



## 2025 NCAA FOOTBALL RULES CHANGES

(PROP Approved on April 16)

(As applicable to UIL – noted in red)

### **Feigning Injuries:**

Proposed Change - Rule - 3-3-6

Injury Timeout

ARTICLE 6.

a. In the event of an injured player(s):

1. An official will declare a timeout and the player(s) must leave the game. That player must remain out of the game for at least one down, even if that team is granted a team timeout. When in question, officials will take a timeout for an injured player. **If a player presents as injured after the ball is spotted by officials, that team will be charged a Team Timeout or a delay penalty if all timeouts have been used (A.R. 3-3-6 X-XI).**
2. The player(s) may not return to the game until receiving approval of professional medical personnel designated by their institution.

**UIL EXCEPTION #40: 3-3-6-a – Delete the sentence: “If a player presents as injured after the ball is spotted by officials, that team will be charged a Team Timeout or a delay penalty if all timeouts have been used (A.R. 3-3-6-X-XI).”**

### **Timeouts in Extra Periods:**

Proposed Change – Rule 3-1-3-h

h. *Timeouts.*

Each team shall be allowed one timeout for the **first extra period and one timeout for the second extra period. Each team will be allowed one timeout beginning with the third extra period until the game is ended.** (Rule 3-3-8) Timeouts not used during the regulation periods may not be carried over into the extra period(s). Unused extra-period timeouts may not be carried over to other extra periods. Timeouts between periods shall be charged to the succeeding period.

Radio and television timeouts are permitted only **after the first and second extra periods.** Charged team timeouts may not be extended for radio and television purposes. The extra period(s) begins when the ball is first snapped.

In the absence of a media timeout, after the second **and fourth** extra period, there will be a two-minute mandatory break period.

**Applicable to UIL games**

## **Instant Replay – Referee Announcement**

### **Proposed Change – Rule 12-6-1-d**

d. After the referee has conferred with the replay official and the review process has been completed, the referee shall make one of the following announcements:

1. If the video evidence confirms the on-field ruling or if there is no indisputable (conclusive) evidence to overturn the on-field ruling:

*“After further review, the ruling on the field is upheld.”*

2. If there is no indisputable (conclusive) evidence to overturn the on-field ruling:

*“After further review, the ruling on the field stands.” (Exception: 12-3-5-a — Stands is not an allowable ruling for targeting.)*

2. If the on-field ruling is overturned (Rule 12-7):

*“After further review, the ruling is [followed by a brief description of the video evidence]. Therefore, [followed by a brief description of the impact of the ruling].”*

### **Applicable to UIL games in which replay is used**

## **Scrimmage Kick Formation**

### **Proposed Change – Rule 2-16-10**

#### **ARTICLE 10.**

a. A scrimmage kick formation is a formation with no player other than the potential kicker aligned within the frame of the snapper and no player aligned in the clear path from the snapper to the potential kicker, and with either (1) at least one potential kicker 10 or more yards behind the neutral zone; or (2) a potential holder and potential kicker seven or more yards behind the neutral zone in position for a place kick. For either (1) or (2) to qualify as a scrimmage kick formation, it must be obvious that a kick will be attempted (A.R.9-1-14-I-III)

b. If Team A is in a scrimmage kick formation at the snap, any action by Team A during the down is deemed to be from a scrimmage kick formation.

### **Applicable to UIL games**

### **Proposed Change – Rule 6-3-14-a**

#### **Defensive Linemen on Scrimmage Kick Plays**

#### **ARTICLE 14.**

a. If Team A is in a scrimmage kick formation at the snap and the snapper is not on the end of the line of scrimmage, any Team B player within one yard of the line of scrimmage must be aligned completely outside the frame of the body of the snapper at the snap (A.R.6-3-14-I and II).

### **Applicable to UIL games**

### **Proposed Change – Rule 9-1-14**

#### **Contact Against the Snapper**

#### **ARTICLE 14.**

When a team is in scrimmage kick formation and the snapper is not on the end of the line of scrimmage, a defensive player may not initiate contact with the snapper until one second has elapsed after the snap (A.R.9-1-14-I-III).

