after committing a foul that delays the next snap; and ~~(d)~~ (b) after exhausting all of its challenges or timeouts.

If a team initiates a challenge when it is not permitted to do so, it will be charged a timeout.

**Penalty: For initiating a challenge when a team has exhausted its timeouts:  
Loss of 15 yards.**

**ARTICLE 2. REPLAY OFFICIAL'S REQUEST FOR REVIEW.** A Replay Review will be initiated by a Replay Official from a Replay Booth comparable to the location of the coaches' booth or Press Box when the on-field ruling is:

- (a) a score for either team;
- (b) an interception;

- (c) a fumble or backward pass that is recovered by an opponent or goes out of bounds through an opponent's end zone;
- (d) a muffed scrimmage kick recovered by the kicking team;
- (e) after the two minute warning of each half; and (f) throughout any overtime period.

There is no limit to the number of Replay Reviews that may be initiated by the Replay Official. The Replay Official's 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. The Replay Official must initiate a review before the ball is next legally put in play.

The Replay Official and designated members of the Officiating department at the League office may consult with the on-field officials to provide information on the correct application of playing rules, including appropriate assessment of penalty yardage, proper down, and status of the game clock.

**ARTICLE 3. REVIEWS BY REFEREE.** All Replay Reviews will be conducted by the Referee on a field-level monitor after consultation with the covering official(s). During the review, the Referee will consult with designated members of the Officiating department at the League office. A decision will be reversed only when the Referee has *clear and obvious visual evidence* available that warrants the change.

Each review will be a maximum of 60 seconds in length, timed from when the Referee begins review of the replay at the field-level monitor.

All reviewable aspects of the play may be examined and are subject to reversal, even if not identified in a coach's challenge or if not the specific reason for a Replay Official's request for review.

**ARTICLE 4. NON-REVIEWABLE PLAYS.** The following play situations are not reviewable by the Replay Official:

- (a) Fouls, except for Article 5 (g) below.
- (b) Spot of the ball and runner:
  - (1) Runner ruled down by defensive contact or out of bounds (not involving fumbles or the line to gain).
  - (2) The position of the ball not relating to first down or goal line.
  - (3) Whether a runner's forward progress was stopped before he went out of bounds or lost possession of the ball. (4) Whether a runner gave himself up.

- (c) Miscellaneous:
- (1) Field Goal or Try attempts that cross above either upright without touching anything.
  - (2) Erroneous whistle.
  - (3) Spot where an airborne ball crossed the sideline.
  - (4) Whether a player was blocked into a loose ball.
  - (5) Advance by a player after a valid or invalid fair catch signal.
  - (6) Whether a player created the impetus that put the ball into an end zone.

**ARTICLE 5. REVIEWABLE PLAYS.** ~~The Replay System will cover the following play situations:~~ The following play situations are reviewable by the Replay Official:

- (a) Plays involving possession.
- (b) Plays involving touching of either the ball or the ground.
- (c) Plays governed by the goal line.
- (d) Plays governed by the boundary lines.
- (e) Plays governed by the line of scrimmage.
- (f) Plays governed by the line to gain.
- (g) Number of players on the field at the snap, even when a foul is not called.
- (h) Game administration:
  - (1) Penalty enforcement.
  - (2) Proper down.
  - (3) Spot of a foul.
  - (4) Status of the game clock.

Submitted by Buffalo and Seattle

*Effect:* Permits a coach to challenge any officials' decision except scoring plays and turnovers. The change will also simplify the replay rules.

*Reason:* Allows for more extensive use of Instant Replay system.

<u><b>VOTE</b></u>	<u><b>DISPOSITION</b></u>
For _____	• Adopted
Against _____	• Rejected
Abstain _____	• Tabled
Absent _____	• Withdrawn

## 2017 PLAYING RULE PROPOSAL NO. 8

Amend Rule 12 (Player Conduct, pgs. 55-56) to add a new Section 4 (new language underlined):

### **SECTION 4 AUTOMATIC DISQUALIFICATION**

**ARTICLE 1. MULTIPLE FOULS.** In addition to any penalty referenced elsewhere in the Official Playing Rules, a player will be automatically disqualified in the event that player is penalized twice in the same game for committing one of the unsportsmanlike conduct fouls listed below, or a combination of the fouls listed below:

- (a) Throwing a punch, or a forearm, or kicking at an opponent, even though no contact is made.
- (b) Using abusive, threatening, or insulting language or gestures to opponents, teammates, officials, or representatives of the League.
- (c) Using baiting or taunting acts or words that engender ill will between teams.

The player will be automatically disqualified regardless of whether the penalty is accepted or declined by the opponent. The fouls do not have to be judged by the official to be flagrant for the automatic disqualification to occur, and any foul that occurs during the pregame warm-up period will carry over into the game. Nothing in this section supersedes the Game Official's discretion to judge a foul to be flagrant and disqualify the player based on one occurrence.

Submitted by Competition Committee

*Effect:* Makes permanent the rule that disqualifies a player who is penalized twice in one game for certain types of unsportsmanlike conduct fouls.

*Reason:* Player safety and integrity of the game.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn

**2017 PLAYING RULE PROPOSAL NO. 9**

*For one year only*, amend Rule 11, Section 6, Article 3 (Touchback, pgs. 46-47) to read (new language underlined):

**ARTICLE 3. BALL NEXT IN PLAY.** After a touchback, the team that has been awarded a touchback next snaps the ball at its 20-yard line from any point on or between the inbound lines, unless the touchback results from a free kick, in which case the ball shall be placed at the team's 25-yard line.

Submitted by Competition Committee

*Effect:* For one year only, changes the spot of the next snap after a touchback resulting from a free kick to the 25-yard line.

