

Penalty Table

Penalty 1	Runs, Screen & Quick Passes, Field Goals Fake Kicks / Punts (Runs)						Spot of foul unless stated otherwise, the spot is determined by obtaining a new Run Number. If the number is ODD, the spot of foul is at the halfway point of the play (round down). If the number is EVEN, the spot of foul is at the end of the play. A safety occurs if the spot of foul is on the offensive team's goal line or in their end zone.	
Penalty 2	Short Passes, Long Passes, Fake Kicks / Punts (Passes)							
Penalty 3	Punts and Returns							
Penalty 4	Kickoffs / Free Kicks, Kickoff Returns							
O1	D1	O2	D2	R3	K3	R4	K4	Penalty
1-5		1-5			1-5			Delay of Game: Ignor durring No-Huddle Offense, unless voluntary by offense. Penalized team may use timeout to ignore penalty and replay down. No Option, 5yds from scrimmage, replay down.
6	1-2	6	1	1	6-7			Illegal Substitution: No Option, 5yds from scrimmage, replay down. Penalized team may use a timeout to ignore the penalty and replay the down.
7	3	7			8-9			Illegal Participation: 15yds from scrimmage, replay down. Penalized team may use a timeout to ignore the penalty and replay the down.
							1-12	Kick Out of Bounds: No option, the ball is put in play 30yds from spot of kick, unless the penalty occurs the first time an onside kick is attempted. In this case, the ball is placed 5yds from spot of kick if not touched or touched by kicking team prior to going out of bounds. 5yds from line of scrimmage f touched by receiving team prior to going out of bounds.
				2				Advancing a dead ball: Fair Catch only, 5yds from spot of catch.
8-17	4-9	8-16	2-4	3-5	10-20			False Start / Movement: No Option, 5yds from line of scrimmage, replay down.
	5-30		5-19	6-10			13-24	Offsides: 5yds from line of scrimmage, replay down.
18-21		17-19						Illegal Procedure: 5yds from line of scrimmage, replay down.
22-25		20-22						Illegal Formation: 5yds from line of scrimmage, replay down.
26		23-26						Intentional Grounding: Incomplete passes only. Ignore if pass is thrown incomplete while scrambling. Loss of down and 10yds from line of scrimmage, or loss of down at sport of foul if foul is more than 10yds behind the line of scrimmage. Use a new Run Number to determine the spot of foul. If spot is in the End Zone, the defense may accept a safety or result of play.
27		27						Illegal Forward Pass: Quick, Short, or Long Passes only. 5yds from line of scrimmage, down and play count.
28		28			21-22			Ineligible Receiver Downfield: Screen Passes, Scrambles, Fake Punts, Fake Kicks only. 5yds from line of scrimmage, replay down.
29-38		29-37			23-32			Offensive Holding: 10yds from line of scrimmage. Safety occurs if spot of penalty is in the End Zone. Use new Run Number and divide by 2 (round down) to determine spot of penalty.
	31-35		6-24					Defensive Holding: 5yds from line of scrimmage, automatic first down.
							25-36	Holding: 5yds marked from end of play.
				11-25		1-22		Holding: 10yds from spot of foul, down and play count. Use a new Run Number to determine the spot of foul. If Run Number is Odd the penalty is marked from the halfway point. If Run Number is Even the penalty is marked where play ended.
39-41		38-41			33-35			Offensive Illegal Use of Hands: 10yds from line of scrimmage. Safety occurs if spot of penalty is in the End Zone. Use new Run Number and divide by 2 (round down) to determine spot of penalty.
	36-38		25-27					Defensive Illegal use of Hands: 5yds from line of scrimmage, first down.
42-43		42		26-40		23-43		Illegal Block: 15yds from spot of foul, down and play count. Use a new Run Number to determine the spot of foul. If Run Number is Odd the penalty is marked from the halfway point. If Run Number is Even the penalty is marked where play ended.
44	39-41	43	28-33					Illegal Contact: 5yds from line of scrimmage, automatic first down.
	42		34-39					Defensive Pass Interference: Quick, Short, or Long Passes only, Automatic first down at the spot of penalty. Determine spot of foul as same manner oas a Point of Interception. If the spot is in the End Zone, the ball is placed at the 1yd line, first and goal. If the spot is beyond the End Zone, the pass is considered "uncatchable" and no penalty occurs.
45		44-45						Offensive Pass Interference: 10yds from line of scrimmage, replay down.
				41-42				Running into Kicker/Holder: 5yds from line of scrimmage, replay down.
				43-44				Roughing the Kicker/Holder: 15yds from line of scrimmage, Automatic first down.
					36-37			Simulated Roughing: 15yds from line of scrimmage, replay down.
					38-39			Noncontact Catch Interference: 5yds from end of return, Extend half if time expires.
					40-41			Contact Catch Interference: 15yds from end of return, Extend half if time expires.
	43-45		40-42		42-44		37-44	Defensive Face Mask: 15yds from end of play, Automatic first down.
46		46				44		Face Mask: 15yds from spot of foul, down and play count. Use a new Run Number to determine the spot of foul. If Run Number is Odd the penalty is marked at the halfway point. If Run Number is Even the penalty is marked where play ended.
	46		43-46					Roughing the Passer: Pass play only, 15yds from end of play, Automatic first down. The Penalty is marked from the line of scrimmage if play ended behind the line of scrimmage or involved a change of possession.
	47		47		45-46		45-46	Live-Ball Personal Foul: 15yds from end of play, Automatic first down. Penatly is marked at the line of scrimmage if play ended behind the line of scrimmage or involved a change of possession.
47		47		45-46		45-46		Live-Ball Personal Foul: 15yds from end of play, Automatic first down. Penatly is marked at the line of scrimmage for all Pass Plays.
	48		48		47-48		47-48	Dead-Ball Personal Foul: 15ydfs from end of play, Automatic first down. Yardage marked from end of play if change of possession occurs.
48		48		47-48		47-48		Dead-Ball Personal Foul: 15ydfs from end of play, down and play count.