### **Applicable to UIL games**

## **“T” Signal on Free Kicks**

### **Proposed Change – Rule 2-8-3-b**

#### **Invalid Signal**

#### **ARTICLE 3.**

An invalid signal is any waving signal by **any** player of Team B:

- a. That does not meet the requirements of Article 2 (above); or
- b. Including a “T” signal given during a free kick; or**
- c. That is given after a scrimmage kick is caught beyond the neutral zone, strikes the ground or touches another player beyond the neutral zone (A.R.6-5-3-III-V); or
- d. That is given after a free kick is caught, strikes the ground or touches another player.[Exception: Rule 6-4-1-f]**

### **Applicable to UIL games**

## **Defensive Movement / Disconcerting Signals**

### **Proposed Change – Rule 7-1-5-a-4 & 5**

4. Any player within one yard of the line of scrimmage (stationary or not) may not make quick **and** abrupt or exaggerated actions that **simulate action at the snap and** are not part of normal defensive player movement **in an obvious attempt to make the offense foul (false start).** (A.R.7-1-5-IV - ).

5. No player shall use words or signals that disconcert opponents when they are preparing to put the ball in play. No player may call defensive signals that simulate the sound or cadence of, or otherwise interfere with, offensive starting signals. **The terms “move” and “stem” are reserved for defensive cadence and may not be used by the offense. The offense may use a “clap” as a starting signal and this signal may not be used by the defense.**

**PENALTY [4-5]—Dead-ball foul, delay of game. Five yards from the succeeding spot [S21].**

### **Applicable to UIL games**

## **Substitution Fouls after the Two-Minute Timeout**

### **Proposed Change – Rule 3-5-3-b**

b. Team B is allowed to briefly retain more than 11 players on the field to anticipate the offensive formation, but it may not have more than 11 players on the field when the ball is snapped. The infraction is treated as a live-ball foul (A.R.3-5-3-I-VII).

**PENALTY—Live-ball foul. Five yards at the previous spot. [S22]**

**After the Two-Minute Timeout in either half, if the defense commits a substitution foul and 12 or more players are on the field and participate in a down, officials will penalize the defense for the foul and at the option of the offended team, reset the game clock back to the time displayed at the snap. The game clock will then restart on the next snap. If the 12<sup>th</sup> defender was attempting to exit but was still on the field at the snap and had no influence on the play, then the normal substitution penalty would be enforced with no clock adjustment (A.R. VIII – X).**

### **Applicable to UIL games**

## **Technology – Coach-to-Player Communications**

### **Proposed Change – Rule 1-4-11-b Exception**

#### ***Exception:***

Coach-to-player communications through the helmet is permissive for the Football Bowl Subdivision (FBS) and the Football Championship Subdivision (FCS) based on the following:

- Only one (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 shut off when the play clock reaches 15 seconds or at the snap, whichever comes first, and will remain off throughout the down. When the play clock is reset to 25/40, the communications will be restored. If more than one green dot helmet per team 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.
- On free kick plays, the coach-to-player communications will not be in effect. There is no limitation to the number of green dot helmets for either team during free kick plays.
- A conference may develop a policy to provide guidance in handling situations dealing with communications failure (See Appendix I).

**UIL EXCEPTION #23: Delete 1-4-11-b-Exception entirely and replace with the following UIL Exception:**

**Wearable Technologies: Coach-to-player communication through one-way Wearable Technology is permissive for UIL football games. Teams may use wearable technology such as watches, wristbands, and belt-packs to communicate in game calls only. There will be no limit on the number of student-athletes that can wear a wearable technology device during competition; there will be no cut-off on the flow of data from coach-to-player. Coach-to-player communication may only take place with one-way wearable technology.**

***(Note: Other than the actual wearable device on the student-athlete, the use of technology is limited to the coaching booths and locker rooms – no sideline or team area use is allowed during the game. Transmission of play calls from the coach to the player shall be made from the press box ONLY. 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. Violations will follow UIL protocols of being sent to the DEC, with the possibility of game forfeiture.***

## **Technology – Tablets**

### **Proposed Change – Rule 1-4-11-a Exception 3**

3. Standard tablets for in-game video only is permissive for all football playing subdivisions and are subject to the following guidelines:

- Tablets shall be restricted to “in game video” (current game) and may not include analytics, data or data access capability or any other communications access. No other video is allowed (e.g., scouting video, practice video, etc.).
- Tablets may be used in the coaches’ booth, sideline, and locker room. Tablets may not be interconnected to other devices to project larger/additional images except during halftime intermission in the locker room.
- Video may include a coach’s sideline, a coach’s endzone, and a program feed per play from the current game only and may also display game circumstances including down, distance, time, quarter, play-number, and score.
- A team may have up to 18 standard tablets active, and all team personnel may view the tablets.

- Team personnel engaging an official with a tablet to show or review video is guilty of an automatic Unsportsmanlike Conduct foul.
- A conference may develop a policy to provide guidance in handling situations dealing with tablet failure (See Appendix I).

**(same exception as 2024) UIL EXCEPTION #22: Delete all items in 1-4-11-a-Exceptions 3 and replace with the following UIL technology policy:**

**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 player, coach, or team personnel approaches an official with any video technology to review or view video during the game will result in an automatic Unsportsmanlike Conduct foul.**

***(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. As stated above, the game officials are not responsible for compliance with this rule other than reporting any known or suspected violation).***

## **Optional Equipment – Eye Shields**

### **Proposed Change – Rule 1-4-6-c**

**c. *Eye shields.*** Eye shields must be clear, not tinted, and made from molded or rigid material. Eyeglasses and goggles also must be clear and not tinted. No medical exceptions are allowed. **A manufacturer may submit a “nearly clear” eye shield without mirroring or reflective effects for review to the NCAA Football Rules Committee by May 1 for the upcoming year. Neither the NCAA nor the committee certifies the safety of the eye shield.**

**(same exception as 2024 but with possible allowance of any NCAA approved) UIL EXCEPTION #20: 1-4-6-c. DELETE the sentence that states: “No medical exceptions are allowed.”**

**ADD: “Exception: A player(s) is permitted to participate in UIL games wearing tinted eyeglasses or goggles, if the player has been issued a current season UIL Medical Exemption Form that allows for his/her participation wearing tinted eyeglasses or goggles. Prior to the start of each game in which the player will potentially participate wearing tinted eyeglasses or goggles, the Head Coach must present to the Referee of the game a copy of the properly completed UIL Medical Exemption Form that allows for the player’s participation with tinted eyeglasses or goggles. Once the game begins, no player may participate wearing tinted eyeglasses or goggles unless the coach has presented the UIL Medical Exemption Form to the Referee prior to the start of the game. (Note: The exemption applies only to tinted eyeglasses or goggles – tinted eye shields are prohibited and medical exceptions are not allowed for tinted eye shields. Exception - any NCAA approved eye shields submitted by May 1 for upcoming year will be considered for approval by the UIL)”**

## **Two-Minute Timeout**

**UIL Varsity games will now utilize a two-minute timeout at the end of each half. All UIL related timing rules that went into effect “under two minutes” will now be triggered by the two-minute timeout. All UIL related timing rules that went into effect “under one-minute” will also now be**

**triggered by the two-minute timeout. As a result, the previous UIL exceptions that eliminated reference to the “two-minute timeout” and replaced it with “under two minutes” or “under one minute” have been deleted. If there are adjustments related to UIL timing rules, they will be applied after the two-minute timeout.**

### **3-3-5-a & b. Two-Minute Timeout**

- a. 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, play will continue, and the Referee or covering official shall stop the clock when the ball is declared dead for a Two-Minute Timeout.
- b. The media broadcast partner will hold back at least one 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.

**UIL EXCEPTION #39: 3-3-5-b: Add to the last sentence of paragraph “b”: “If both teams indicate a readiness to resume play before the expiration of one minute, the referee will declare the ball ready for play.”**