*Reason:* Player safety.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn

**2017 PLAYING RULE PROPOSAL NO. 10**

Amend Rule 16, Section 1, Article 4 (Overtime in Preseason and Regular Season, pg. 67) to read (new language underlined, deleted language struck through):

**ARTICLE 4. OVERTIME IN PRESEASON AND REGULAR SEASON.** The following shall apply to overtime games in the preseason and regular season.

- (a) There shall be a maximum of one ~~15~~ 10-minute period, even if the second team has not had an opportunity to possess the ball or if its initial possession has not ended. If the score is tied at the end of the period, the game shall result in a tie.
- (b) Each team shall be entitled to two time outs, and if there is an excess time out, the usual rules shall apply (4-5). The general provisions for the fourth quarter of a game, including timing, shall apply.

Submitted by Competition Committee

*Effect:* Reduces the length of preseason and regular season overtime periods to 10 minutes.

*Reason:* Player safety.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn

## 2017 PLAYING RULE PROPOSAL NO. 11

Amend Rule 12, Section 2, Article 7 (Players in a Defenseless Posture, pg. 51) to read (new language underlined):

**ARTICLE 7. PLAYERS IN A DEFENSELESS POSTURE.** It is a foul if a player initiates unnecessary contact against a player who is in a defenseless posture.

(a) Players in a defenseless posture are:

(1) A player in the act of or just after throwing a pass (passing posture).

(2) A receiver running a pass route. If the receiver becomes a blocker or assumes a blocking posture, he is no longer a defenseless player.

~~(2)~~ (3) A receiver attempting to catch a pass who has not had time to clearly become a runner. If the player is capable of avoiding or warding off the impending contact of an opponent, he is no longer a defenseless player.

~~(3)~~ (4) The intended receiver of a pass in the action during and immediately following an interception or potential interception. If the player is capable of avoiding or warding off the impending contact of an opponent, he is no longer a defenseless player.

*Note: Violations of this provision will be enforced after the interception, and the intercepting team will maintain possession.*

~~(4)~~ (5) A runner already in the grasp of a tackler and whose forward progress has been stopped.

~~(5)~~ (6) A kickoff or punt returner attempting to field a kick in the air.

~~(6)~~ (7) A player on the ground.

~~(7)~~ (8) A kicker/punter during the kick or during the return (Also see Article 6-h) for additional restrictions against a kicker/punter).

~~(8)~~ (9) A quarterback at any time after a change of possession (Also see Article 9-f) for additional restrictions against a quarterback after a change of possession).

~~(9)~~ (10) A player who receives a “blindside” block when the path of the blocker is toward or parallel to his own end line.

~~(10)~~ (11) A player who is protected from an illegal crackback block (see Article 2).

~~(11)~~ (12) The offensive player who attempts a snap during a Field Goal attempt or a Try Kick.

Submitted by Competition Committee

*Effect:* Gives a receiver running a pass route defenseless player protection.

*Reason:* Player safety.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn

## 2017 PLAYING RULE PROPOSAL NO. 12

Amend Rule 12, Section 2, Article 2 (Illegal Crackback Block, pg. 50) to read (new language underlined, deleted language struck through):

**ARTICLE 2. ILLEGAL CRACKBACK BLOCK.** It is an Illegal Crackback Block if a defensive player is contacted below the waist within an area five yards on either side of the line of scrimmage, including within close-line play, by an offensive player who is moving toward the position from which the ball was snapped, ~~and~~ if:

- (1) the offensive player was in a set position and aligned more than two yards outside an offensive tackle (flexed) when the ball was snapped; or
- (2) the offensive player was in a backfield position and in motion when the ball was snapped ~~and moved to a position more than two yards outside an offensive tackle~~

*Notes:*

- (1) *If there is a broken play, significantly changing the original direction, the crackback block is legal. When the change in direction is the result of a designed play (reverse), the restriction remains in effect.*
- (2) *A player who is protected from a crackback block is also a defenseless player (see Article 7).*

**Penalty: For an Illegal crackback block: Loss of 15 yards.**

Submitted by Competition Committee

*Effect:* Crackback blocks are prohibited by a backfield player who is in motion, even if he is not more than two yards outside the tackle when the ball is snapped.

*Reason:* Player safety.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn

## 2017 PLAYING RULE PROPOSAL NO. 13

Amend Rule 15, Section 2, Article 3 (Reviews by Referee, pg. 65) to read (new language underlined, deleted language struck through):

**ARTICLE 3. REPLAY REVIEWS BY REFEREE.** All Replay Reviews will be conducted by ~~the Referee on a field level monitor after consultation with the covering official(s).~~ During the review, the Referee will consult with designated members of the Officiating department at the League office. ~~a designated member of the Officiating department at the League office.~~ During the review, the designee shall consult with the Referee, who will have access to a hand-held, field-level monitor. A decision will be reversed only when ~~the Referee has~~ there is *clear and obvious visual evidence* available that warrants the change. Prior to consulting with the Officiating department designee, the Referee will discuss the play with the covering official(s) to gather any information that may be pertinent to the review.

Each review will be a maximum of 60 seconds in length, timed from when the Referee ~~begins review of the replay at the field-level monitor~~ hand-held, field-level monitor is provided to the Referee.

All reviewable aspects of the play may be examined and are subject to reversal, even if not identified in a coach's challenge or if not the specific reason for a Replay Official's request for review.

Submitted by Competition Committee

*Effect:* Replaces the sideline replay monitor with a hand-held device and authorizes designated members of the Officiating department to make the final decision on replay reviews.

*Reason:* Greater efficiency and consistency in the replay process.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn

**2017 PLAYING RULE PROPOSAL NO. 14**

Amend Rule 12, Section 3, to add a new Article 3 (Intentional Fouls to Manipulate Game Clock, pg. 55) to read (new language underlined):

**ARTICLE 3. INTENTIONAL FOULS TO MANIPULATE GAME CLOCK.** A team may not commit multiple fouls during the same down in an attempt to manipulate the game clock.

