

2015 PLAYING RULE PROPOSAL NO. 14

Amend Rule 11, Section 3, Article 1 (Try, pg. 51) to read (new language underlined, deleted language struck through):

Article 1: General Rules. After a touchdown, the scoring team is awarded a Try in an attempt to score one or two additional points during one scrimmage down.

The Try begins when the Referee sounds his whistle for play to start. The spot of the snap shall be:

- (a) anywhere on or between the inbound lines, and
- (b) ~~two~~ 15 yards from the defensive team's goal line for a Try Kick, or:
- (c) two yards from the defensive team's goal line for a Try by pass or run.

Note 1: A team's choice is not final and is subject to change following a team timeout or accepted penalty.

The addition of Rule 11, Section 3, Article 1, Note 1 will cause all subsequent Notes to be re-numbered.

Submitted by New England

Effect: Moves the line of scrimmage for Try Kicks to the defensive team's 15-yard line.

Reason: Makes the Try Kick a more competitive play.

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 Withdrawn

2015 PLAYING RULE PROPOSAL NO. 14A

For the 2015 season only, amend Rule 11, Section 3, Articles 1 and 2 (Try, pg. 51) to read (new language underlined, deleted language struck through):

Article 1 General Rules. After a touchdown, ~~the scoring team is awarded~~ a Try ~~in~~ is an ~~attempt~~ opportunity for either team to score one or two additional points during one scrimmage down.

The Try begins when the Referee sounds the whistle for play to start. The team that scored the touchdown ~~spot of the snap~~ shall be put the ball in play:

- a) anywhere on or between the inbound lines, and
- b) ~~two~~ 15 yards from the defensive team's goal line for a Try Kick, or-
- c) two yards from the defensive team's goal line for a Try by pass or run.

Note 1: A team's choice is not final and is subject to change following a team timeout or accepted penalty.

The addition of Rule 11, Section 3, Article 1, Note 1 will cause all subsequent Notes to be re-numbered.

Article 2 Results of a Try. During a Try, the following shall apply:

- a) If a kick results in a field goal by the offense, one point is awarded. An artificial or manufactured tee shall not be permitted to assist in the execution of a Try-kick. (The conditions of 11-4-1 must be met.) ~~The ball is dead as soon as it becomes evident that the kick has failed.~~
- b) If a Try results in a touchdown by ~~the offense~~ either team, two points are awarded. ~~If a touchdown is not scored, the Try is over at the end of the play.~~
- e) ~~If the defense gains possession, the ball is dead immediately. The defensive team cannot score during a Try.~~
- c) ~~If there is no kick, and~~ the Try results in what would ordinarily be a safety against ~~the defense~~ either team, one point is awarded to the ~~offensive team~~ opponent.
- d) If any play results in a touchback, the Try is unsuccessful, and there shall be no replay.

Submitted by Competition Committee

Effect: Moves the line of scrimmage for Try Kicks to the defensive team's 15-yard line, and allows the defense to return any missed Try.

Reason: Makes the Try Kick a more competitive play, and further incentivizes the offense to attempt a two-point Try.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2015 PLAYING RULE PROPOSAL NO. 14B

For the 2015 season only, amend Rule 11, Section 3, Articles 1 and 2 (Try, pg. 51) to read (new language underlined, deleted language struck through):

Article 1 General Rules. After a touchdown, ~~the scoring team is awarded~~ a Try in is an ~~attempt~~ opportunity for either team to score one or two additional points during one scrimmage down.

The Try begins when the Referee sounds the whistle for play to start. The team that scored the touchdown ~~spot of the snap shall be~~ put the ball in play:

- a) anywhere on or between the inbound lines, and
- b) ~~two~~ 15 yards from the defensive team's goal line for a Try Kick, or-
- c) one yard from the defensive team's goal line for a Try by pass or run.

Note 1: If a team elects to attempt a Try by pass or run, that decision is final and cannot change following a team timeout or accepted penalty.

The addition of Rule 11, Section 3, Article 1, Note 1 will cause all subsequent Notes to be re-numbered.

Article 2 Results of a Try. During a Try, the following shall apply:

- a) If a kick results in a field goal by the offense, one point is awarded. An artificial or manufactured tee shall not be permitted to assist in the execution of a Try-kick. (The conditions of 11-4-1 must be met.) ~~The ball is dead as soon as it becomes evident that the kick has failed.~~
- b) If a Try results in a touchdown by ~~the offense~~ either team, two points are awarded. ~~If a touchdown is not scored, the Try is over at the end of the play.~~
- e) ~~If the defense gains possession, the ball is dead immediately. The defensive team cannot score during a Try.~~
- c) ~~If there is no kick, and~~ the Try results in what would ordinarily be a safety against the defense either team, ~~one point is~~ two points are awarded to the ~~offensive team~~ opponent.
- d) If any play results in a touchback, the Try is unsuccessful, and there shall be no replay.

Submitted by Philadelphia

Effect: Moves the line of scrimmage for Try Kicks to the defensive team's 15-yard line, and the line of scrimmage for a Try by pass or run to the defensive team's one-yard line. Also allows the defense to return any missed Try, and changes the value of a safety during a Try to two points.

Reason: Makes the Try Kick a more competitive play, and further incentivizes the offense to attempt a two-point Try.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn