

☐ Major Rule Differences 2025

- ☐ Point after try – Rule 8.1
 - Point after try will be from the 3-yard line for 1 point and the 10-yard line for 2 points.
- ☐ Point after try – Rule 8.3
 - All turnovers on points after a try will result in a Dead ball. B may not score on a point after try.
- ☐ Safety and touchback – Rule 8
 - After a safety, B will next put the ball in play from their 30-yard line; after a touchback, the ball will be put in play from the 14-yard line
- ☐ Flag Guarding –
 - Flag guarding, as a foul, now falls under “illegal use of hands”. There must be contact with the opponent attempting to de-flag the ball carrier to be a foul. (see 9.2.2)
 - Flag guarding or “illegal use of hands” no longer includes a loss of down in the penalty’s administration. (10.1.6)
- ☐ Intentional Grounding is now a foul and includes a loss of down.
- ☐ Ball size and color – All balls will meet standards outlined in the rulebook and be TAN in color (1.3.1)
- ☐ CIF will use Field Diagram #1 with a field size of 300’ X 120’ (including endzones)
 - “hash marks” may be permanent lines on the field or indicated by pylons or cones at the end of each endzone. Hash marks will be in the center of the field and 23’ apart.
 - The ball will be spotted at the closest hashmark when the play ends outside of the hashmark
- ☐ The first play from scrimmage to start each half and after a score will be from the 14-yard line
- ☐ Game officials will take the field 30 minutes before game time.
- ☐ A down indicator to mark the Line Of Scrimmage (LOS) will be used (1.3.5)
- ☐ 1.5 Visiting teams will wear white uniforms
- ☐ 1.5.1.f CIF uses a single-piece flag belt with two (2) removable flags. Flag size will be no less than 1.5” X 14” and no more than 2” by 16”
- ☐ Coaches are required to verify that all equipment is legal. Game officials will never allow participation with equipment that is illegal or worn improperly. (1.5.4)

- ❑ 2.3 – Screen blocking will be done without contact and is allowed anywhere on the field of play.
- ❑ Encroachment will be a “dead ball” foul
- ❑ 2.12 – The feet of the person receiving the snap must be 2 yards behind the LOS
- ❑ 2.23 – Neutral Zone will be 1 yard
 - All defensive players may be one yard from the LOS and legally rush.
- ❑ 2.34 – The snapper’s body must be behind the ball. There is no requirement that the snap travel between the legs of the snapper
- ❑ 3.1 – Four 12:00 quarters will be used
 - A stop-clock procedure will be used for the final 2:00 of each half of play.
 - The clock will stop for all penalties, scores, and changes of possession during the entire game. (Other stop clock rules can be found in 3.4
- ❑ There will be 2 timeouts per half with no carry-over
 - The 2:00 warning will be an official’s timeout
- ❑ Rule 6 – Kicking
 - Scrimmage kicks must be declared
 - All players will freeze until after the ball is kicked
 - R players may recover a kick that has touched the ground
 - R players may not recover a kick that has been muffed
 - K may never recover a scrimmage kick
 - A scrimmage kick that crosses the endzone line is a touchback
- ❑ 7.2 – There is NO requirement that a motion player be 1 yard from the LOS