**Penalty: For multiple fouls to run time off the game clock: Loss of 15 yards and the game clock will be reset to where it was at the snap. After the penalty is enforced the game clock will start on the next snap.**

The addition of a new Article 3 will cause subsequent articles to be re-numbered.

Submitted by Competition Committee

*Effect:* Makes it Unsportsmanlike Conduct to commit multiple fouls during the same down designed to manipulate the game clock.

*Reason:* Competitive fairness.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn

## 2017 PLAYING RULE PROPOSAL NO. 15

Amend Rule 4, Section 7, Articles 1, 2, and 4 (Actions to Conserve Time, pgs. 15-16) to read (new language underlined, deleted language struck through):

**ARTICLE 1. ILLEGAL ACTS.** A team is not permitted to conserve time ~~inside of one minute~~ after the two-minute warning of either half by committing any of these acts:

**ARTICLE 2. SUBSTITUTION VIOLATION ~~INSIDE ONE MINUTE~~ AFTER TWO-MINUTE WARNING.** ~~Inside one minute~~ After the two-minute warning of either half, if there is a violation of the substitution rule while the ball is dead and time is in, in addition to the applicable yardage penalty for illegal substitution, there will be a 10-second runoff pursuant to Article 1 above, unless it is obvious that the offensive team is not attempting to conserve time.

**ARTICLE 4. REPLAY REVIEW ~~INSIDE ONE MINUTE~~ AFTER TWO-MINUTE WARNING OF EITHER HALF.** If a replay review ~~inside of one minute~~ after the two-minute warning of either half results in the on-field ruling being reversed and the correct ruling would not have stopped the game clock, then the officials will run 10 seconds off the game clock before permitting the ball to be put in play on the ready-for-play signal. The defense cannot decline the runoff, but either team can use a remaining timeout to prevent it.

Submitted by Competition Committee

*Effect:* Makes actions to conserve time illegal after the two-minute warning of either half.

*Reason:* Greater consistency in application of timing rules.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn

## **2017 Bylaw Proposals**

1. By Washington; Amends Article XVII, Section 17.1 to eliminate the mandatory cutdown to 75 Active List players.
2. By Washington; Amends Article XVII, Section 17.14 to place a player who has suffered a concussion, and who has not been cleared to play, on the club's Exempt List, and be replaced by a player on the club's Practice Squad on a game-by-game basis until the player is cleared to play.
3. By Washington; Amends Article XIX, Sections 19.8(B) and 19.9(B) to permit clubs to opt out of the "color rush" jerseys created for Thursday Night Football.
4. By Competition Committee; Liberalizes rules for timing, testing, and administering physical examinations to draft-eligible players at a club's facility for one year only.
5. By Competition Committee; Changes the procedures for returning a player on Reserve/Physically Unable to Perform or Reserve/Non-Football Injury or Illness to the Active List to be similar to those for returning a player that was Designated for Return.
6. By Competition Committee; The League office will transmit a Personnel Notice to clubs on Sundays during training camp and preseason.

**2017 BYLAW PROPOSAL NO. 1**

Amend Article XVII, Section 17.1 (F) of the Constitution and Bylaws to read (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 after the third preseason weekend~~ and to 53 players by 6:00 p.m., New York time, on the Saturday of the fourth preseason weekend. (If there are no games scheduled on the Friday of the fourth preseason week, the roster reduction to 53 players will occur by 4:00 p.m., New York time, on that Saturday.) The claiming period for players on waivers at the final cutdown shall be 12 noon, New York time, on the following day (Sunday).

Submitted by Washington

*Effect:* Eliminates the mandatory cutdown to 75 Active List players.

*Reason:* Player development and player safety.

**VOTE**

**DISPOSITION**

For \_\_\_\_\_

• Adopted

Against \_\_\_\_\_

• Rejected

Abstain \_\_\_\_\_

• Tabled

Absent \_\_\_\_\_

• Withdrawn

## 2017 BYLAW PROPOSAL NO. 2

Amend Article XVII, Section 17.14 of the Constitution and Bylaws to read (new language underlined):

17.14 All players must be listed by the club on one of the following lists:

Active List

Reserve List

Exemption List **Exemption List**

(A) The Exemption List is a special player status available to clubs only in unusual circumstances. The List includes those players who have been declared by the Commissioner to be temporarily exempt from counting within the Active List limit. Any request for an Exemption must be sent to the Commissioner by NFLNet, e-mail, facsimile or other similar means of communication, and must include complete facts and reasons to support such request. Only the Commissioner has the authority to place a player on the Exemption List; clubs have no such authority. Except as provided in paragraphs (1) and (6) of this subsection (A), no exemption, regardless of circumstances, is automatic. The Commissioner also has the authority to determine in advance whether a player's time on the Exemption List will be finite or will continue until the Commissioner deems the exemption should be lifted and the player returned to the Active List. The following additional provisions govern the Exemption List:

(1) Clubs participating in the American Bowl games shall be granted roster exemptions for any international players signed for such game, provided that the exemption extends for no more than 10 days and expires at 4:00 p.m., New York time, on the first business day after the game.

(2) In no event will the Commissioner grant an exemption of more than two games in cases where a player fails to report to his club at the prescribed time. Whenever an exemption is granted in a case of late-reporting, it will be rescinded and the player added to the Active List as of 4:00 p.m., New York, on the last League business day before he

appears in playing uniform at a game of his club. A late-reporting player is defined as a player already under contract on his club's Active List or Reserve List or a player on his club's Reserve List as an unsigned draft choice or unsigned Veteran Free Agent who fails to report to his club at the prescribed time.

- (3) If a player who is eligible for a two-game roster exemption reports to camp prior to the time that a roster limit is in effect, the two-game maximum will be reduced by the number of games that the club has played since the player reported, provided that the club notifies the League office as soon as the player reports that it desires a roster exemption and provided that the player does not dress for or participate in a game.
- (4) If a player, after reporting, leaves his club without permission and the club is granted an exemption, such exemption will expire immediately upon the player's return to the club, unless the Commissioner deems it reasonable that the player is not in sufficient physical condition to return to regular participation.
- (5) It is permissible for a club to trade or request waivers on a player who is on the Exemption List. If such player is assigned to another club and the involved exemption is for a finite period of time, the assignee club will have available to it only the portion of the exemption which has not expired. If such player is assigned to another club and the involved exemption is not for a finite period of time, the player will immediately count on the assignee club's Active List unless the Commissioner deems it reasonable that the player is not in sufficient physical condition to begin or return to regular participation.
- (6) Any player who has suffered a concussion and as a result is designated "Out" on his club's official Game Status Report submitted two days prior to his club's next scheduled game will be placed automatically on the club's Exemption List.

Such a player will be noted as “Exemption List (Concussion)” at the time the player is placed on the Exemption List.

A player who is designated as Exemption List (Concussion) will be removed automatically from the Exemption List at 4:00 p.m., New York time, on the day following the game, and will revert to his club’s 53-player roster. A player may be designated as Exemption List (Concussion) an unlimited number of times during the season, so long as the player has not been cleared under the NFL Head, Neck and Spine Committee’s Protocols Regarding Diagnosis and Management of Concussion.

For purposes of calculating credit towards Accrued Seasons and Credited Seasons under the Collective Bargaining Agreement and pension credit under the Bert Bell / Pete Rozelle NFL Player Retirement Plan, a player who is placed on the Exemption List (Concussion) will be treated as though the player had been on the club’s Inactive List for that week.

The addition of Article XVII, Section 17.14 (A)(6) will cause subsequent sections to be re-numbered.

Submitted by Washington

*Effect:* Permits a player who has suffered a concussion and who has not been cleared to be placed on the club’s Exempt List and replaced by another player on a game-by-game basis until the player is cleared.

*Reason:* Player safety. Integrity of the game.

<u><b>VOTE</b></u>		<u><b>DISPOSITION</b></u>
For _____	•	Adopted
Against _____	•	Rejected
Abstain _____	•	Tabled
Absent _____	•	Withdrawn

### 2017 BYLAW PROPOSAL NO. 3

Amend Article XIX, Sections 19.8(B) and 19.9(B) of the Constitution and Bylaws to read (new language underlined, deleted language struck through):

#### **Choice of Game Uniform**

19.8 (A) Subject to the provisions of subsection (B) hereof and at the option of the home club, the visiting team in all preseason and regular season games shall wear the colors awarded to such team under Section 19.9, and the home team shall wear white. In the event that the colors of the visiting team conflict with the white worn by the home team, the visiting team shall wear other colors approved by the Commissioner. The provisions of this Section shall also apply to the Divisional Playoff games, Conference Championship games, and to the Super Bowl game.

(B) Provided written approval is obtained from the applicable television network of the home club prior to September 1<sup>st</sup> in any year, neither club in any preseason or regular season game shall be required to wear white jerseys, but shall be permitted to wear the colors awarded to their respective clubs, provided that each participating club shall have the option to elect to wear its traditional colors rather than uniform colors determined pursuant to 2014 Resolution BV-2. The same provisions shall likewise apply to the Divisional Playoff games, Conference Championship games, and to the Super Bowl game, provided such permission is received from the applicable television network before 5:00 p.m., New York time on the Tuesday preceding the playing of such game.

#### **Conflicting Club Colors**

19.9 (B) The home club shall have the option of deciding whether the visiting club shall wear white jerseys or shall wear the colors awarded to the visiting team in any League game, regular season or preseason. The home club is obligated to give written notice to the visiting club and to the Commissioner of its decision on the colors of the jerseys to be worn by the visiting club, which notification must be given by July 1st of the year in which the game is scheduled to be played. If either participating club fails to conform to the jersey colors designated for such game, then there shall be an automatic fine

against the offending club of \$5,000, which sum shall be payable to the League office; provided, however, that there shall be no discipline imposed upon a club that elects not to utilize the jersey colors designated pursuant to 2014 Resolution BV-2. Despite the foregoing, in the event that the colors of the participating teams as so designated are in conflict for a League game, regular season or preseason, the Commissioner shall have the right to designate the traditional colors to be used by the competing teams in such game.

Submitted by Washington

*Effect:* Permits clubs to opt out of the “color rush” jerseys created for Thursday Night Football.

*Reason:* Garish uniforms.

**VOTE**

**DISPOSITION**

For \_\_\_\_\_

• Adopted

Against \_\_\_\_\_

• Rejected

Abstain \_\_\_\_\_

• Tabled

Absent \_\_\_\_\_

• Withdrawn

## 2017 BYLAW PROPOSAL NO. 4

*For one year only*, amend Article XIV, Section 14.8 of the Constitution and Bylaws to reflect the following (new language underlined, deleted language struck through):

### Contact With Draft-Eligibles

14.8 The following rules govern club contact with draft-eligible players:

(A) Clubs may time, conduct on-field tests, interview, and administer written tests to draft-eligible players only at the following sites and subject to the following conditions (see (B)(3)(e) below for exceptions for interviews and written tests):

(1) League-approved workouts administered by scouting organizations of which NFL clubs are members. A maximum of one such workout per year (preferably in late ~~January~~ February or early ~~February~~ March) will be held at a central location over several consecutive days, provided, however, that the scheduling for such workouts will, where possible, make full use of weekend days to minimize the participants' mid-week absence from their campuses, and further provided that best efforts will be made to limit each individual player's participation in the workouts to a three-day period that will allow him to attend classes the first day, travel to the workout site that afternoon or evening, participate in a full day of timing and testing (and/or medical examination) on the second day, and travel home on the third day after a half-day of participation at the workouts.

Players who have been invited to the League-approved session shall not be timed or tested at ~~their residence or college campus~~ at any location until after the completion of the League-approved session.

(2) The metropolitan area of the city in which the player's college is located, defined as including only the contiguous suburbs of such city. (NFL clubs located in such areas may use their own facilities for the timing and testing if they wish.)

(a) Where possible, all in-season visits to campuses by NFL club representatives (including employees of scouting organizations of which NFL clubs are members) will be by appointment with advance notice to each college's designated professional football

liaison. NFL representatives will adhere to the colleges' individual policies concerning open or closed practice sessions.

- (b) Each NFL club and each NFL scouting organization will designate one person authorized to discuss injury or rehabilitation information with a college trainer during the season. College trainers will be asked to fill out a physical-status form on each of his team's draft-eligible players in late summer and an updated form, if warranted, after the college season is completed. These forms, developed by the Professional Football Athletic Trainers Society and approved by the member clubs and scouting organizations, constitute the only demands that representatives of the NFL clubs or scouting organizations will make on college trainers each year.
  - (c) For off-season visits to campuses, NFL representatives must make every effort to work out draft-eligible players only on days of the week designated by the college involved. NFL representatives would continue to be allowed to attend professional football timing days scheduled in the spring by colleges for all players, including non-draft-eligibles.
  - (d) If an NFL club is conducting on-field tests for five or more draft-eligible players at a single site outside of its home city on any day, notification of such tests must be provided to the Player Personnel Department of the League office and posted on the NFL website no later than three business days prior to the date of the tests, and all NFL clubs will be permitted to attend such on-field testing. This prohibition does not apply to interviews, electronic testing, or psychological testing.
- (3) The campus of any college located in the same state as the player's college, provided that the player is attending a school in NCAA Division I-AA, II, or III, an NAIA school, or a junior college. In such cases, the player is permitted to be timed, tested, and interviewed only on a school's Pro Day, and only if he has received permission from a school's Pro Liaison.
- (4) The metropolitan area of the city in which the player lives, defined as including only the contiguous suburbs of such city. (NFL clubs located in such areas may use their own facilities for the timing and testing if they wish.) If a draft-eligible player establishes a residence in another

city (e.g., lease on an apartment), NFL clubs will be permitted to send their scouts to such cities for purposes of timing and testing. If a draft-eligible player establishes a residence in another city and becomes part of a “camp,” involving other players, NFL clubs are prohibited from timing and testing such players at a “camp,” observing the sessions of the “camp,” or otherwise participating in it.

- (a) If an NFL club is conducting on-field tests for five or more draft-eligible players at a single site outside of its home city on any day, notification of such tests must be provided to the Player Personnel department of the League office and posted on the NFL website no later than three business days prior to the date of the tests, and all NFL clubs will be permitted to attend such on-field testing. This prohibition does not apply to interviews, electronic testing, or psychological testing.
- (5) College postseason all-star game practice sessions, provided that the players are participants in the all-star game. Players who are not participants are prohibited from such activities.
- (6) At the club’s facility if:
  - (a) The player’s campus or residence is located within a 50-mile radius of the club’s permanent facility and/or within the contiguous suburbs of the club’s home-city;
  - (b) The player attends one of the three FBS schools, including at least one that is a member of a Power Five conference, as assigned by the Player Personnel department of the League office. Proximity to the club’s facility (measured by driving distance) will be the primary, but not sole, factor for selecting schools.

However, such draft-eligible players are not eligible to be timed and tested on-field at the club’s facility if the club provides transportation and/or lodging for the visit. Players for whom the club provides transportation and/or lodging are limited to a physical examination, interview, and written tests, subject to the procedure in 14.8 (B)(3). The League office must be notified of any visit to the club’s facility prior to its completion.

Furthermore, no draft-eligible player may be brought into a club's facility or home-city area during the period beginning on the seventh day preceding the Principal Draft through and including the final day of the Draft.

- (7) At NFL Regional and Super Regional Combines.
- (B) Clubs may administer medical examinations to draft-eligible players under the following rules:
- (1) At League-approved workouts administered by scouting organizations of which NFL clubs are members (see (A)(1) above);
  - (2) At a maximum of one League-wide follow-up session per year scheduled at a central location approximately two to three weeks before the annual college draft. This session would be for physical examinations only and would include no physical activity, such as on-field drills, weightlifting, and performance tests. Players invited to this follow-up session would be from the following categories:
    - (a) Those designated by team physicians at the earlier timing and testing session as requiring further physical examination closer to the draft;
    - (b) Those invited to the earlier workouts but who did not attend;
    - (c) Those subject to an occurrence that changes their physical or eligibility status;
    - (d) Others agreed upon by the scouting organizations;
  - (3) At the club's facilities or any other location, including the player's campus, provided that no draft-eligible player may be brought into a club's facilities, ~~or~~ home-city area, or any other location before the time of the initial League-wide session (see (A)(1) above); further provided that clubs will be limited to examining at the club's facilities or elsewhere in the club's home-city area, or at any other location, a maximum of thirty (30) players; and further provided that clubs located in the same franchise area are prohibited from combining their allotments of players under the permissible 30 per club to create a larger number for each. Despite the foregoing, a club may, after the initial

League-wide session, administer physical examinations at its facilities or elsewhere in its home-city area to an unlimited number of draft-eligible players ~~who reside or attend college in the metropolitan area of the club's facility.~~ whose campus or residence is located within a 50-mile radius of the club's permanent facility and/or within the contiguous suburbs of the club's home-city area; or whose college is one of the three FBS schools, including at least one that is a member of a Power Five conference, as assigned by the Player Personnel department of the League office. Proximity to the club's facility, (measured by driving distance), will be the primary, but not sole, factor for selecting schools. All medical examinations of draft-eligible players administered by individual clubs in their home-city areas or any other location must be administered under the following rules:

- (a) Duration of each examination is limited to one day;
  - (b) Examination must not include physical activity of any kind. (A Cybex test is considered part of an orthopedic examination and is permitted);
  - (c) Examination must be after the completion of all football games, including postseason bowl games, in which the player is to participate as a player for his school;
  - (d) The League office must be notified of all such examinations before they are administered; and
  - (e) Interviews and written tests may be conducted during the visit for the physical examination.
- (C) A physical examination is the only permissible reason for a member club to bring a draft-eligible player into its city and/or training facilities before the draft of that year.
- (D) During the period from one week before the annual draft up to and including the final day of the draft, no club is permitted to transport or sponsor the transport of a draft-eligible player to its offices, workout facilities, home city, or other site without prior permission of the Commissioner, even if the player's campus or residence is located in the same metropolitan area as the club's facility; and no club is permitted during the same period to house a draft-eligible player at any site, including sites within his home city. Medical examinations may be administered by clubs during this one-week

period at the player's home city or the city in which his college is located, whichever is applicable.

- (E) In no circumstances under (A) and (B) above is a club permitted to give or offer to give, directly or indirectly, a draft-eligible player anything of significant value beyond necessary transportation and lodging expenses. Club souvenirs and similar items are permissible. With respect to transportation paid for or arranged for free agents who are not selected in the draft, such payments or arrangements may not be made until the final round of the draft is completed.
  
- (F) If a player is draft-eligible for a given draft by not having signed with the club that selected him in the immediate prior draft, no club in the League except the original drafting club may time, test, examine, or otherwise contact such player without permission of the original drafting club ~~up until the time he is selected by another club~~ unless the player is not selected in a subsequent draft for which he is eligible. Any such contact may subject the contacting club to League tampering prohibitions (see Section 9.2).

*See also* CBA, including Article 7 (College Draft)

Submitted by Competition Committee

*Effect:* For one year only, liberalizes rules for timing, testing, and administering physical examinations to draft-eligible players at a club's facility.

*Reason:* Makes the college scouting process more equitable for all clubs.

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

## 2017 BYLAW PROPOSAL NO. 5

Amend Article XII, Section 12.3 of the Constitution and Bylaws to reflect the following  
(deleted language struck through):

### Rules and Regulations

- (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~~ may 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 on the sixth calendar day prior to the club's seventh regular season game (including any bye week), ~~and continuing through the day after the club's 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, provided that no player may be activated in a Week Six game. (Note: a club with a bye in the seventh week will be treated as having a Sunday game)
  - (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; and
  - (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:* Changes the procedures for returning a player on Reserve/Physically Unable to Perform or Reserve/Non-Football Injury or Illness to the Active List to be similar to those for returning a player that was Designated for Return.

*Reason:* Provides clubs greater roster flexibility.

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

## 2017 BYLAW PROPOSAL NO. 6

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

### When Required

18.1 (A) Clubs desiring to release players must first give written notice to the Commissioner of such intention. At 4:00 p.m., New York time, during each day, exclusive of Sundays, the Commissioner shall notify each club of such waiver request and any club desiring the services of said player may claim him. Regardless of the time when the League receives a request for waivers, the Commissioner shall not give the notice thereof to the clubs until after 4:00 p.m., New York time, on the same or succeeding day.

Clubs shall not have a right to withdraw any claims, and, except for waiver requests designated as Procedural Recall, clubs shall not have a right of recall for any waiver requests.

### Claiming Period

(B) Clubs may claim a player placed on waivers by notifying the Commissioner within the claiming period. Clubs may file claims on players for whom waivers have been requested beginning at 4:01 p.m., New York time (or upon receipt of the Personnel Notice, whichever is later), on the day such waivers are requested and ending at 4:00 p.m., New York time, on a subsequent date, pursuant to the following:

(1) For any waivers requested during the period commencing on the first business day after the Pro Bowl or the Super Bowl, whichever occurs later through 4:00 p.m., New York time, on the Friday prior to the final regular season weekend, a 24-hour claiming period shall be in effect, except for waiver requests on Friday and Saturday of each week, which shall expire at 4:00 p.m., New York time, on the following Monday. [Exception: ~~During the two weekends preceding the first full weekend of preseason games,~~ Beginning with the first day that a team reports to training camp through the Sunday prior to the start of the regular season, waivers requested on Friday will expire at 4:00 p.m., New York time, on Saturday; waivers requested on Saturday will expire at 4:00 p.m., New York time,

on Sunday; and waivers requested on Sunday will expire at 4:00 p.m., New York time, on Monday.]

If the claiming period is scheduled to expire on a holiday, or such other day when the League office is not open for customary business, the claiming deadline shall be extended until 4:00 p.m., New York time, on the next League business day.

Waivers requested on the Friday preceding the final regular season weekend shall expire at 4:00 p.m., New York time, on Saturday.

If any waiver request has been designated as Procedural Recall, the club requesting such waivers shall thereafter have an additional 24 hours to recall such waiver request.

- (2) A claiming period of 10 calendar days shall be in effect for any waivers requested during the period from the Saturday of the final regular season weekend through the conclusion of the final postseason game, but the assignment or termination of any players will be deferred until the first business day after the Super Bowl game. If the waiver request is within 10 calendar days of the first business day after the Super Bowl game, such claiming period will expire on the first business day after the Super Bowl game. A club that is not participating in the playoffs shall not request waivers on players after 4:00 p.m., New York time, on the Saturday of the final regular-season weekend, unless it is awarded a player via waivers on the Monday after its final regular season game and needs to create an opening on its roster for such player.

All waiver notices released by the Commissioner during the training or regular season shall be sent by NFLNet or facsimile.

The Commissioner shall notify each club in both conferences simultaneously of any waiver request in the manner prescribed above. Any club within the League may, upon request, secure from the Commissioner all available salary information on any player for whom waivers have been requested, which information shall be supplied prior to the time for the filing of any claim on such player.

Submitted by Competition Committee

*Effect:* The League office will transmit a Personnel Notice to clubs on Sundays during training camp and preseason.

*Reason:* Provides clubs more roster flexibility.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn

## **2017 Resolution Proposal**

1. By Philadelphia, Amends the NFL's On-Field Policy to allow clubs to have an alternate helmet in a color to match their third uniform.
2. By Competition Committee: Permits a club to negotiate and reach an agreement with a head coach candidate during the postseason prior to the conclusion of the employer club's season.
3. By Competition Committee: Permits a contract or non-contract non-football employee to interview with and be hired by another club during the playing season, provided the employer club has consented.

## 2017 RESOLUTION G-1

Amend the NFL's On-Field Policy (2016 Game Operations Manual, pgs. A46-A47, C (2), Miscellaneous Uniform Areas-Third Uniforms) to read (new language underlined, deleted language struck through):

### **C. Miscellaneous Uniform Areas**

**(2) Third Uniforms** — Each club is permitted to wear a League-approved third uniform and helmet for up to two (2) regular season games (home or away), and must submit its selection(s) to the NFL Football Operations department by July 1, along with all other jersey color designations for the upcoming season.

~~Only current, primary helmets may be used as part of a third uniform. Alternate helmets are not permitted.~~ Alternate helmets are permitted to be worn only with the League-approved third uniform or its Thursday Night Football uniform, and must conform to all safety standards applicable to the club's primary helmets. Additionally, ~~C~~clubs are permitted to change the color of facemasks for either its alternate/throwback uniform or its Thursday Night Football uniform. Please refer to the Uniform Policy on page A39 for more information.

A visiting team may only wear a third uniform if the jersey color is of sufficient contrast to the home team's jersey color, as determined by the NFL Football Operations department.

Third uniforms can only be worn for regular season games scheduled on Sunday afternoons and which are played in stadiums in the United States in any week prior to the start of "flexible scheduling." Third uniforms cannot be worn in the preseason or postseason.

Any requests for an exception to the Third Uniform policy must be submitted in writing to the NFL Football Operations department by July 1 of that year.

Submitted by Philadelphia Eagles

*Effect:* Permits clubs to have an alternate helmet in a color to match their third uniform.

*Reason:* Current rule is unnecessarily restrictive; by our equipment manager's estimate, players at certain positions can go through 15-20 helmets per season and players regularly switch helmets during the game (e.g., helmet breaks, player with C2P components needs to switch to helmet without C2P components).

**VOTE**

**DISPOSITION**

For \_\_\_\_\_

• Adopted

Against \_\_\_\_\_

• Rejected

Abstain \_\_\_\_\_

• Tabled

Absent \_\_\_\_\_

• Withdrawn

## 2017 RESOLUTION G-3

Amend the Anti-Tampering Policy to reflect the following (new language underlined, deleted language struck through):

### 4. **Non-Players**

(i) **Assistant Coaches.** The following rules shall govern situations involving assistant coaches:

(1) **Under Contract During Season.** During a club's playing season, including postseason if applicable (excluding Pro Bowl), the following actions are prohibited concerning an assistant coach who is under contract, unless the involved assistant coach has been dismissed by his club:

- (i) no assistant coach may discuss or accept employment for the current or a future season with another club in the League;
- (ii) no club, directly or through an intermediary, may request permission to discuss employment with an assistant coach for the current or a future season; and
- (iii) no employer club may grant another club permission to discuss employment with an assistant coach for the current or a future season.

The prohibitions set forth above apply to employment with another club in any capacity, including head coach, except as provided for in the postseason procedures set forth in Sections 4(i)(2) and 4(i)(3) below.

(2) **Under Contract After Season.** If an assistant coach's playing season, including postseason if applicable (excluding Pro Bowl), has concluded and the assistant coach is under contract for the succeeding season or seasons, the provisions of Section 4(i)(2)(ii) or Section 4(i)(4), whichever section is applicable, must be observed by an inquiring club:

- (i) **Two Tiers of Coaching Staffs.** For purposes of this Anti-Tampering Policy, each coaching staff is divided into two tiers: (1) head coach, and (2) all assistant coaches.

Although each club is permitted to use any structure and titles it may choose for its coaching staff, the two tiers described above will be adhered to for administration of this Policy.

- (ii) **Head-Coaching Opportunity.** If a club wishes to discuss its head coaching position with an assistant coach whose playing season (excluding Pro Bowl) has concluded, and who is under contract to another club, the assistant coach's employer club is required to permit the coach to discuss and accept such employment through March 1 of any year. After March 1, the employer club is under no obligation to grant such permission, but it may be voluntarily granted at the employer club's discretion during the off-season.

A request to contact an assistant coach under contract to another club to interview for the position of head coach cannot be made until after the conclusion of the employer club's regular season.

- (3) **Postseason Procedures.** The following postseason procedures shall apply if an inquiring club wishes to discuss its vacant head coaching position with an assistant coach whose employer club is participating in the playoffs:

- (i) **Head Coaching Positions.** The owner or operating head of the inquiring club may contact the owner or operating head of the employer club to request written permission to discuss its head coaching position with an assistant coach.

- (ii) **Interview Restrictions.** If the employer club elects to grant permission, the inquiring club may conduct one (1) interview with the assistant coach at any location acceptable to the employer club and at a time that is convenient for the employer club subject to the following rules:

- a. for any club that has a bye in the Wild Card weekend, any interview of its coaches must be conducted prior to the conclusion of Wild Card games;
- b. for any club that participates in a Wild Card game and advances to the Divisional Playoffs, any interview of its coaches must be conducted after the Wild Card games and prior to the conclusion of Divisional Playoff games;

- c. an inquiring club is permitted only one interview with an assistant coach while his team is competing in the postseason, and there shall be no other direct or indirect contact between any employee or agent of the inquiring club and the assistant coach or any representative or agent of the assistant coach; and
  - d. no initial interviews may be requested nor granted after the Divisional Playoff weekend for any assistant coach whose team is still participating in the postseason. However, in any year in which there is at least a two-week break between the conference championship games and the Super Bowl, an assistant coach who (a) has previously interviewed for another club's head coaching job and (b) whose current employer-club is participating in the Super Bowl may have a second interview with a club with which he has previously interviewed for an open head coach position provided that (1) the employer-club elects to grant permission for a second interview, and (2) the interview takes place at a time and location that is acceptable for the employer-club, but no later than the Sunday preceding the Super Bowl.
- (iii) **Signing Restrictions/Timing.** Upon a club's second interview with a head coach candidate (as described in (3)(ii)d. above), the club is permitted to negotiate terms of a contract with the candidate (and/or his representative) and to reach an agreement to execute a contract. ~~However, No contract shall be executed and no agreement to execute a contract, or an announcement of a contract or of an agreement for employment,~~ shall be permitted until after the conclusion of the employer club's playing season.
- (iv) **Grant of Permission/Effect.** If a club elects to grant permission for one of its assistant coaches to interview for a head coaching position, it must grant permission to all inquiring clubs that seek to interview the assistant coach. Permission cannot be granted selectively.
- (v) **Other Assistant Coaches.** If a club elects to grant permission for one of its assistant coaches to interview with an inquiring club or clubs, it may deny permission for another member of its staff, provided that the denial is applicable to all inquiring clubs.

Submitted by Competition Committee

*Effect:* Permits a club to negotiate and reach an agreement with a head coach candidate during the postseason prior to the conclusion of the employer club's season.

*Reason:* Competitively more fair.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn

## 2017 RESOLUTION G-4

Amend the Anti-Tampering Policy to reflect the following (new language underlined, deleted language struck through):

### 4. Non-Players

(a) No club, nor any person employed by or otherwise affiliated with a club, is permitted to tamper with a non-player employee of another club.

(1) **Football Employees.** Unless otherwise provided for in this Policy, no club may request permission to discuss employment with a non-player, ~~non-coach~~ football operations employee of another club, (whether or not that employee is under contract,) during the employer club's playing season, defined as the period from the opening of preseason training camp through the club's final game of the season, including postseason if applicable.

"Football Operations" is defined as including all members of a club's coaching, scouting, equipment, training, video, grounds crew, football travel/logistics, public relations, player engagement, football analytics and technology staffs, and medical, sports science, and athletic training departments, as well as the positions of general manager, contract negotiator, and their staffs. (See also Section 4(h) and 4(i), which prohibits in-season discussions with head coaches and assistant coaches.) (For procedures applicable to coaches, see sections 4(h) Head Coaches and 4(i) Assistant Coaches. For procedures applicable to non-coach employees in football operations, see sections 4(j) High-Level Club Employees (Non-Player, Non-Coach), and 4(k) Other Club Employees (Non-Player, Non-Coach).)

(2) **Non-Football Employees.** A club may contact another club to request permission to discuss employment with a non-player, non-football operations employee of another club at any time of the year, including during the employer club's playing season. However, the employer club is under no obligation to grant permission, including for an employee who is not under contract during the employer club's playing season. See section 4(k) "Other Club Employees (Non-Player, Non-Coach)" for the appropriate procedures after the conclusion of the employer club's

playing season. Inquiring clubs must follow the procedure in the section titled "Protocol" on page five of the Policy.

[2016 Anti-Tampering Policy, page 9]

- (f) **Protocol.** As a professional courtesy and to avoid inter-club disputes, whenever a club wishes to contact a non-player employee of another club about possible employment, such inquiring club must first notify the owner or operating head of the employer club to express interest.
- (1) **Contract Status/Notice.** If the inquiring club has confirmed with the League office that the employee in question does not have an active contract, or if the employer club does not otherwise have the right to deny permission, the inquiring club may initiate contact with the employee immediately after sending notification to the employer club. No response is required after notification has been sent. (See Section 3(b) for the rules governing contacts of or by players.)
- (2) **Contact by Employee.** If a non-player employee of a club initiates contact with another club concerning possible employment, the contacted club must immediately notify the owner or operating head of the employer club, after which all other applicable provisions of this Policy will apply.
- (3) **Public Announcements.** Notwithstanding the other requirements of this section on protocol, if an employer club publicly announces that it has dismissed or will not be retaining an employee, any club interested in speaking with the employee is under no obligation to observe the club-to-club courtesies of this section.
- (4) **Terminated Contracts.** Club employees whose contracts have been terminated may discuss and accept employment with any other club at any time, including during the same preseason, regular season, or postseason.
- (g) **Permission to Discuss and Sign.** Permission granted by a club to an employee to discuss employment with a new club shall be deemed to include permission to accept employment with the new club; provided, however, that an employer club may limit the duration of such permission. Any permission granted by an employer club to discuss employment with another club must be set forth in writing and provided to the employee in advance of any such discussions.

Submitted by Competition Committee

*Effect:* A contract or non-contract non-football employee may interview with and be hired by another club during the playing season, provided the employer club has consented.

*Reason:* Acknowledges the different hiring calendar for non-football employees. In certain situations, it is more opportune for the employer club to have a non-football employee leave during the playing season.

**VOTE**

**DISPOSITION**

For \_\_\_\_\_

Adopted

Against \_\_\_\_\_

Rejected

Abstain \_\_\_\_\_

Tabled

Absent \_\_\_\_\_

Withdrawn